Usenet Newsgroup Archive: comp.sys.atari.st

1993-10 - 1993-12

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Date span: 1993-10-01 through 1993-12-31

Source text: comp.sys.atari.st.txt

Source item: https://archive.org/details/usenet-comp

Messages included in this PDF: 4,271

Message records with no readable body available in the source text: 3

Messages are presented chronologically by archived date.

Binary or encoded payloads are not printed as blocks of encoded text; a placeholder appears where such material was detected. The original source text is unchanged.

1. Re: Falcon OS - what revision should I look for?

Newsgroup: comp.sys.atari.st
Date: 1993-10-01 00:00:07 UTC
From: magnus.thylander@p4.troed.ct.se
Message-ID: <2caa01d3@p4.troed.ct.se>
Source record: 200156

```
>> I would wait for TOS 5 though, before I upgrade. It will be a MAJOR
>> improvement!
>>
>> Do you have some certified info on TOS 5?? Please tell us...
>>
> I wouldn't wait for TOS 5, it's still in very early stages, can't say
> more I'm afraid...

Sorry then, it sounded on the letter as if it was coming soon...

***********************************
* GREETZ, Magnus Thylander..... *
* .... ****************************************
* ..... .. CoSysOp * UseNet: magnus.thylander@troedp4.ct.se *
* . ... .. * FidoNet: 2:200/612.4 *
* .. .....XISTENCE * FujiNet: 7:102/102.4 *
* ....ARCASTIC * NeST: 90:1101/112.4 *
*****************************************************************
```

2. Argh!

Newsgroup: comp.sys.atari.st
Date: 1993-10-01 00:00:07 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2cab1c0a@troed.ct.se>
Source record: 200157

Just got the Mjuzzak 16-bit tracker for the Falcon030 ....

First reaction:

SOMEBODY TRANSLATE THOSE F*CKING GERMAN TEXTFILES TO ENGLISH!

(And PLEASE include a DECENT song which DOESN'T have "rapping germans" and
corrupted (?) sounds!!!)

Other than that it seems good (for a v0.01 ... oops v1.0 ...)

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

3. Re: TT-Graphics card, but which one?

Newsgroup: comp.sys.atari.st
Date: 1993-10-01 00:05:44 UTC
From: Lexicor@world.std.com
Message-ID: <CE6yxL.2Mp@world.std.com>
Source record: 200164

```
In article <ekrimenCE6Kxu.58E@netcom.com>,
Ed Krimen <ekrimen@netcom.com> wrote:
>In article <CE4IFI.80n@world.std.com> Lexicor@world.std.com (Yat W Siu) writes:
>>Yat
>>Think NOVA! ;)
>>a very happy NOVA user :) (and SuperNOVA 32bit)
>
>BTW, I think it should be mentioned that Yat works for Lexicor, who sells
>the Novas. He's just a little biased. :-)

Just a little ;) <grin> heh...I think it's pretty obvious who I work for
isn't it? <giggle>

Whoever said I wasn't goig to be biased? ;)

Yat
Think NOVA!!

>--
> Ed Krimen
> ekrimen@netcom.com
> AEO.5 (GEnie)
```

4. Re: NOVA garphics cards

Newsgroup: comp.sys.atari.st
Date: 1993-10-01 00:12:32 UTC
From: Lexicor@world.std.com
Message-ID: <CE6z8y.3wn@world.std.com>
Source record: 200165

In article <apaul.749406160@femto.engr.mun.ca>,
Anthony Paul <apaul@kilo.engr.mun.ca> wrote:
>What if I already have an ATI Ultro Pro or lesser ATI card? can I just
>buy the interface kit?

No....th NOVA itself is not an ATI Card...I thnik there is a little
confusion.it is the SuperNOVA itself and only th SuperNOVA which is an
ATI Graphics Ultra Pro which is indeed a fine 32bit Gfx Card with 2Meg VRAM
and etc. etc. I guess you know all of that :)

>
>One other thing, I use an ATI Ultra Pro at work with windows, and it
>is simply fantastic compared to any other video card I've used under
>windows.

It is too on a TT :)

>
>These Nova prices seem a little steep, if they're just the ATI cards
>with an interface? What's in the interface, anyway?

NOVA is in itself very adaptable and it essentially an ET-4000 the same
you will find in a CRDOT's .. the SuperNOVA is the one you are referring
too. The Interface...hmmm it's basically an Interface for VME or Megabus..
what's in it I couldn't tell you...want me to ask the developers of the
board?

Around the ATI Graphics Ultra Pro + Interface + Supporting Software is
also a cute little fan ;) >grin< but yes..it is possible just to buy
the Interface if you have an ATI Graphics Ultra Pro...but no guarantee
that it'll work..so I was told, it is recommended to buy the whole box
and interface.

>
>thanks
>

Anytime

>avp
>

Yat

5. Re: Is CALAMUS ok? What Versions

Newsgroup: comp.sys.atari.st
Date: 1993-10-01 00:13:23 UTC
From: dawinic@eos.ncsu.edu
Message-ID: <1993Oct1.001323.29851@ncsu.edu>
Source record: 200171

In article <28eag7Ecl0@uni-erlangen.de>, mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) writes:
>
>There are 3 different versions of Calamus available. Judging from
>your question, I think the smallest one would be the ritht for you ;-)
>
>It's Calamus 1.09 that supports any type of printeryou can imagine.
>It can import many different bitmap and vector graphic files, but not gif -
>and only in monochrome (use GemView to convert them).
>
>You don't need a HD for that, and even 1MEG could be enough for small
>jobs. But for heaven's sake - don't use TOS 1.0 in any case!!!!
>--
> Harald Schoenfeld (IRC Nick: Equinoxe) | If it can't be fixed
> Harald.Schoenfeld@rzmail.uni-erlangen.de | just ask Scotty

Note: Calamus 1.09N is the latest mono version. I would highly recommend it.
But if your printer has to be a SLMxxx (DMA), you will need more memory.

- dave.
--

++@++++++++++++++++++++++++++++++++++
+ To build a computer that knows \`---.----/| dawinic@eos.ncsu.edu +
+ more about itself than I won't `!8^},~~~;====>| (David "Dez" Winick) +
+ require much thinking, I think. >@=======---'-----\| Yo, save the humans. +
++
+ #include /as_many/disclaimers/as_necessary/to_keep/me/from_any/more_trouble +
++

6. Re: ST-Keep.

Newsgroup: comp.sys.atari.st
Date: 1993-10-01 00:48:44 UTC
From: wglahol@eis.calstate.edu
Message-ID: <CE70xA.3B3@eis.calstate.edu>
Source record: 200194

guest@gandalf.otago.ac.nz writes:
> Posted for a friend.
>
>
> I am looking for a bulletin board package called ST Keep. I was told that I
> might have some luck finding it somewhere here so if anyone's got it (or
> knows where it is), gimme a yell.
>
> {post here - Ed}
>
> Thanks in Advance.

ST-Keep is a Citadel-type BBS package written by fellow BBS developer
Andrew Studer, here in Sacramento.

You can E-mail me back, and write exactly what you would like to tell
Andrew, and I'll forward your mail message to him.

It's a nice package, written in GFA Basic. It has Fido door support, full
file support, and a few other things like ARC-viewer, file searcher, and
others.

I don't personally run it, but it would be my second choice. :)
--
+---+-------------------------+
Bill Glaholt, Compensatory Education Office	Chapter 1
California Department of Education	All Children Can Learn
wglahol@eis.calstate.edu	
+---+-------------------------+

7. FONT SALE, MS DESIGNS

Newsgroup: comp.sys.atari.st
Date: 1993-10-01 01:04:04 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1993Sep30.210404.15905@umiami.ir.miami.edu>
Source record: 200167

Sale Continues! Since we first made this offer, summer has turned
to fall. We have been pleased with the response to this sale, so
we have decided to continue it for awhile longer. We hope to hear
from you!
Following is the text of the previous upload of this offer:
Summer Doldrums Sale!!
Price Reduction on CD ROMs!
Since our last upload of this, we have decided to drop the CD
ROM price another $50. This CD ROM contains all original hand
drawn art work prepared by Wheeler Arts' staff artists. Contents
are copyrighted and may be used in all your art work under the
license agreement.

==========
MS Designs offers Special Pricing, for a limited time, on
fonts for Pagestream or Calamus. Our fonts were originally sold
as Font Pack One and Font Pack Two. Each pack contains nearly 50
fonts and normally sells for $149. We are also including the
unreleased beginnings of Font Pack Three with these orders. We
wanted to have 35 more new fonts for Font Pack Three, but we did
not complete work on all of these fonts. But the fonts that were
completed are included with this offer. Business is slow this
summer so we have decided to offer Atarians an incredible deal:
we'll send you both Font Pack One and Font Pack Two--NEARLY 100
FONTS!--for the ridiculously low price of $29.95--save over
$268!
My God, I can't believe it myself!! Such a Deal!
To order, send your check or money order to:
MS Design
611 W. Illinois
Urbana, Illinois 61801-3929
Enclose $5 to cover shipping and handling in the USA. Offer
not valid outside the US. Illinois residents add 7.25% sales tax.
We cannot accept credit cards at these prices.
One last thing: we are providing only the most minimal
packaging with this offer; why pay for a package you won't use
anyway??
One more last thing: we have five only of our CD-ROM for the
Atari, Mac, Amiga, MS-DOS and UNIX platforms. This disc has 9000+
original clip art images. This is clip art at less than 3 cents
per image! Retail price: $399, these five only: $250. (Note that
this a further reduction--on last upload of this notice these
were $300) Why, you ask? Well, these are the last ones in the
old packaging. The disc is identical in either case, and it is in

a jewel box in either case. The new one is in a cardboard multicolor box--the old one is in a plastic bag? Want the box for $149 more?

8. Aggressive Party - one week left

Newsgroup: comp.sys.atari.st
Date: 1993-10-01 01:29:55 UTC
From: kkallio@vipunen.hut.fi
Message-ID: <kkallio.749438995@vipunen.hut.fi>
Source record: 200172
Cross-posted to: alt.sys.amiga.demos,comp.sys.atari.st,sfnet.atk.atari

```
Aggressive Party at Planet FunFun
---------------------------------

INVITATION VERSION 1.1.3 27/09/1993

Aggressive Party is a party for all computers, but there are competitions
mainly for Atari, and also for Amiga and PC.
The party is organized by AGGRESSION and Gore of FUTURE CREW.
Falcon030 will be strongly visible at the party - Thanks to ION Finland.
They will also have some new exciting Atari hardware to demonstrate.

Note for Finns only: Suomalaisille on Falkkonista oma partytarjous.
Tarjous on hyvin edullinen, ja maksu voidaan hoitaa vaikkapa osamak-
sulla. Alle 18-vuotiaille tarvitaan vanhempien takaus. Tarjous on
voimassa vain ja ainoastaan partyilla. Soitelkaa meille juuri ennen
partyja ja kysykaa lisaa.

Where and When?
---------------

The Party will be held in Europes biggest indoor amusement park called
Planet FunFun. It is located in Kerava, Finland, approximately 30 km
north of Helsinki. It starts on Friday, 8th of October at 16:00 and ends
on Sunday, 10th of October at 18:00. We can let foreign visitors to enter
as early as 12:00 on Friday, because ships from Sweden and Germany arrive
to Helsinki in the morning.

Planet FunFun is an excellent place for demo-parties. We have rented a
big hall for you and your computers and a smaller separate hall for
sleeping. There are also showers next to the smaller hall. And lots of
free parking space. For 1700 cars to be exact.

We have also a huge main hall with "amphitheather", in which we can show
competitions and movies on big screen. There are hundreds of seats, so
this time you don't have to stand to see anything.

The best thing though is: The whole amusement park is at your use. The
gadgets in it are in use only 10:00-18:00 Saturdays and Sundays, when it
is open for normal audience also, but we have some special arrangements
with it's restaurants. (Which serve also alcohol...) There will be food
and soft drinks available 24h, and you can also buy proper meals at
19:00-21:00 from a restaurant called Harlin's Diner. Alcohol will also
be served at Harlin's diner at 21:00-01:00, but only for those who have
had their 18th birthday...

Also the arcade-games in it are at use 24h, as well as "Nintendo Land".
```

Restaurants are of course open also when the amusement park is open for normal audience.

How to get there

It is very easy to get to Kerava. If you come by ferry to Helsinki and have a car with you, just follow the signs "Lahti" which leads you to the Lahti-highway (E75 or 4). Then turn off the highway at Kerava, and follow the signs "Planet FunFun". We will also put some Aggressive Party signs there.

If you come by ferry without car, take a train with label K,N or T and get off at the station of Savio (the one before Kerava). You will stand right in front of Planet FunFun. We will arrange a free transport service from Helsinki to Kerava for computers, so you don't have to carry your monitor with teeth when you walk to the station. Call our info-phone from the ship and ask when the next car will arrive.

For those who come by plane it is also easy to get to the Kerava, since there is bus from airport to Kerava. To make your travelling even more easier we can come and fetch you from the airport if you just inform us beforehand. It will cost you only 10 FIM.

Entrance fee

Entrance fee is 100 FIM.
Lockers are available for 5 FIM each.

Info-line

We will have a 24-h info line during the party. Its number is

+358-(9)0-294 4023

As you can see, it is Xenits home number. We will just transfer the calls coming to it to Planet FunFun. If you call it from Finland drop 358 and if from Finland near Helsinki drop 90.

Competitions

Computer specific compos: STe DEMO (NO SIZE LIMIT)
STe INTRO (MAX SIZE 40960 BYTES)
A500 DEMO/INTRO (NO SIZE LIMIT)
PC DEMO/INTRO (NO SIZE LIMIT)

All computers: GFX 16/4096 320*200
MUSIC 4-CHANNEL PROTRACKER MODULE

In all competitions we will have an initial jury consisting of us and our sponsors, which selects the best 20 productions in every competition. Then THE FINAL JURY CONSISTS OF THE AUTHORS OF THESE PRODUCTIONS.

DEADLINE for all competitions is at 14:00 on Saturday, 9th October, 1993.

There may be some minor changes in prizes, if we will get some new
sponsors. The promised value of the prize will not change, there may
just be a bit more hardware.

NOTE! The prizes are only valid if there are at least three qualified
contributions in each competition.

There will be loads of little prizes in addition to the listed ones like
games, mice etc.

Each winner also gets one free beer after the ceremonies.

STe DEMO

Rules: Demo must work on an STe with 2 Mb of memory.

Autobooting is a must.

Demos must be previously unreleased. Released previews
do not bother us.

One group may attend with several demos.

We don't suggest you to attend with an unfinished demo, but:
The demo must be either released OR you have time to finish
it and you will get the possible prize after you have sent
us a finished version.

Prizes: 1. 0 FIM + Falcon030 4/85 + Software (Worth about 15000 FIM)
2. 2500 FIM + Memory Expansion + Utopos
3. 500 FIM + External disk drive + Utopos

Total: 3000 FIM

STe demo competition is sponsored by ION Finland Ltd., the official
Atari-importer in Finland and Man&Man Co.

STe INTRO

Rules: The computer is Atari STe with 1 Mb.
The maximum lenght of the file is 40960 bytes.
The program MUST be an executable file, no autobooting allowed.

Prizes: 1. 500 FIM + External disk-drive + Utopos
2. 300 FIM + External disk-drive + Utopos
3. 200 FIM + Utopos

Total: 1000 FIM

STe intro competition is sponsored by Man&Man Co.

PC DEMO/INTRO

We are trying hard to get some hardware prizes for PC-competition
to increase the value of the prices.

The demos will be run on 486/66MHz VLB and naturally are HD-installable.

Prizes 1. 2500 FIM + some hardware
2. 1500 FIM + some hardware
3. 1000 FIM

Total: 5000 FIM

If you want more information, call Gore/FC +358-0-427477 (17-22/Sam).

AMIGA DEMO/INTRO

Rules: You can attend with an intro or a demo. (Word demo means also
intro from now on in these rules.)

All demos will be run on an A500, KS1.3, 0.5Mb chip, 0.5Mb fast.

Demos must be previously unreleased.

One group may attend with several demos.

We don't suggest you to attend with an unfinished demo, but:
The demo must be either released OR you have time to finish
it and you will get the possible prize after you have sent
us a finished version.

If there will be enough Amiga-users, the prizes will rise up.

Prizes: 1. 2500 FIM + Asta 2400E MNP5 modem
2. 1500 FIM + Midi-interface with cables
3. 1000 FIM + Helsinki-Stockholm cruise for 2.

Total: 5000 FIM

Amiga intro/demo competition is sponsored by Man&Man Co.

GRAPHICS

Rules: We will not accept copied pictures. A person who tries to
attend with a copied picture will be disqualified from this
and any other competition arranged by us or our allies.
Nobody plays with Aggression.

If a copied picture gets thru our inquisition and wins
something, the author of it is obliged to return the prize
to us when we will notice the cheat.

Pictures must be previously unreleased material.
Everyone should leave min. 3 different stages of his work to
the jury, so they can make sure the picture is not a copy.
Only the last one will take part in to the competition.

Picture must be in IFF or PI1 format.
We will make a slideshow of all qualified pictures.
Pictures will be shown on an STe.

This competition is for all computers: Atari STe can show only
16 of 4096 colors at 320*200 resolution, therefore PC and Amiga
artists have a limited palette and resolution.

Prizes: 1. 1500 FIM
2. 1000 FIM
3. 500 FIM

Total: 3000 FIM

MUSIC

As said before, music competition is for all computers.

Rules: Music must be in 4-channel protracker module format.
No executable files allowed.
Maximum length for the music is 3 minutes.

Prizes: 1. 600 FIM + Midiman midi-to-tape recorder (Worth 1000 FIM)
2. 600 FIM + Midi-interface or other hardware
3. 300 FIM

Total: 1500 FIM

Music competition is sponsored by MS-Music Shop and Man&Man Co.

FALCON030 COMPOS

F030 competitions will be held if there is enough interest.
Please contact us beforehand.

The money prizes are 18500 FIM in total.
The hardware and software prizes are worth of about 25000 FIM.

Happening at the party...

Rave! Friday 23:00-24:00, Teque-in-concert Friday 24:00->
Movies will be shown on big screen.
Various not-so-serious competitions, like hard-disk throwing etc.
We will sell party-socks and -shirts as usual.
Beer drinking competition!
HIFF will be present at the Party!
Utopos-Cup. Utopos is a game by Aggression.
ION Finland Ltd. and other companies will introduce their hardware.
Bloodhouse Ltd. will demonstrate their game STARDUST.

Other rules

To give everyone a wrist-strap which indetifies you as a visitor at Aggressive Party and also indicates whether you can buy alcohol or not, we have to check your identify certificate. If you don't have any ID with you, you will get "red" strap and you can't buy alcohol from restaurants.

You can buy alcohol at our Party, but this doesn't mean you are allowed to make trouble, neither you are allowed to drink your own liqueurs. We do not hesitate to contact police. A little note to those who have had a contact with police during Assembly '93... we know your names and will not let you enter.

Also selling food, disks or hardware is forbidden. This doesn't mean we have very high prices for these, in fact, we will sell disks on non-profit basis, and the food in restaurants is very affordable.

More information

Write to either of these addresses:

Xenit of Aggression Qwerty of Aggression
Jan Achrenius Jussi Haapiainen
Liesitie 1 E 13 Abraham Wetterintie 11 D 40
04200 Kerava 00820 Helsinki
Finland Finland

(If the question is not about Aggresive Party, then write only to Qwerty)

Or call Xenit: +358-0-2944023
Lancelot: +358-0-3423091
Qwerty: +358-0-784756
Teque: +358-0-386215
Or call our Necronomicon BBS: +358-0-3882710
Or send e-mail to Lancelot of Aggression: kkallio@vipunen.hut.fi

9. Re: UPGRADE NOTICE __WARP 9__ to version 3

Newsgroup: comp.sys.atari.st
Date: 1993-10-01 01:59:28 UTC
From: warwick@cs.uq.oz.au
Message-ID: <15722@uqcspe.cs.uq.oz.au>
Source record: 200177

hutch@bellman.lanl.gov (John Hutchinson) writes:

>Whoa, hold on there, gentlemen! In the first place, the new Warp 9 upgrade
>_is_ MultiTOS compatible, is it not?.

From j.eidsvoog1@genie.geis.com:

> The Warp 9 3.80 update provides Falcon and SpeedoGDOS compatibility.
> It is not compatible with MultiTOS. Although we're working on
> providing MultiTOS compatibility with Warp 9, we're not sure if it's
> even possible with the current version of MultiTOS.

Now, what does "not sure if it's even possible" mean? NVDI does it.

>ut please do NOT accuse the CodeHeads of "just adding pretty
>stuff to increase sales." That's neither true or warranted, IMHO.

IMO, it *is* warranted. Warp-9 cost me $AU60, now they want another $AU50
for an upgrade that does NOTHING. The upgrade adds Falcon and SpeedoGDOS
support. Any Falcon owner who bought Warp-9 and found it didn't work
would be FURIOUS if they were asked to pay for a working version, and
many non-Falcon owners who have purchased SpeedoGDOS will also have
purchased MultiTOS. So the upgrade doesn't offer much to anyone.

If they had added MultiTOS compatibility, that would be a real upgrade.

Since MultiTOS compatibility is POSSIBLE (NVDI), time spent on pretty
screen-savers is time not spent on attaining MultiTOS compatibility.
And is therefore time wasted.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library
/ * <- Computer Science Department, |||||| GEM++ = C++ GEM library
_.-._/ University of Queensland, _// || _ Both are Free Software
_____ v ___ Brisbane, Australia. ______ |_/ || _| ________________________

10. Re: Argh!

Newsgroup: comp.sys.atari.st
Date: 1993-10-01 02:08:44 UTC
From: oracle@iastate.edu
Message-ID: <oracle.749441324@pv0a27.vincent.iastate.edu>
Source record: 200180

In <2cab1c0a@troed.ct.se> rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:

>Just got the Mjuzzak 16-bit tracker for the Falcon030 ....

>First reaction:

>SOMEBODY TRANSLATE THOSE F*CKING GERMAN TEXTFILES TO ENGLISH!

>(And PLEASE include a DECENT song which DOESN'T have "rapping germans" and
>corrupted (?) sounds!!!)

>Other than that it seems good (for a v0.01 ... oops v1.0 ...)

>+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
>+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
>+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
>+ SYNC -------- Opinions expressed are definitely not my own! -------+

Where did you find the file??? I have not been able to locate it on
the FTP site listed in the original post...

A directory would be greatly appreciated!

--

||| | >>> oracle@iastate.edu <<<
/ | \ | "Friends don't let friends use MS-DOS"
----

11. Re: Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-10-01 02:58:26 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1993Sep30.215826.17426@cobra.uni.edu>
Source record: 200181

In article <28fh58$a5s@usenet.INS.CWRU.Edu>, jaszcz@donald.EEAP.CWRU.Edu (jaszcz) writes:
>> [blah blah blah]
>>Quadra 605 4/80 with monitor $1500
>>Quadra 610 8/160 with 25 mhz 040 and ethernet for $1549 list
>>Quadra 650 8/230 with 33 mhz 040 and ethernet for $2299 list
>
> who cares? it's still a mac...

Of course its a Mac. Why shouldn't it be?

>
>>As usual the Falcon has lost the price/performance. Lets see Atari can beat
>>its last quartely sales of six million with a three million quarter. Can Atari
>>go lower than that and survive with massive layoffs? Stay tuned for further
>>details.
>
> why do you (and other morons like you) thrive on giving pointless
> information to people who obviously don't want to hear it? do you think
> someone who has a falcon is looking for information about Macs? i think
> the reason they bought the falcon in the first place is that they didn't
> like the mac or clones or whateverthef*ckelse. perhaps you have a small
> penis and you're trying to get back at other people by pointing out what
> you consider their mistakes? hehe... quadra 605 4/80... that sounds like
> somebody's dimensions... translation: my dick is big, really... it's big..
> bigger numbers, bigger dick...

Any ST user user who has not upgraded to a Falcon yet might be interested. Why
don't you visit a Mac dealer to see if your penis is bigger than you can
masterbate with the Mac.

>
>>Don't E- Mail me please...
>
> don't worry, no one would be stupid enough to e-mail you.
>

Rich the dick Venable did. This guy needs counseling or a pint of Guinness
stout(some would call it beer)

> --yours truely
>

Peter Sinclair-Day
University of Northern Iowa

12. Re: UPGRADE NOTICE __WARP 9__ to version 3.80

Newsgroup: comp.sys.atari.st
Date: 1993-10-01 03:58:48 UTC
From: warwick@cs.uq.oz.au
Message-ID: <15725@uqcspe.cs.uq.oz.au>
Source record: 200173

saj@chinet.chinet.com (Stephen Jacobs) writes:

>But the whole point of the latest version of Warp-9 is that it DOES
>work on the Falcon with MultiTOS.

DOES NOT. Here again is information straight from Eidsvoog:

> The Warp 9 3.80 update provides Falcon and SpeedoGDOS compatibility.
> It is not compatible with MultiTOS. Although we're working on
> providing MultiTOS compatibility with Warp 9, we're not sure if it's
> even possible with the current version of MultiTOS.

Sure, MultiTOS compatibility SHOULD have been "the whole point of the latest
version of Warp-9". But it isn't.

Now, to be fair, I must say that they have no doubt done quite a lot
of work to make this version accelerate the Falcon video modes.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library
/ * <- Computer Science Department, |||||| GEM++ = C++ GEM library
_.-._/ University of Queensland, _// || _ Both are Free Software
_____ v ___ Brisbane, Australia. ______ |_/ || _| ________________________

13. Re: Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-10-01 07:00:07 UTC
From: patrik.sanfridsson@stacken.ct.se
Message-ID: <2caaf5aa@stacken.ct.se>
Source record: 200185

> From: Bob_BobR_Retelle@cup.portal.com
>
> If anyone needs to "wake up and smell the coffee", it's people
> wearing Atari Corp issue rose colored glasses...
>
> There's a little third-party support for the Falcon, that's true..
> but there's very little from Atari itself, and a market can't grow very
> much on the shoulders of independents alone.
>
> Atari has virtually dropped the Falcon... what makes you think the
> little guys can make it go when Atari would rather play video
> games..?

Are you and Ralph Mariano (ptwi) the same person or what? You sure sounds like
him. Maybe he'll offer you some editorial space in his online rag.

-- --
_ /_/___ /_ __________
>>--------------------/ /atrik __/anfridsson \----------------------<<
// patrik.sanfridsson@p2.stacken.ct.se sanfrids@elixir.e.kth.se \\
<< Fido 2:204/419.2 STacken BBS +46-142-19331 NeST 90:1100/110.2 >>
\\ Korskrog Hus A S-590 30 Borensberg S w e d e n +46-141-70520 //
>>--------------------__F_A_L_C_O_N__0_3_0__/----------------------<<

14. Re: FTP site with software for ATARI ST

Newsgroup: comp.sys.atari.st
Date: 1993-10-01 07:00:07 UTC
From: patrik.sanfridsson@stacken.ct.se
Message-ID: <2caaf90f@stacken.ct.se>
Source record: 200186

```
> From: mcookson@flute.aix.calpoly.edu (Mark Cookson)
>
> Billy D'Augustine <bill@main.morris.org> wrote:
>> Yea, a.a is quite busy... when I cant get into a.a, I usually
>> nfs mount wuarchive.wustl.edu, which mirrors a.a...
>
> No. archive.umich is NOT at all very busy. They are just very
> restrictive. They allow 10 to 60 anon ftp users depending on the
> time.
> wuarchive allows 200.
>
> A few years ago, umich was a decent place. Now I still like the
> speed, but you can never count on getting on. (At any time)

Try mac.archive.umich.edu to get in. It's the same site and never busy it
seems... Have Mac users never heard of ftp? :-)

-- --
_ /_/___ /_ __________
>>--------------------/ /atrik __/anfridsson \----------------------<<
// patrik.sanfridsson@p2.stacken.ct.se sanfrids@elixir.e.kth.se \\
<< Fido 2:204/419.2 STacken BBS +46-142-19331 NeST 90:1100/110.2 >>
\\ Korskrog Hus A S-590 30 Borensberg S w e d e n +46-141-70520 //
>>--------------------\__F_A_L_C_O_N__0_3_0__/----------------------<<
```

15. Re: Need info on Quantum LPS105S

Newsgroup: comp.sys.atari.st
Date: 1993-10-01 07:00:07 UTC
From: patrik.sanfridsson@stacken.ct.se
Message-ID: <2caafaec@stacken.ct.se>
Source record: 200187

> From: randyh@sad.hp.com (Randy Hosler)
>
> I can get a pretty good deal on a Quantum LPS105S and I was wondering
> if anyone out there has had any experience with them? I have an older
> ICD Host adapter, will it work with this drive? Do I need to disable
> parity or anything? Also, is it quiet? It probably is but the 20 meg
> Supra I have now is very loud. Don't want another one like that.

I had one a while ago, it was very quiet (and fast!). Don't know much about the
interface though. The one I had was already assembled with a scsi hostadapter
and psu in a metal case. It was made by Lacom of Germany.

-- --
_ /_/___ /_ __________
>>--------------------/ /atrik __/anfridsson \----------------------<<
// patrik.sanfridsson@p2.stacken.ct.se sanfrids@elixir.e.kth.se \\
<< Fido 2:204/419.2 STacken BBS +46-142-19331 NeST 90:1100/110.2 >>
\\ Korskrog Hus A S-590 30 Borensberg S w e d e n +46-141-70520 //
>>--------------------__F_A_L_C_O_N__0_3_0__/----------------------<<

16. Re: 16-BIT-MUSICEDITOR (FALCON) FINALLY AVAILABLE!!!

Newsgroup: comp.sys.atari.st
Date: 1993-10-01 07:00:07 UTC
From: patrik.sanfridsson@stacken.ct.se
Message-ID: <2caafbcb@stacken.ct.se>
Source record: 200188

```
> From: oyakea@warren1a.its.rpi.edu (Amalaye Oyake)
>
> What directory is it in ?
> I know a lot of guys who could not find it.
```

Amen to that! I'm also still looking for that MasterBrowse thing, with no luck yet. :-(

```
__ __
_ /_/___ /_ __________
>>--------------------/ /atrik __/anfridsson \----------------------<<
// patrik.sanfridsson@p2.stacken.ct.se sanfrids@elixir.e.kth.se \\
<< Fido 2:204/419.2 STacken BBS +46-142-19331 NeST 90:1100/110.2 >>
\\ Korskrog Hus A S-590 30 Borensberg S w e d e n +46-141-70520 //
>>--------------------\__F_A_L_C_O_N__0_3_0__/----------------------<<
```

17. NetHack

Newsgroup: comp.sys.atari.st
Date: 1993-10-01 07:00:07 UTC
From: patrik.sanfridsson@stacken.ct.se
Message-ID: <2caafdaa@stacken.ct.se>
Source record: 200189

```
> From: warwick@cs.uq.oz.au (Warwick Allison)
>
> incp@rz.tu-clausthal.de (Christian Perle) writes:
>
>> IMHO Dungeon Master is still the best computer roleplaying game.
>
> Other than NetHack.
```

I've seen this name pop up a zillion times! What is it? Where can I get it?
Will it run on my Falcon? Is it really like DM? Better? Drool... :-)

```
__ __
_ /_/___ /_ __________
>>--------------------/ /atrik __/anfridsson \----------------------<<
// patrik.sanfridsson@p2.stacken.ct.se sanfrids@elixir.e.kth.se \\
<< Fido 2:204/419.2 STacken BBS +46-142-19331 NeST 90:1100/110.2 >>
\\ Korskrog Hus A S-590 30 Borensberg S w e d e n +46-141-70520 //
>>--------------------\__F_A_L_C_O_N__0_3_0__/----------------------<<
```

18. Re: Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-10-01 07:14:10 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <92053@cup.portal.com>
Source record: 200191

So, Richard... did you flame the original guy who posted the original question, and tell HIM that he was in the wrong place..?

Did you tell him ANYTHING to support your view of the state of the Atari market, which was HIS original question..?

I don't think so.. all you seem to want to do is flame me.. too bad..

OK.. YOU show me, and the original guy, where things are NOT considerably more negative than they were six years ago, which was the ORIGINIAL QUESTION.

Sounds like you're doing a considerable amount of whining yourself. I can demonstrate that the Atari market today is considerably worse than it was six years ago, which was the ORIGINAL QUESTION, and my answer was considerably LESS negative than it could have been.

Instead of just whining that you're tired of hearing negative things, why not try to tell the ORIGINAL guy just how great things really are..?

And yes indeed, I still have my Atari computer.. as I've explained OVER AND OVER to the Richard Venables of the net with their Atari Blinders induced reading disabilities, I *like my Atari computer* ... it's the company which has run it into the dirt that is the problem.

BobR

19. Re: Unix Windows -- X Windows?

Newsgroup: comp.sys.atari.st
Date: 1993-10-01 07:23:47 UTC
From: klamer@mi.el.utwente.nl
Message-ID: <klamer.749460227@mi.el.utwente.nl>
Source record: 200190

In <28fg5h$883@usenet.INS.CWRU.Edu> jaszcz@donald.EEAP.CWRU.Edu (jaszcz) writes:

}In article <1993Sep30.003653.8792@ibr.cs.tu-bs.de> thuerman@ibr.cs.tu-bs.de (Urs Thuermann) writes:
}>jaszcz@donald.EEAP.CWRU.Edu (jaszcz) writes:

>>>> Discussion about running UNIX on a ST. <<<<

}>No, the problem would be that the ST has no mmu (no real mmu), which
}>can map logical to physical addresses and protect memory from unwanted
}>access.

} I don't see why programs wouldn't run without memory protection..??

The problem is no the memory protection (although handy during debugging)
but the impossibility to implement paging. And shared libraries also are
quite difficult without an mmu. And a auto resizing stack. And...

Klamer
--
Klamer Schutte Tel: +31-53-892778 Fax: +31-53-340045
Dept. of Electrical Engineering -- University of Twente, The Netherlands
preferred: klamer@mi.el.utwente.nl SMTP: klamer@[130.89.33.3]

20. Re: Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-10-01 07:24:18 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <92055@cup.portal.com>
Source record: 200192

Iain, it really does sound like there's a lot going on for the Falcon in the U.K... orders of magnitude more than is happening in the U.S., which is the reason behind my answer to the original question in this thread.

If everything holds true to what's happened in the past, we'll never see most of the things you've described here in the U.S. A few U.K. programs and some German applications have been imported, and a bit of the shareware and PD gets through, but historically very little actually crosses the ocean.

To add to the irony of Atari's non-support of the U.S. market is that they're making a lot of noise about the Jaguar being "Made in the USA", like suddenly they've discovered America.

Can you contrast how things are in your area of the world with the way it was six years ago and truly say things are better in the Atari marketplace..?

BobR

21. Re: Is CALAMUS ok? What Versions

Newsgroup: comp.sys.atari.st
Date: 1993-10-01 08:43:38 UTC
From: djs@jet.uk
Message-ID: <1993Oct1.084338.23916@jet.uk>
Source record: 200134

In <28eag7Ecl0@uni-erlangen.de> mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) writes:

>It's Calamus 1.09 that supports any type of printeryou can imagine.
^^
>...
Actually, I have no problems imagining PostScript printers and typesetters :-)
Calamus has no PostScript output (unless you buy the DataFormer module).
--
David Stevenson djs@jet.uk JET Joint Undertaking +44 235 465028
(or `djs%jet.uk@uknet.ac.uk' if your mailer does not like `jet.uk')

- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

22. Re: Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-10-01 08:53:35 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <92058@cup.portal.com>
Source record: 200195

Nice try, Patrik... now how about you answering the original question in this thread, if you think I'm so wrong...?

It's easy to snipe and call names.. how about you back it up with something?

BobR

23. Re: Atari ST, MIDI programs?

Newsgroup: comp.sys.atari.st
Date: 1993-10-01 09:08:08 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CE7o1K.9w9@barclays.co.uk>
Source record: 200231
Cross-posted to: comp.sys.atari.st,rec.music.makers,rec.music.makers.synth

In article <1993Sep30.091515.19867@jet.uk>, djs@jet.uk (David Stevenson) writes:
|> In <CE4H9w.36B@barclays.co.uk> Iain.Laskey@barclays.co.uk writes:
|>
|> >You can pretty much do what ever you want! You have sequencers which will provide
|> >multitrack programming. PD ones tend to only go to 32track. Commercial ones go to
|> >64 track, 96 tracks and probably more. via expansion boxes. You can sync to SMPTE
|> >...
|> Why do you need an expansion box for 64/96 tracks? I think you're confusing
|> tracks with MIDI channels. I run a sequencer with numerous tracks, but
|> do not need any expansion provided I keep to 16 channels.
You are quite right in what you say, I was however trying to simplify things for someone new to MIDI & it's concepts. I didn't want to get into stuff like having say 64 tracks in a sequence of which only 16 can play at a time.

|> Two examples:
|> 1) I put the basic drum parts on one track, and the percussion overdubs
|> on a separate track. This aids arrangement. But they are on the same
|> MIDI channel as both come from the same device.
|>
|> 2) When running short of sound generators, I might have my D50 producing,
|> say, a piano on the intro and strings on the chorus; I would keep these
|> separate parts on separate tracks, but they share a MIDI channel.
Good examples and well clarified :-)

|> David Stevenson djs@jet.uk JET Joint Undertaking +44 235 465028
|> (or `djs%jet.uk@uknet.ac.uk' if your mailer does not like `jet.uk')

--
+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

24. Re: Advice wanted re STe memory

Newsgroup: comp.sys.atari.st
Date: 1993-10-01 09:14:19 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CE7oBv.9xM@barclays.co.uk>
Source record: 200232

Your 1040 probably has 4x256Kb SIMMS and as such you will have to ditch them. SIMMS are a bit expensive at the moment so hold off for a couple of months or so unless you can source some 2nd hand ones. There is a PD program written by Matthew Lodge (can't remember the name..) that allows you to mix SIMMS to an extent and have, say 2.5Mb by changing 2 of the 256Kb ones for 1Mb ones.

```
--
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-----------------------------------------------------------+
```

25. Re: Need info on Quantum LPS105S

Newsgroup: comp.sys.atari.st
Date: 1993-10-01 09:34:05 UTC
From: Ulrich Wueller <wueller.pad@sni.de>
Message-ID: <28gtidINNv1@nanette.sto.pdb.sni.de>
Source record: 200201

In <28csq9$rcv@reznor.larc.nasa.gov> chriso@vigsun1.larc.nasa.gov (Chris Oberle) writes:

>In article <CE4sqM.8Kv@srgenprp.sr.hp.com>, randyh@sad.hp.com (Randy Hosler) writes:
>|> I can get a pretty good deal on a Quantum LPS105S and I was wondering if
>|> anyone out there has had any experience with them? I have an older ICD
>|> Host adapter, will it work with this drive? Do I need to disable parity
>|> or anything? Also, is it quiet? It probably is but the 20 meg Supra I
>|> have now is very loud. Don't want another one like that.
>|>
>|> Thanks, Randy

>I've once had this drive with my former MEGA-4, in an external case.
>The performance of the LPS105S is EXCELLENT. It is quiet, very fast
>and very reliable. I never had any problem with the drive.

>The drive was connected to the computer with an ICD host adapter.
>IMO, it shouldn't be important how old your adapter is.

>Unfortunately, I can't tell you anything about the parity.

>Chris.

I still use a 1040 STE with a LPS105S and have made the same experience
as Chris. No information about the parity.

Ulrich

26. Re: 6502 Emulation

Newsgroup: comp.sys.atari.st
Date: 1993-10-01 09:34:07 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.749468047@acp5>
Source record: 200199

karlm@highett.mel.dbce.csiro.au (Karl Meyland) writes:

>But why will the 6502 emulator run slower? I remember playing around with the
>speccie emulator and the c64 emulator on a.a.u.e as well, and the ran just as
>fast as the real thing - they actually had huge loops/delyas in them so that
>the ST wouldn't fly away ....

If you`re talking about the C64 emulator I once wrote (I didn't look yet if
it's the one on a.a.u.e) you're wrong: There are not delaying loops at all.
The emlation reaches about one third the speed of the original C64 and I bet
it is absolutely impossible to be faster. (I worked very hard and with a lot
of tricks to get the fastest possible emulation of a 6502 processor.)

```
************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*----------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
************************************
```

27. ATARI ST

Newsgroup: comp.sys.atari.st
Date: 1993-10-01 11:00:08 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2cab5f9c@troed.ct.se>
Source record: 200198

In a message of 30 Sep 93 19:34:56, Atila Barlas wrote:

AB> the only disk that was available in Germany. Other than that, there are
AB> no language disks, games, in short no kind of hardware or software is
AB> available for the 1040 ST in Germany. I have not come across to an ATARI

I am on vacation in Germany every year .. it took me 15 minutes to find a store
that had PLENTY of Atari hardware .. (City: Kiel, sorry, don't remember the
name, a BIG store though!)

They had CHEAP hardware compared to swedish prices ...

Germany is quite a big market for Atari (look at the amount of programs whose
documentation is PURELY german!)

I have a hard time believing your sis, sorry.

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

28. Re: Suggestions wanted for GDOS font editor

Newsgroup: comp.sys.atari.st
Date: 1993-10-01 12:44:09 UTC
From: lpzssm@mips.ccc.nottingham.ac.uk
Message-ID: <28h8mp$2tb@unicorn.ccc.nottingham.ac.uk>
Source record: 200203

In article <memo.753715@cix.compulink.co.uk>, ogal@cix.compulink.co.uk (Ofir Gal) writes:
|>
|>
|> In article <CE67on.1HJ@spss.com>, bobhays@spss.com (Bob Hays) writes:
|> >You've seen it before from others, and now I need one....

|> >commercial or PD - I wanted to check the latest price for FontKit, but
|> >I can no longer find it advertised in the UK magazines (yeah, I'm in
|> >the US, but I don't mind ordering overseas).
|> >
|>
|> FontKit is great and is available from the ST Club :
|>

...and costs 24.95 UKP for version 4.

Sam

29. Re: ATARI ST

Newsgroup: comp.sys.atari.st
Date: 1993-10-01 12:58:17 UTC
From: evgaster@hvsag01.ATT.COM
Message-ID: <EVGASTER.93Oct1075817@hvsag01.ATT.COM>
Source record: 200202

In article <28f3mtINNo3k@sumax.seattleu.edu> barlas@sumax.seattleu.edu (Atila Barlas) writes:

I have bought an ATARI 1040 ST two years ago and I was in Germany at the time. My family who still live there try to use what they have , but it is not much. My sister especially does all her school work using the Word Plus 3.1 the only disk that was available in Germany. Other than that, there are no language disks, games, in short no kind of hardware or software is available for the 1040 ST in Germany. I have not come across to an ATARI dealer here in Seattle, and I would like to hear from those who could give me the address of the closest ATARI dealer so that I can get and send some stuff to my sister. Because with what she has, she simply can't get anything out of that great machine.

Your sister in Germany may be in a better posistion to get hold of any Atari stuff then you in Seattle. Certainly in Germany it still is a 'going' machine, there are still several magazines dedicated to it (have her go to a bookstore) and there are also several shops who 'support' it. Ok, they aren't on every streetcorner anymore but if you page through the magazines you are likely to find some in the vicinity.

If there is a need to I could give you even some addresses in the Netherlands (that's where I am, don't let the email address where this is comming from mislead you).

Ed

30. Re: Atari vs the EXPENSIV

Newsgroup: comp.sys.atari.st
Date: 1993-10-01 13:38:11 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CE80Jn.CGo@barclays.co.uk>
Source record: 200233

In article <5474.1288.uupcb@nezuld.com>, dirk.vandenheuvel@nezuld.com (Dirk Vandenheuvel) writes:
|> One thing I don't like about my STE is the lack of expandabilty. I heard
|> about a UK board that would up the RAM to 12 Meg (4+8). Does anyone have
|> any info on this? Can I install it if I already have an Adspeed installed,
|> is there any room left inside the case??
You can ask the people concerned about this board directly at
marpet@cix.compulink.co.uk. In the UK they are a very well respected firm.

--
+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

31. fax software

Newsgroup: comp.sys.atari.st
Date: 1993-10-01 13:54:27 UTC
From: tricky@loose.apana.org.au
Message-ID: <1993Oct1.135427.2628@loose.apana.org.au>
Source record: 200222

What kind of fax software is available for the STE? I just got a fax/modem
& I wanna make the most of it??
Is there any fax modem shareware?

Thanks.......From the noggin' of tricky.
--

32. Re: Is CALAMUS ok? What Versions

Newsgroup: comp.sys.atari.st
Date: 1993-10-01 13:57:29 UTC
From: David L Watson <dw4g+@andrew.cmu.edu>
Message-ID: <Mgf3R9m00Vp2MFZ20N@andrew.cmu.edu>
Source record: 200211

Just to clear something up about Calamus SL. I recently took a 2 meg machine to school thinking I could use SL on it (It had worked fine on my 4 meg machine). It will run, but it freezes up anytime I try to open PKS Write (for anybody out there that doesn't know, this is the name for the text editor). Setting up virtual memory doesn't help.
So my suggestion for anybody looking in to buying Calamus SL: Don't plan to run it on anything with less than 4 megs. Besides, it's such a powerful program running it on that small of a system isn't worth it.

David Watson

33. Re: Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-10-01 14:08:38 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1466@usdtsg.DaytonOH.NCR.COM>
Source record: 200213

In article <92058@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>Nice try, Patrik... now how about you answering the original question in
>this thread, if you think I'm so wrong...?
>
>It's easy to snipe and call names.. how about you back it up with something?

Uh, Bob, it might help if you remind us (or Patrick or whomever) of
what the topic is in this thread (since there's a lot of topics going on).
I mean, between here, GEnie, and some BBS's, it's kinda hard to keep
track (especially for those of us with limited memory :-)

Anyways, if ya gotta flame (which is more appropriate in email
anyways) can ya keep us informed on what you're talking about?
Thanks...

Robert.Anisko@daytonoh.ncr.com
R.ANISKO@genie.geis.com

"there's nothing sure in Life but Death and Texas..." - Kelly Bundy

34. Re: Nethack 3.1.3 - 1 MB binary

Newsgroup: comp.sys.atari.st
Date: 1993-10-01 14:13:41 UTC
From: christof@zarniwoop.pc-labor.uni-bremen.de
Message-ID: <CHRISTOF.93Oct1151342@zarniwoop.pc-labor.uni-bremen.de>
Source record: 200210

>>>>> On 29 Sep 93 23:12:02 GMT, warwick@cs.uq.oz.au (Warwick Allison) said:

> christof@wowbagger.pc-labor.uni-bremen.de (Christoph Koerner) writes:

>/* game features */
>/* #define POLYSELF /* Polymorph self code by Ken Arromdee */

> BUMMER!

:-) Yeah, I like that part of the code as well. Lucky I've got enough
memory to run the full version...

Maybe I'll try to retain this feature next time (in 3.1.4). It's kind
of hard to experiment a lot with leaving in/kicking out these game
features as it takes a full recompile each time something changes in
config.h.

The 1 meg binary, as it is now, comes fairly close to what can be
squeezed into a 1 meg machine (I think) and for the POLYSELF code to
fit in as well I suspect something else would have to go (but what?).
Also, I have almost no idea about how much memory must still be free
after the game has loaded, i.e. the question is, does the game
allocate much memory while running, or is this negligible?

Christoph
--
Christoph Koerner |
christof@pc-labor.uni-Bremen.de | "Wizard, your life force is running out."

35. Re: Autobooting a floppy on a Falc

Newsgroup: comp.sys.atari.st
Date: 1993-10-01 14:21:35 UTC
From: teh@unix.brighton.ac.uk
Message-ID: <1993Oct1.142135.21764@unix.brighton.ac.uk>
Source record: 200212

Peter_Missel@m4.maus.de (Peter Missel) writes:
> >The subject line says it all. Is it possible to boot from the
> >autofolder of
> >the floppy in yer Falcon? I really want to play CSB and Dungeon master,
> >and a
> >few others. The Falcon sees bootsectors and (tries to) boot them, but
> >them
> >autoboots the HD in the Falcon. Am I missing something here?
>
> Hold down <Alternate> when the Atari logo first shows up, release it when your
> game begins reading from floppy.

CSB and DM both have boot sectors, if you turn the falcon off and then on with
the disk in a: then the falcon will boot it.

If the disk doesn't have a boot sector then you need to press alt as above
but alternatively you can use magi or backwards to boot from a:.

-----Tom (A new falcon030 owner!)

36. Re: Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-10-01 14:28:17 UTC
From: sys1@exnet.co.uk
Message-ID: <CE82v6.FKn@exnet.co.uk>
Source record: 200219

Falcon Support.

Well, I'm designing 2 adventures for the Falcon, rewriting
the POV raytracing stuff to take advantage of the DSP, a DSP ai program
(which theoretically should work, but I need to tap my flatmates expertise
to be sure), as well as a horary/competition astrology program.

No finish dates expected for some time as I am pretty busy running my
normal business and some other stuff.

Xavier G

37. Re: NetHack

Newsgroup: comp.sys.atari.st
Date: 1993-10-01 15:00:51 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CE84DF.D2y@barclays.co.uk>
Source record: 200234

In article <2caafdaa@stacken.ct.se>, patrik.sanfridsson@stacken.ct.se (Patrik Sanfridsson) writes:
|>
|> > From: warwick@cs.uq.oz.au (Warwick Allison)
|> > Other than NetHack.
|>
|> I've seen this name pop up a zillion times! What is it? Where can I get it?
|> Will it run on my Falcon? Is it really like DM? Better? Drool... :-)
Nethack comes in 2 flavors - the original character based version which is OK but I looked at it and then wiped it. Warwick has done a splendid job of making it graphical. It's now 16 colour, runs in windows and very much more fun. It's very like Rogue or Temple of Apshai in that you look at it from above and use keyboard commands for playing.

It's VERY addictive, and very large (2Mb of HD space), The archive is 1Mb. Well worth getting though. It's on umich BTW.
--
+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

38. Re: Magic Sac + For Sale

Newsgroup: comp.sys.atari.st
Date: 1993-10-01 15:33:46 UTC
From: lancer@ascoli.WPI.EDU
Message-ID: <LANCER.93Oct1153346@ascoli.WPI.EDU>
Source record: 200250

```
0{{ On 30 Sep 1993 15:07:29 -0500, glens@natinst.com (Glen Sescila) said:
glens> I have a Magic Sac + for sale. It comes with EpStart, the
glens> serial cable, the manual, the Atari utilities, and the Mac
glens> transfer program for use with the cable. It also includes true
glens> Apple ROMs. I am asking $20 and I will pay shipping anywhere
glens> in the continental United States.

I also have one of these for sale. I'd like the same price 'cause
that's what I paid for it! (I now have a Spectre...)

.s.
--
- lancer@wpi.wpi.edu - - It's too late for empty rhetoric -
- Violence is never an answer, it's a question: -
- What does it take to get media attention? -
```

39. Re: software for a home business wanted

Newsgroup: comp.sys.atari.st
Date: 1993-10-01 15:47:07 UTC
From: crissman@btree.uucp
Message-ID: <1993Oct1.154707.8675@btree.uucp>
Source record: 200249

In article <1993Sep28.022059.15905@alw.nih.gov> rge@helix.nih.gov (roger erickson) writes:
>
>My in-laws want an Atari software package to keep track of their small
>dress-making business, to keep track of customer lists, inventory and
>accounting. Can someone suggest something CHEAP?

From the International TOS Software Catalog:

------------------------ Quotation Begins ------------------------
Accounts 2.0

Accounts is a brand-new concept to solve the accounting headaches of
small and medium-sized companies. Accounts receivable, accounts
payable, inventory control, and general ledger features are totally
integrated allowing full and immediate communication within the
program.

Batch inviocing and order entry for both sales and purchases are
handled by the system and all printed output from the computer can
be altered, amended, or entirely reconfigured by the user to suit
specific needs by utilizing the powerful report generator.

The Accounts integrated accounting package is specifically designed
for the first-time user of a business computer system. It is written
totally within GEM, fully utilizing the graphics and mouse capabilities,
and provides on-line help in every transaction.

Language: English
Features: Monochrome or Color Monitor
Compatibility: 520ST/STE Mega ST/STE
1040ST/STE TT030
Falcon/030
Availability: Now from DMC Publishing (USA and Canada)
DMC Publishing
2800 John Street #10
Markham, ON L3R 0E2
Canada
(416) 479-1880
(416) 479-1882 (Fax)
Price (Suggested): $149.95

--------------------------- Quotation Ends ---------------------------

While $149.95 isn't exactly *cheap* (anything over $5.00 is expensive,
in my opinion), it does appear to meet all of your needs. Check with
your local dealer for details, or write to DMC Publishing and ask for
a brochure.

You might also direct your request to Hi-Tech Advisers (P.O. Box 128, Ravena, NY, 12143, (518) 756-3800 or (800) 882-4310; (518) 756-3539 Fax), as they have a suite of programs that would perform the same function. Each package appears to be priced at $69.00, with an occasional exception at $49.00. Typical package titles: Accounts Payable. Accounts Receivable. General Ledger. Inventory-Pro. Mail-Pro. Sales-Pro.

This is not a recommendation: I haven't used this software, and can't comment on it's suitability for your desired use. Check out the brochures and claims before you buy.

Good luck in your endeavors!

-- George Crissman

****
* Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
* George Crissman San Diego, California, USA *
* UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *
* **********
* "True Color" is adjusting one video primary color (red, green, or *
* blue) without the requirement to change the hue of the other two. *
****
--

40. Re: Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-10-01 16:05:38 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.758052@cix.compulink.co.uk>
Source record: 200215

In article <28fh58$a5s@usenet.INS.CWRU.Edu>, jaszcz@donald.EEAP.CWRU.Edu (jaszcz) writes:
>
>>Don't E- Mail me please...
>
> don't worry, no one would be stupid enough to e-mail you.
>

Well, I thought of emailing BobR a UUencoded Cubase Audio file, it's only
5MB ;^) He failed to mention that to get Cubase Audio working on a MAC
you need to invest big $$$ in extra hardware. On a Falcon you just plug in
the 44.1KHz clock and off you go.

Ofir ogal@cix.compulink.co.uk

41. Re: Falcon OS - what revision should I look for?

Newsgroup: comp.sys.atari.st
Date: 1993-10-01 16:05:42 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.758053@cix.compulink.co.uk>
Source record: 200216

In article <2caa01d3@p4.troed.ct.se>, magnus.thylander@p4.troed.ct.se (Magnus Thylander) writes:
> > I wouldn't wait for TOS 5, it's still in very early stages, can't say
> > more I'm afraid...
>
>Sorry then, it sounded on the letter as if it was coming soon...
>
Even if it's available tomorrow, as previous experience shows, it will take a few releases before a bug 'free' version is available. Get 4.04 and wait for 5.06 before upgrading again. That's what I plan to do.

Ofir ogal@cix.compulink.co.uk

42. Re: Unix Windows -- X Windows?

Newsgroup: comp.sys.atari.st
Date: 1993-10-01 16:16:56 UTC
From: gerco@cs.vu.nl
Message-ID: <CE87w9.1qE@cs.vu.nl>
Source record: 200214

jaszcz@donald.EEAP.CWRU.Edu (jaszcz) writes:

>>No, the problem would be that the ST has no mmu (no real mmu), which
>>can map logical to physical addresses and protect memory from unwanted
>>access.
>>
>>Urs

> I don't see why programs wouldn't run without memory protection..??

Well, technicaly a UN*X box memory protection or virtual memory. And vm is
only needed when running lots of progs. You need however memory protection
for very practical reason --> programs crashes. It is not uncommon for
pointers to point to unknown location. And according to murphy these would
point to some very crushial variable. So, although you don't really need it
(see minix for the ST), you don't want to do without it. Much more important
is some sort of realocation of running programs. Atari progs can't be
relocated after they are relocated, and this is needed for something like
fork() according to the UN*X semantics.

Gerco.

--
+--------------------+----------------------+--------------------------------+
| And may the source |GC Ballintijn | Whatever you did, don't worry, |
| be with you... |Email: gerco@cs.vu.nl | just blame the computer. |
+--------------------+----------------------+--------------------------------+

43. Re: Deskjet 550c driver for Speedo

Newsgroup: comp.sys.atari.st
Date: 1993-10-01 16:50:04 UTC
From: lodge@ferndown.ate.slb.com
Message-ID: <28hn3s$ncv@snlsu1.london.sinet.slb.com>
Source record: 200302

In article 11240@ulysse.enst.fr, bouton@inf.enst.fr (Thomas Bouton) writes:
> Does anybody know where I can find a driver for HP Deskjet 550C and Speedo GDos ?
> I have the one for 500 B&W, but I'm looking for one that is able to print in
> color. BTW, is it any program running on Falcon able to print an image file on
> this printer ?

Yes. ImageCopy 3 from the ST Club can print your image. It's not free, but then it's hardly expensive, either.

> | Thomas Bouton Ecole Nationale Superieure des Telecommunications
> | Internet : bouton@inf.enst.fr

Mat

Mathew Lodge	"There's nothing intellectual about wandering
lodge@ferndown.ate.slb.com	around Italy in a big shirt trying to get
Schlumberger Technologies,	laid" -- Blackadder on the romantic poets
ATE division, Ferndown, UK	I speak for me, not Schlumberger Technologies

44. Notator Logic upgrade - $299 worth it?

Newsgroup: comp.sys.atari.st
Date: 1993-10-01 17:15:29 UTC
From: selick@csa.bu.edu
Message-ID: <28hojh$7pn@news.bu.edu>
Source record: 200217

I finally received an advertising packet from E-Magic, after months of faxes and phone calls, and it seems that they want $299 US for the upgrade from the C-Lab Notator. The big question is, is this really worth it? I mean, what can I do with this program that I can't do with the other Notator? I suppose the only real reason to do this is so that I can insure support for my $699 Notator program. Boy, this is a sleezy industry! And they make it out to look like I'm getting such a bargain..."Save $599 to $900" and so on...

Later,
Steve
selick@csa.bu.edu

45. Re: Going to Toronto - any Atari stores locally?

Newsgroup: comp.sys.atari.st
Date: 1993-10-01 17:43:13 UTC
From: pischke@ecf.toronto.edu
Message-ID: <CE8Bw1.1rD@ecf.toronto.edu>
Source record: 200218

Bob, you asked for the names of good Atari stores in Toronto. Two that
I can think off off the top of my head are Compuworld in Scarborough; their
phone number is 416-299-8191 -- I can't quite remember the address. The
other is Replay Entertainment. They are located at 71 McCaul Street in
Toronto proper.

-- Dave Pischke
pischke@ecf.utoronto.ca

46. ***** STE for Sale *****

Newsgroup: comp.sys.atari.st
Date: 1993-10-01 18:52:13 UTC
From: foster@rufus.nsc.com
Message-ID: <1993Oct1.185213.12923@berlioz.nsc.com>
Source record: 200223

I have a 4mb 1040STE for sale.

Don't know what the going prices are these days.

Perfect condition. With box and manuals etc.

Also, I have some software for sale.

GFA basic 3.5
MultiGem first version.
Stealth (a modem program)
Some games ...

If interseted email me at foster@berlioz.nsc.com

Thanks,

Paul F.

47. Re: UPGRADE NOTICE __WARP 9__ to version 3

Newsgroup: comp.sys.atari.st
Date: 1993-10-01 19:17:00 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Oct1.191700.769@newshost.lanl.gov>
Source record: 200227

In article 74b@news.cs.tu-berlin.de, spoil@cs.tu-berlin.de (Laurenz Pruessner) writes:
>warwick@cs.uq.oz.au (Warwick Allison) writes:
>
>>I think CodeHead is well aware that Warp-9 doesn't run under MTOS - they
>>don't need user bug reports. Warp-9 doesn't work well with WINX either,
>>which is another example of an operating system change.
>
>Another reason to buy NVDI instead of Warp 9.
>
>I still simply don't understand why you americans stick so much to this
>dirty Codehead-hack, while there's NVDI, which has allways ben WAY cleaner.

Perhaps because...

1) NVDI is difficult to find here in the states? <true>
2) Support for European software is at times, difficult? <maybe>
3) A reborn spirit of 'Buy American'? <nah, couldn't be>
4) Comments like yours? <bingo!>

:)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____

48. Re: Unix Windows -- X Windows?

Newsgroup: comp.sys.atari.st
Date: 1993-10-01 20:06:33 UTC
From: jaszcz@donald.EEAP.CWRU.Edu
Message-ID: <28i2k9$2fe@usenet.INS.CWRU.Edu>
Source record: 200224

In article <klamer.749460227@mi.el.utwente.nl> klamer@mi.el.utwente.nl (Klamer Schutte) writes:
>} I don't see why programs wouldn't run without memory protection..??
>
>The problem is no the memory protection (although handy during debugging)
>but the impossibility to implement paging. And shared libraries also are
>quite difficult without an mmu. And a auto resizing stack. And...
>
>Klamer

and..? this is all required? hehe?

maybe the old ST's would be doomed... i don't know what keeps people coming back? nastalgia? (sp?). i can use various unix workstations , but the ST is still my fav. machine.

--Bart

49. Dumb questions re 1040ST

Newsgroup: comp.sys.atari.st
Date: 1993-10-01 20:19:17 UTC
From: rodr@netcom.com
Message-ID: <rodrCE8J45.AHJ@netcom.com>
Source record: 200228

I have just rescued an old 1040ST (circa 1986) from my basement
to send to my sister. I have some questions related to making it
moderately useful in 1993:

(1) It currently boots up via an "ST Language Disk" containing GEM
and BASIC and Logo. I've seen some references here to TOS.
What is the current operating system of choice, and how can
I get it? Something simple, preferably.

(2) The built-in VT52 emulator is not that great because it has no
file transfer and because the modem speed choices are 300,
1200, 4800 and 9600 BPS - no 2400! What's a good (preferably free)
comm program that will run on this system? I needs to be easy
to use -- my sister is no hacker.

(3) Can the ST really read MS-DOS-formatted diskettes? I'm wondering
if I can download Atari comm software to my DOS system and
just make a diskette to get it to the 1040ST.

Please email your reply to "rodr@netcom.com". I will summarize
any that are of general interest here. Thanks!!

-- Rod
rodr@netcom.com

50. Re: Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-10-01 21:08:11 UTC
From: rvenable@helix.nih.gov
Message-ID: <1993Oct1.170811@helix.nih.gov>
Source record: 200226

One more time BobbieR, and maybe you'll actually READ what I write--

I am not wearing 'blinders'; I agree that Atari management is a pathological case history of how NOT to run a computer business; and I agree that the situation has changed over the last 10 or 12 years. However, there are STILL 4 or 5 places I can go in the Washington D.C. area and buy Atari software and hardware; there are STILL Atari-specific magazines; and there are STILL new products coming out from third parties; they're just not same ones as 6 years ago. So what? I'm sorry if you live in some sort of Atari vacuum, but it is just not the universal situation, as Iain, Patrik, George, and others have pointed out. And I think that does answer the original question. And you still haven't provided any evidence to support your point of view; you keep claiming "things are MUCH worse", but where's the proof? I maintain it's really about the same as always; no marketing and very little active support from Atari Corp.; it's been that way since Nolan Bushnell left.

Finally, since comp.sys.atari.st is SUPPOSED to be a more technical newsgroup, I respectfully suggest that your bashing of Atari management is out of place, and more properly belongs in the comp.sys.atari.advocacy newsgroup. And yes, I have suggested the same to some Falcon boosters as well; this discussion is really out of place, and I still feel your remarks, while not wrong, reflect only your personal experience and opinion, and are as misleading as those which claim everything is wonderful.

--
Rick Venable (301) 496-1905 |=| "Eschew
FDA/CBER Biophysics Lab HFM-419 |=| Obfuscation"
Bethesda, MD 20892 USA |=|
rvenable@helix.nih.gov |=| -- the Phantom Nerd

51. Re: ATARI ST

Newsgroup: comp.sys.atari.st
Date: 1993-10-01 21:10:39 UTC
From: bwwl@sun.rz.tu-clausthal.de
Message-ID: <1993Oct1.211039.23046@solaris.rz.tu-clausthal.de>
Source record: 200229

Atila Barlas (barlas@sumax.seattleu.edu) wrote:
> I have bought an ATARI 1040 ST two years ago and I was in Germany at the time.
> My family who still live there try to use what they have , but it is not
> much. My sister especially does all her school work using the Word Plus 3.1
> the only disk that was available in Germany. Other than that, there are
> no language disks, games, in short no kind of hardware or software is
> available for the 1040 ST in Germany. I have not come across to an ATARI
> dealer here in Seattle, and I would like to hear from those who could give
> me the address of the closest ATARI dealer so that I can get and send some
> stuff to my sister. Because with what she has, she simply can't get
> anything out of that great machine.

..nice way to discard flames:

MTA 'sumax.seattleu.edu' gives error message
/c/barlas/.forward: line 1: barlas.bach.seattleu.edu... User
unknown

I think your sister has *never* consulted an ATARI dealer...
There are numerous pieces of software available in germany.
.."not much software" - i can't believe it.

Word Plus is an very old piece of software. There are several better ways
like Signum, That's Write or Tempus Word...

Bye,
Wolfgang.

- --
- ---
Wolfgang Ley email: Ley@rz.tu-clausthal.de
Teichstrasse 9
D-38678 Clausthal-Zellerfeld "With workstations you can do a lot of
(Germany) nonsense. With PC's not even that..."
Phone: +49 5323 82132
- ---
To obtain public-pgp-key use 'finger bwwl@sun.rz.tu-clausthal.de'
or query a public-key-server for 'Ley@rz.tu-clausthal.de'.

------------------------------ End of forwarded message 1

--

Wolfgang Ley email: Ley@rz.tu-clausthal.de
Teichstrasse 9
D-38678 Clausthal-Zellerfeld "With workstations you can do a lot of
(Germany) nonsense. With PC's not even that..."

```
Phone: +49 5323 82132
-------------------------------------------------------------------------
To obtain public-pgp-key use 'finger bwwl@sun.rz.tu-clausthal.de'
or query a public-key-server for 'Ley@rz.tu-clausthal.de'.
```

52. Re: From C to C++

Newsgroup: comp.sys.atari.st
Date: 1993-10-01 21:13:23 UTC
From: comeau@csanta.attmail.com
Message-ID: <28i6hj$ikc@panix.com>
Source record: 200225

In article <3076@rc1.vub.ac.be> pinstall@dec5.ulb.ac.be (Patrick Installe) writes:
>Hello C++ world,
>
>I have writtten a middel size (about 20 000 lines) in Turbo C 2.0 with the GEM
>interface on a megaST4 TOS 1.4 that I would like to improve with C++ extension.
>
>If I remind correctly there is G++ which could do the job, does it ?
>What do i need that for ?
>What are the common pitfall in the conversion ?
>Is there other solution ?

Comeau C++ 3.0 With Templates is finally on its final massagings,
so that will finally be available shortly. You ask non-trivial
questions though, as besides just issues of recompiling your code
with a C++ compiler, you also ask: which new features you should use,
do you designs change, etc. YOu should definitely pick up some of
the more popular and strong texts out there, and if this is for
something serious, perhaps not embark on it just yet, but instead
do "lesser" things with C++ for now.o

- Greg
--
Comeau Computing, 91-34 120th Street, Richmond Hill, NY, 11418-3214
Here:attmail.com!csanta!comeau / BIX:comeau or comeau@bix.com / CIS:72331,3421
Voice:718-945-0009 / Fax:718-441-2310 / Prodigy: tshp50a / WELL: comeau

53. the Atari TT line

Newsgroup: comp.sys.atari.st
Date: 1993-10-02 00:16:47 UTC
From: ehood@convex.com
Message-ID: <1993Oct2.001647.9563@news.eng.convex.com>
Source record: 200236

Hello fellow netters,

I have a question:

Is Atari still supporting the TT line (i.e. are they still be
manufactured)?

Any help will be appreciated.

I've had a Mega ST 2 for over 4 years now, and I like to finally upgrade
with a little more power. Some programs are a little to slow on
my computer (eg. PageStream).

If the TT is still manufactured, can it be gotten without a hard drive?
I have an external SCSI I recently got and I can still use that. All I
need is the computer (w/at least 4 MBs of RAM, and preferable the
32Mhz CPU), the keyboard, and monitor (unless my SC124 and SC1224
can work with it). And what cost am I dealing with?

The Mega STe is not worth the cost for the increase in performance,
and I'm not sure about the Falcon (eg. performance vs TT, keyboard
integrated with the box like the 1040ST, etc...).

Thanks to anybody who responds,

--ewh

P.S. I made a post about paint packages awhile back. I got little
response. If any are interested in what I did get, just drop
me a message and I'll summarize it and send it to you when I
can (I haven't forgotten you, Erlend Nagel; work's been tying me
down).
--
Earl Hood | CONVEX Computer Corporation
ehood@convex.com | 3000 Waterview Parkway
Phone: (214) 497-4387 | P.O. Box 833851
FAX: (214) 497-4500 | Richardson, TX 75083-3851

54. Re: Atari Compendium question

Newsgroup: comp.sys.atari.st
Date: 1993-10-02 00:24:23 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <28ihnn$gh6@elroy.jpl.nasa.gov>
Source record: 200230

In article <1993Sep24.223416.2346@newshost.lanl.gov>,
John Hutchinson <hutch@bellman.lanl.gov> wrote:
>In article atl@tuegate.tue.nl, error@blade.stack.urc.tue.nl (Erlend Nagel) writes:
>>I read about 'the Atari Compendium' and from what I read about it it
>>seems to be a great book. Really an English alternative for the
>>Profibuch. Has anybody on the net already bought it? And is it as good
>>as it appears from the press release? Does it contain many useful hints
>>on how to avoid compatibility problems? Impressions please...
>
>Erlend, I was fortunate enough to be at the Glendale show when Scott Sanders
>of SDS formally announced the Atari Compendium and brought along advance copies
>to sell. It is, undoubtedly, the very best and most complete source or
>programmer oriented material for the ST/STe/TT/Falcon line of computers that
>I have yet seen. It is essentially a rewrite of the previously hideous developer
>docs plus a lot of additional material and reference aids, data tables, etc.
>It's 840+ pages, softcover, and very nicely printed (IMHO). It is retailing
>for $49.95 but would probably cost another $50 to ship to you in The
>Netherlands. Hopefully ACN/ST Nieuws will start carrying it.

>Yes, I highly recommend the book for all programmer types.

I'd second the recommendation, it is definitely a much better document than
the collection of stuff we've had to deal with so far. Although, despite its
great size, it is not an exhaustive reference. The hardware section talks
about the special hardware in STe/TT/Falcon, but there's no coverage at all
of the hardware in common with regular STs, e.g., 68901, PSG, etc. It won't
completely replace *all* of your other docs, but it will come darn near it.
I figure that in addition to the Concise Atari Reference (or whatever that
book is named, it's a British title...) you're completely covered.

The OS coverage is, without a doubt, incomparable. Complete info on GEMDOS,
GEM, BIOS/XBIOS, including MiNT and MetaDOS extensions, MultiTOS/Multi-AES,
and AES features up to the stuff to be released in TOS 5.0. (Yeah, I bought
a copy of the book at the Glendale show...)
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

55. Re: Pure profiler and DRI objects?

Newsgroup: comp.sys.atari.st
Date: 1993-10-02 00:36:55 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <28iif7$h5q@elroy.jpl.nasa.gov>
Source record: 200235

In article <27sm7p$ejk@news.uni-paderborn.de>,
Frank Baumgart <godot@uni-paderborn.de> wrote:
>A real surprise to me was the ability of the profiler to "understand" gcc code,
>is that really DRI format ?

GCC uses Sun-3 a.out format for its .o files, but the linker writes out DRI
format symbol info in the executable files. (Or GST format, if you ask for
it...)
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

56. Re: Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-10-02 02:36:37 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <92119@cup.portal.com>
Source record: 200237

Ofir, it's apparent now that I should have included the phrase "in the US"
in my answer to the original question in this thread.

From your reply, and those of Iain and others, it appears that there is a
great deal more support for the Falcon in the U.K. than I was aware of.

The author of the question seemed to live in the U.S. though, so with the
addition of the phrase, "in the U.S.", I think my answer is still valid.

The problem is that while we've seen a number of games from the U.K. for
the ST series, there hasn't been all that much that has made the trip across
the ocean to the U.S., and I don't see any difference for the Falcon
(so far...)

Thanks for your comments.. it helps to know there's something out there.

BobR

57. Re: Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-10-02 02:54:56 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <92121@cup.portal.com>
Source record: 200238

Robert Anisko had an excellent suggestion... (this terminal doesn't
give me anywhere the editing capabilities of Flash, so quoting and attributin
is difficult, but thanks to Chris H., here's the original question in
this thread...)
In <284nbl$qfp@news.u.washington.edu>, Shake the Disease writes:
> What kind of spport is out there for the Falcon? I used an Atari ST some
> six years ago and loved the machine, but hated the lack of support. I may
> look into the purchase of a Falcon if the support factor is large enough to
> justify the purchase.

(Note the U.S. return address...)

My reply was that support is much worse than it was six years ago, Atari
has destroyed its dealer network, and there is no advertising for its
products.

(I should have added, "in the U.S.")

Instead of flaming me for my answer, how about someone else trying to
answer the question..?

Richard Venable said I never offer any proof for anything I say here..
I thought the "proof" was pretty self-evident.

Pick up any local U.S. Telephone book and try to find a dealer selling Atari
products.

Open any U.S. computer (or other) magazine and try to find an Atari ad.

If you CAN find an Atari magazine that hasn't gone out of business, open
to the index of advertisers and count the number of entries, then compare
that to the level of support that existed six years ago.

As I've said, this was NOT intended to be a long, drawn out flame war. It
was intended to be a simple answer to a simple question.

If anyone doesn't like the answer, flame Atari for making it this way.

BobR

58. Re: Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-10-02 02:56:54 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <92123@cup.portal.com>
Source record: 200239

Excuse me, Ofir...

I've NEVER said anything about Macs here.

Please try to keep your flames separate.

BobR

59. Atari Mega4 System For Sale

Newsgroup: comp.sys.atari.st
Date: 1993-10-02 03:02:06 UTC
From: bmaraldo@watserv1.uwaterloo.ca
Message-ID: <CE91rI.8sA@watserv1.uwaterloo.ca>
Source record: 200248
Cross-posted to: misc.forsale,kw.forsale,uw.forsale,ont.forsale,comp.sys.atari.st,uw.sys.atari,rec.music.makers.synth

Greetings! I am about to sell my Mega 4 system. Below is a list of what
is available and my prices in US funds. These prices do not include
shipping. I am willing to sell bits and pieces separately. I am also
willing to trade bits for a 30meg or 60meg hard disk. You see, I have
changed platforms (a mac) and I no longer need this system, *but* I am going
to keep my 1040 because I still want to stick with Atari for music. I'd
like to put a small hard disk on the 1040 (115meg is too large). A 30M
system would be ideal.

One other thing to note, I will sell either a 125 or a 1224 but not both.
It all depends on what sort of interest I get. Feel free to haggle with me
but these prices are almost firm.

If you want the whole sha-bang (with one monitor), I will let it all go for
$1200US plus shipping.

Brett Maraldo
tel: 519 742 0370

Atari Mega ST4 300US
ICD 115M hard disk 300US
Practical Peripherals PM2400fx96 fax modem 90US great with STraight FAX
Atari SM125 mono monitor 80US either this...
Atari SM1224 colour monitor 120US ...or this
Spectre GCR w/ROMS and s/w 200US w/ software [ready to run]

MichTron Mi-Term $5
MicgTron Hyperfont $7
Neocept Fontz $5
Intersect Revolver $7 I am not going to sell individual
Ditek Masterplan $20 software titles. Instead I will
SOftlab Oscar $5 put a minimum order of $50US on
Looking Glass Alice Pascal $20 this. All titles include the
Kuma K-Roget $20 master disks and original manuals.
Ditek Calamus 1.09N $100
Ditek Calmus Font Editor $35
TImeworks Word WriterST $20
Michtron Tempus II $15
VIP Professional $10
Batteries Included Degas Elite $5
NewStar STraight FAX $70
Prentic-Hall MINIX 1.5 $40
Mark Williams C 3.0.9 with csd $40

--
-------- Unit 36 Research ---------
"Alien Technology Today"
bmaraldo@watserv1.UWaterloo.ca
{uunet!clyde!utai}!watserv1!bmaraldo

60. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1993-10-02 04:06:48 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <28iuoo$cah@terminator.rs.itd.umich.edu>
Source record: 200242
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-r--r-- dpz 2415 Sep 27 00:55 ./Falcon/0index
-rw-rw-r-- weiner 5641 Sep 28 11:29 ./Info/auto.downloading.ideas
-rw-r--r-- lenn 1634 Oct 1 10:01 ./Utilities/auto_sel.lzh
-rw-rw-r-- entropy 21569 Oct 1 10:12 ./Utilities/0index
-rw-r--r-- lenn 83510 Oct 1 10:09 ./Utilities/mb31_bin.zoo
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

61. it crashed on mine

Newsgroup: comp.sys.atari.st
Date: 1993-10-02 04:22:48 UTC
From: oyakea@warren1a.its.rpi.edu
Message-ID: <28ivmo$ldn@usenet.rpi.edu>
Source record: 200241

Damn. It looks like I cant get anything to work on My Falcon030.

1) Rufuf crashed completely.
2) Connect does not recognise my async ibx modem
3) NETHACK ALWAYS CRASHED, NO MATTER WHAT DRIVE I PUT IT IN (HARD DISK)
4) The Omega demo wants sc1224
5) Uniterm is a mess
6) Cybersculpt crashes if I click on the palette menu.

Hum i seriously wonder ....

Amalaye Oyake.

62. Forsale: 1040Ste

Newsgroup: comp.sys.atari.st
Date: 1993-10-02 06:23:08 UTC
From: dchow@muskwa.ucs.ualberta.ca
Message-ID: <dchow.749542988@muskwa.ucs.ualberta.ca>
Source record: 200244

Well after many faithful years of service I'm parting ways with my ole'
Ste.

Hardware:NEVER had any problems with this stuff

1040STe
SM125 mono monitor(the tilt one)
Double-sided second drive
2400bps Modem
Mouse master
Synchro Express
Bunch of Joysticks

Software:
GFA basic 3.0
STOS
stack of shareware/PD stuff

Drakkhen
Midwinter I
F-19 Stealth Fighter
Maniac Mansion
Powermonger
Lemmings
Shadow Warriors(Ninja Gaidin)
Onslaught
Stormbringer
Operation Stealth(James Bond)
Lombard Rally
+Other misc. warez

Please email me at dchow@muskwa.ucs.ualberta.ca with your offers.

--
Donald Chow : dchow@muskwa.ucs.ualberta.ca / "Television, Drug of the Nation,
De-Alcoholized Beer? What's the point? \/ Breeding Ignorance and
De-Caffinated Coffee? What's the point? /\ Feeding Radiation..."
"Tia mi aven Moridin isainde vadin!" / \ -Dead Heroes of Hypocriscy

63. Re: X11 Speedo Fonts

Newsgroup: comp.sys.atari.st
Date: 1993-10-02 06:42:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A5973@MS.maus.de>
Source record: 200338

In article <H.eg.Rqd7JjPPFaw@semprini.waterloo-rdp.on.ca>, Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:
>I'll agree that it's faster than ATM (since I've used both on the same >hardware), but the memory requirements are worse, and Speedo's _really_ >slow if you have more than about 10 fonts active.

It's possible that some programs are slower during initialization when you have many fonts; but I don't believe that it's making a difference after that.

64. Re: Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-10-02 07:00:07 UTC
From: patrik.sanfridsson@stacken.ct.se
Message-ID: <2cabda62@stacken.ct.se>
Source record: 200243

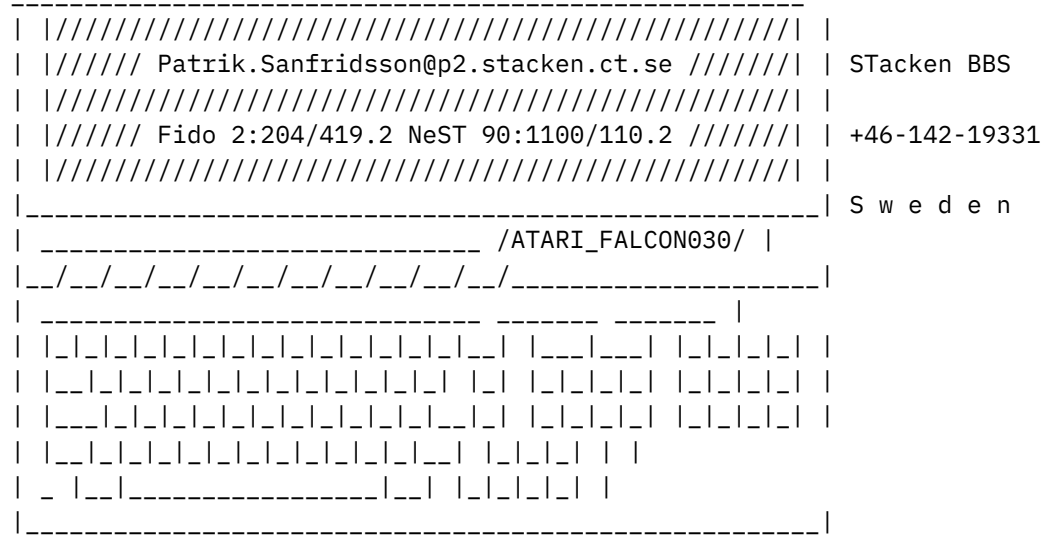
> From: Bob_BobR_Retelle@cup.portal.com
>
> What I find very amusing is the number of "Atari supporters" who
> apparently have nothing to say in answer to the original question
> that started this thread.

What I find amusing is that people like you will never accept any answer,
you'll just go on and on for ever like a broken record. Well, to tell the truth
it's not even amusing.

> John Hutchinson: So you'd rather belittle the answer I gave than give
> one of your own..? Who's being predictable now..?
>
> Richard Venable: You think your post was amusin? Why not save the
> net bandwith with your "Atari cheerleader" comments, and give a
> useful answer to the original question?

And when was the last time you contributed anything useful to this group? Why
not save your waste of net bandwidth and crawl back under your stone?

> You wasted over 1K of space, including a large .sig, to say
> essentiallly nothing.



Happy now? I know you would be pleased.

65. Re: Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-10-02 07:18:52 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <92136@cup.portal.com>
Source record: 200245

OK, "Richie"...

So you have dealers nearby.. good for you.

The State of Michigan used to have so many dealers that a visiting magazine article author was amazed.. to the point of actually writing an article about all the dealers he visited on his trip.

There are now something like TWO dealers in the entire State.

There are entire States which have NO dealers.

Six years ago, there were Atari dealers all over the U.S.A.

Today there are only a handfull left.

If you don't accept that fact as "evidence" that Atari has destroyed its dealer network (my original statement in answer to the original question), then I submit that your Atari blinders ARE firmly clamped over your eyes, and you will refuse to see anything except what you WANT to see.

Yes, there are U.S. Atari magazines. But...

You conveniently omitted telling us how many there are, compared to six years ago. Would you like to try comparing those figures for us..?

Or do your Atari blinders prevent you from counting on the fingers of one hand..?

You say "so what?" to the fact that probably 90% of the companies which were supporting the Atari market six years ago have either gone out of business or have changed to other, more stable and reliable platforms in order to survive.

There ARE a few new companies that have appeared on the Atari scene in the past six years... however you conveniently omitted telling us just how many there are, compared with the situation six years ago..

Which was the ORIGINAL question in this thread.

You say I haven't presented any "evidence" to back up my statements..?

I submit that you seem to fall into that same characterization...

Give us some evidence that things are better in the Atari marketplace than they were six years ago (which was the ORIGINAL question)..

Not "there are STILL" a few dealers hanging on.. or there are STILL a few Atari specific magazines eking out a living in the barren Atari marketplace,

but that things are BETTER than they were six years ago...

(Which was the ORIGINAL question)

Try hard, Richie... your Atari blinders are slipping...

(By the way, as I've said before, and again, this was not intended to become an extended flamewar.. it was a simple answer to a simple question. There was no reason for it to have become anything else...)

BobR

66. Re: Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-10-02 07:24:07 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <92137@cup.portal.com>
Source record: 200246

By the way, the "technical" newsgroup is comp.sys.atari.tech

If the comp.sys.atari.st newsgroup can't be used by a former ST owner to ask how the state of the marketplace is doing, then I submit that we've lost a lot more than just dealers and magazines.

A simple answer to a simple question shouldn't need days of wrangling to justify its existance.

BobR

67. Re: Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-10-02 07:30:58 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <92140@cup.portal.com>
Source record: 200247

Hiya, Patrik...

Go ahead and waste bandwidth for everyone else.. it doesn't matter to me..

At 9600 baud, your Falcon picture took only a fraction of a second, and
then it was gone...

By the way, I notice you still haven't contributed anything to this
discussion... how about answering the original question, instead of
just whining..?

Hmm.. "contributions to the newsgroup"...? I don't recall seeing your
name involved in anything but whining...

Maybe you should ask the group members I've helped with games, telecom
questions, hardware problems, etc, before you waste our time with your
"whinges"... (thanks for the definition, John H...)

BobR

68. Re: BLOODWYCH HELP!

Newsgroup: comp.sys.atari.st
Date: 1993-10-02 09:26:18 UTC
From: Christiaan_Kamstra@p1.f503.n285.z2.fidonet
Message-ID: <2cad4943@p1.f503.n285.z2.fidonet>
Source record: 200073

In a message of <Wed 29 Sep 93 12:25>, d9250788 (2:281/202.0) writes:

d> I don't suppose someone around here could lend me a hand with
d> Bloodwych?

You're wrong.. :-) What's your problem?

See ya!

Christiaan Kamstra

FidoNet : 2:285/503.1
NeST : 90:500/211.1
TechNet : 111:313/113.1
UUCP : Christiaan@nextjk.wlink.nl

--- JetMail 0.93beta
* Origin: Origin out of order. Think something funny. (FidoNet 2:285/503.1)

69. Re: Is CALAMUS ok? What Versions

Newsgroup: comp.sys.atari.st
Date: 1993-10-02 09:26:26 UTC
From: Christiaan_Kamstra@p1.f503.n285.z2.fidonet
Message-ID: <2cad494a@p1.f503.n285.z2.fidonet>
Source record: 200072

In a message of <Wed 29 Sep 93 21:29>, Chris L. Willison (2:281/202.0)
writes:

CL> I was thinking of picking up CALAMUS, but I know nothing about it
CL> other than it is a Desktop Publishing program of some sort. What
CL> printers does it support; Only Laser, or EPSON?? Can it import
CL> .GIF pictures. Does it require 1MEG or more. Does it require >
CL> TOS 1.0, or a H.D.??
CL> any info would be appreciated!

Calamus is a really GREAT program. There are three versions:

Calamus 1.09 : "Old" version, still nice though...
Calamus S : The "hobby" version
Calamus SL : The professional version

You CAN run Calamus 1.09 from disks, I wouldn't even think about running
the other versions from disk... The more memory you have, the better (the
best is 4 megs, but 2 or 3 will do as well...)

Calamus supports *LOTS* of printers. 9- and 24-neddle, deskjets,
laserprinters and even those linotronic typesetting devices (which will put
you back a mere ?10.000 a piece... :-)

I don't know if there are any limitations to TOS versions. Though I
wouldn't be surprised if TOS 1.0 is not supported (too old and slow) I'm
not sure on that one though...

The difference between Calamus S and SL is the way these programs work with
colours (yes, the DO support colours) Calamus SL is a little more
"mature".. But a lot more expensive as well!

All versions of Calamus run in monochrome only. Screen-enlarging hardware
and such IS supported.

I hope this will give you some idea...

See ya!

Christiaan Kamstra

UUCP : Christiaan@nextjk.wlink.nl
FidoNet : 2:285/503.1
NeST : 90:500/211.1
TechNet : 111:313/113.1

--- JetMail 0.93beta
* Origin: Origin out of order. Think something funny. (FidoNet 2:285/503.1)

70. Re: fax software

Newsgroup: comp.sys.atari.st
Date: 1993-10-02 09:29:10 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.761309@cix.compulink.co.uk>
Source record: 200301

In article <1993Oct1.135427.2628@loose.apana.org.au>, tricky@loose.apana.org.au (Tricky J.) writes:
>What kind of fax software is available for the STE? I just got a fax/modem
>& I wanna make the most of it??
>Is there any fax modem shareware?
>
I use STraight FAX and very happy with it. There's also TeleOffice, both are commercial. I think there's a German shareware FAX software, can't remember its name but I never got it to work.

Ofir ogal@cix.compulink.co.uk

71. Re: fax software

Newsgroup: comp.sys.atari.st
Date: 1993-10-02 11:02:06 UTC
From: jesper.kock@kockens.ct.se
Message-ID: <2cad192e@kockens.ct.se>
Source record: 200303

In a strange ;-) little letter Tricky J. wrote:

TJ> From: tricky@loose.apana.org.au (Tricky J.)
TJ>
TJ> What kind of fax software is available for the STE? I just got a
TJ> fax/modem & I wanna make the most of it??
TJ> Is there any fax modem shareware?
TJ>
There are no good Shareware faxprograms..

But why shareware..?? If you got a good Faxmodem its worth BUYING
a Faxsoft.. The best FaxSoftwares to ST is in my opinion Qfax and StraightFax.
You will find them very usefull.

Grtz from Sweden:

```
_____________________________________________________________________
/______ | \
|( ST ) jesper.kock.@kockens.ct.se | "Old women should not |
| |____| | seek to be perfumed" |
|< oo > Wizard on -*-Kockens BBS-*- | |
| |\__/| | - Archilochus |
| \____/ ATARI ONLY +46-46-250256 | |
\_____________________________________|_____________________________/
```

72. Re: Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-10-02 11:02:06 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2cacb034@troed.ct.se>
Source record: 200304

In a message of 01 Oct 93 11:26:57, Ofir Gal wrote:

OG> I think Falcon support is *overwhelming*. There is lots of stuff around PD
OG> and commercial. Wish I could afford everything that's out there...
OG>
OG> Ignore the rumours, take it from users here: THERE IS PLENTY OF SOFTWARE
OG> FOR THE FALCON.

I passed the 140 file limit today on my BBS ... yes, that's *140* Falcon
SPECIFIC files (files that ONLY work on the Atari Falcon030), pure PD/SW,
readily available ...

I'm currently getting MORE programs than ST/STE programs ... that's quite
astonishing when one thinks of the short time the Falcon has been out!

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

73. Patch/Sound Editor For Roland MKS-30

Newsgroup: comp.sys.atari.st
Date: 1993-10-02 12:57:43 UTC
From: mat@smug.student.adelaide.edu.au
Message-ID: <28jts7$g38@huon.itd.adelaide.edu.au>
Source record: 200310

The front panel of the Roland MKS-30 is a disaster so I think the best answer would be a software patch editor. I've seen an MKS-50 version at atari.archive.umich.edu. Does anyone know if there's an MKS-30 version around ?

____ ____________________
\ Mat Farrington - the student \ \ My utterances and \
\ Quantization - the music \ \ the S M Group are \
/ mat@student.adelaide.edu.au - the email / / totally unrelated /
/____/ /____________________/

74. Re: Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-10-02 14:29:19 UTC
From: cmedley@wam.umd.edu
Message-ID: <28k37v$ba@cville-srv.wam.umd.edu>
Source record: 200305

In article <92136@cup.portal.com>, <Bob_BobR_Retelle@cup.portal.com> wrote:
[massive tale of Atari woe and misfortune deleted]

Well..... just out of curiosity, given this track record you state, why do you stick with the platform? If the machine can't do what you need, then the loss of software developers and hardware support from 3rd parties would make it pretty "dead". If it still serves your needs, you might not need to jump ship.

I agree other platforms have passed the ST by in lots of features, and the Falcon is mediocre compared to the latest Intel or MIPS box. However, I can do what I want just well enough on an Atari (for the right price, no less) to keep my Mega 4. Heck, given the money (which is coming) i hope to have a Falcon to do some MIDI stuff on (it'll be faster than the Mega, and have the digital audio capability, hence that decision).

75. Re: fax software

Newsgroup: comp.sys.atari.st
Date: 1993-10-02 14:32:06 UTC
From: Lexicor@world.std.com
Message-ID: <CE9xpI.AM8@world.std.com>
Source record: 200306

In article <memo.761309@cix.compulink.co.uk>,
Ofir Gal <ogal@cix.compulink.co.uk> wrote:
>
>
>In article <1993Oct1.135427.2628@loose.apana.org.au>, tricky@loose.apana.org.au (Tricky
J.) writes:
>>What kind of fax software is available for the STE? I just got a fax/modem
>>& I wanna make the most of it??
>>Is there any fax modem shareware?
>>
>I use STraight FAX and very happy with it. There's also TeleOffice, both
>are commercial. I think there's a German shareware FAX software, can't
>remember its name but I never got it to work.
>
>Ofir ogal@cix.compulink.co.uk
Hmm..well I konw of a very well-known German Fax program, Q-Fax and Q-Fax Pro
I think was it's name...it wasn't shareware however, also I am sure that TKR
have something for the Atari, considering that they are doing Atari Stuff i.e.
CRDOTS and are very popoular modems (fax) in Germany.

I heard a lot of good things about Q-Fax..I think you can get it via Richter
Distributor in Germany.

Hope I couldhelp

Yat

76. Re: ATARI ST

Newsgroup: comp.sys.atari.st
Date: 1993-10-02 14:57:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A53144@SL.maus.de>
Source record: 200337

In article EVGASTER.93Oct1075817@hvsag01.ATT.COM 0440400-gasteren e.m.
van(hv4404 wites:
E>there are still several magazines dedicated to it (have her go to a
E>bookstore)
One in Fact. All the others have died or were included into the last one
remaining (ST-Computer).
The C'T still is supporting the Ataris but compared to the IBM-dedicated part
of the magazine, well poor!

Bye
Stefan

===
Stefan_Damerau@sl.maus.de

77. Re: ST-Keep.

Newsgroup: comp.sys.atari.st
Date: 1993-10-02 15:22:42 UTC
From: bwwl@sun.rz.tu-clausthal.de
Message-ID: <1993Oct2.152242.6609@solaris.rz.tu-clausthal.de>
Source record: 200309

In article <guest.1.749360044@gandalf.otago.ac.nz> you wrote:
> Posted for a friend.

> I am looking for a bulletin board package called ST Keep. I was told that I
> might have some luck finding it somewhere here so if anyone's got it (or
> knows where it is), gimme a yell.

Via FTP from ftp.tu-clausthal.de (139.174.2.10) /pub/atari/telecomm/stkeep.lzh
or via email from 'mail-server@ftp.tu-clausthal.de'.

Bye,
Wolfgang.

--

Wolfgang Ley email: Ley@rz.tu-clausthal.de
Teichstrasse 9
D-38678 Clausthal-Zellerfeld "With workstations you can do a lot of
(Germany) nonsense. With PC's not even that..."
Phone: +49 5323 82132

To obtain public-pgp-key use 'finger bwwl@sun.rz.tu-clausthal.de'
or query a public-key-server for 'Ley@rz.tu-clausthal.de'.

78. Is CALAMUS ok? What Versions

Newsgroup: comp.sys.atari.st
Date: 1993-10-02 15:50:46 UTC
From: Lars-Erik.Osterud@f100.n30.z47.byte.bbs.no
Message-ID: <749577405.AA00619@byte.bbs.no>
Source record: 200307

>Just to clear something up about Calamus SL. I recently took a 2 meg
>machine to school thinking I could use SL on it (It had worked fine on

Isn't there a cut-down version of Calamus SL (Calamus S, or Calamus L)?
I know this one costs less, and maybe it need less RAM to run too?

Lars-Erik 0sterud / E-mail: lars-erik.osterud@byte.bbs.no
SysOp ABK-BBS / ABK-BBS: +47 67132659 V.32bis Data+Fax

-- ReadMail ST

79. fax software

Newsgroup: comp.sys.atari.st
Date: 1993-10-02 15:50:50 UTC
From: Lars-Erik.Osterud@f100.n30.z47.byte.bbs.no
Message-ID: <749577405.AA00620@byte.bbs.no>
Source record: 200308

```
>What kind of fax software is available for the STE? I just got a fax/m
>& I wanna make the most of it??

I use TeleOffice from TKR in Germany. And it's the best I have used.
Can send faxes from wordprocessors and DTP-programs very easily.
Also has a build in "mini-DTP" that enables you to load text and
picutures and construct a fax really fast without any DTP-program.
Printing of incoming faxes uses standard GDOS-printerdriver.
TeleOffice supports both Class2 and Sierra-class fax-modems.
(work with MultiTos too, at least it worked on MEGA STE and TT)

Lars-Erik / E-mail: lars-erik.osterud@byte.bbs.no
\sterud / ABK-BBS: +47 67132659 V.32bis Data+Fax

-- ReadMail ST
```

80. Re: New Falcon simm board plus other stuff

Newsgroup: comp.sys.atari.st
Date: 1993-10-02 16:21:34 UTC
From: Chris.Richards@f712.n286.z1.fidonet.org
Message-ID: <749628868.AA00148@dswhq.omahug.org>
Source record: 200121

In a message of <21 Sep 93 18:48:03>, Alex Kiernan (1:286/2) writes:

>> Has anyone heard or seen the new memory board for the Falcon called
>> Falconwing (stupid name if you ask me...)
AK>
AK> Yes I've seen/used one (is there a question in this that I missed?)

Could you give us some more info? Like how well it works, what it looks like,
etc?

Later,
Gizmo

81. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-10-02 17:21:46 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.xquJg0_k_lQ@semprini.waterloo-rdp.on.ca>
Source record: 200326

[Please watch your followups, folks.]

In <KENDALL.93Sep27123304@flammulated.owlnet.rice.edu>, Kendall Helmstetter Gelner writes:
> Ahh, but you GET Windows for free with the ST, it's called the
> desktop. Multitos gives you multitasking, which only NT (not Windows)
> gives you. And try running Windows is less than 16 meg (yah I know it
> SAYS "boots in 12", but that is truly an unusable config)

That should be "Windoze NT" in the last sentence; most people use
Windoze 3.1 in 4M of RAM, which IMHO, isn't very nice. It's somewhat
better in 8M, but then you shoul be running OS/2 2.1 anyway...

Guess I'm stuck waiting for a PowerPC-based machine with NeXTstep; Atari
refuses to give us a powerful machine, and the Intel-based world doesn't
really give us much (though I don't mind OS/2; definitely more useful
than the Micro$oft alternatives).
--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

82. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-10-02 17:29:14 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.VBF&Lg&dUHY@semprini.waterloo-rdp.on.ca>
Source record: 200327
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In <1993Sep28.081553.15435@ajax.rsre.mod.uk>, John Haines writes:
> OK then. I have on my work PC a word processor and a graphics package
> running, and a file manager. OK it is slow, but I can type away at my word
> processor, then check my disk space, perhaps send the file over kermit and
> then go back to my word processing - all without exiting a program. And
> the file transfers carry on in the background (albeit slowly). Don't I
> need MultiTOS to do that on my ST?

Like the PC, you just need the right tools. Try this:

ACCs - MaxiFile, STalker 3 or Connect
Run - your word processor

Voila; and the file transfers will even work (unlike modem work under
Windoze).

Or maybe try this (unde MiNT):

ACCs - TOSWIN
Run - your word processor

Open a shell in TOSWIN and a text-mode term program and voila; the
multitasking will help for other things, too. Usually when I do this, I
load TOSWIN as an ACC, open a shell and MicroEMACS, then run STalker as
a program (I have problems loading ACCs under MiNT for some reason; much
like every PC I've ever used has sever problems when you add network
drivers).

Works pretty good, even on such a pathetically slow system (Warwick
refuses to send me his TT! :-).

On a Falcon040, this setup would be great; when will Atari release
one?!?

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

83. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-10-02 17:33:02 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.6m4RGGuTqIA@semprini.waterloo-rdp.on.ca>
Source record: 200328

In <KENDALL.93Sep28111311@sawwhet.owlnet.rice.edu>, Kendall Helmstetter Gelner writes:
> But with MutliTos, I get all of that and much more - I get real
> preemptive multitasking, Like I can start a download going, then start
^^^^^^^^^^
> some image loading, then go back to my WP and type away. WIndows
^^^^^^^^^^^^^^^^^^

Unfortunately, that's not all true; unless I've missed something
really important (IMHO), there still aren't interrupt-driven
multitaskable disk I/O drivers for MiNT. Like Windoze (but unlike OS/2
or unix), the system halts when you format a disk. :-(

> alone is just not this cooperative... I have to use Windows at work,
> and find Multitos a lot nicer.

Anything is nicer than Windoze. The "easy-to-use User Interface" makes
me want to pull my hair out... ugly and clunky.

--
------------------==----------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

84. Falcon + Space Junk Demo = WOW!

Newsgroup: comp.sys.atari.st
Date: 1993-10-02 18:04:41 UTC
From: oracle@iastate.edu
Message-ID: <oracle.749585081@pv0a27.vincent.iastate.edu>
Source record: 200311

I just downloaded the demo of the game 'Space Junk' for the Falcon. All I have to say is W O W ! If this is the type of game that it going to be released for the Falcon then I'm glad I have one!

Full motion video! Stereo sound! Spectacular Graphics! (And it appears it will have pretty good gameplay as well!)

Anyway, I've uploaded the demo to 'atari.archive.umich.edu' and 'ftp.uni-kl.de' so check it out and tell me what you think! The demo is 4 meg zipped and 7+ meg unzipped!

Enjoy,

oracle@iastate.edu

--

||| | >>> oracle@iastate.edu <<<
/ | \ | "Friends don't let friends use MS-DOS"
---

85. SilkMouse 3.1

Newsgroup: comp.sys.atari.st
Date: 1993-10-02 18:04:58 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.iM60RiDYDTU@semprini.waterloo-rdp.on.ca>
Source record: 200329

On Friday, I uploaded SilkMouse 3.1 to atari.archive.umich.edu; the archive name is slkmse31.zoo.

SilkMouse is a really great mouse accelarator, written by a gent on GEnie (unfortunately, I've forgotten his name! yipes...). SilkMouse has all the usual mouse accelarator features, and also lets you set things up so that moving the mouse 2.54 cm (1" for those of you int he Dark Ages) on the mouse pad moves it 2.54 cm on screen... very nice and smooth!

Please note that at this time, SilkMouse 3.1 and BeforeDawn 1.25 do _not_ work together. I've sent a copy of SilkMouse in email to Arne Rudolph (author of BeforeDawn), so he'll be able to shed more light on this subject. (I'm guessing it's a slight problem with BeforeDawn; on my machine, the previous version had te same problems with Atari's Maccel3.)
--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

86. Re: X11 Speedo Fonts

Newsgroup: comp.sys.atari.st
Date: 1993-10-02 20:02:17 UTC
From: alex@falcon.demon.co.uk
Message-ID: <749592137snz@falcon.demon.co.uk>
Source record: 200314

In article <A5771@MS.maus.de> Julian_Reschke@ms.maus.de writes:

>I think that you can get around 1000 different Speedo fonts from Bitstream.

Quite so, you can get any font from the >1000 strong Bitstream library
in Speedo format.

--
Alex Kiernan
alex@falcon.demon.co.uk

87. Re: Unix Windows -- X Windows?

Newsgroup: comp.sys.atari.st
Date: 1993-10-02 20:04:15 UTC
From: alex@falcon.demon.co.uk
Message-ID: <749592255snz@falcon.demon.co.uk>
Source record: 200315

In article <klamer.749460227@mi.el.utwente.nl> klamer@mi.el.utwente.nl writes:
>} I don't see why programs wouldn't run without memory protection..??
>
>The problem is no the memory protection (although handy during debugging)
>but the impossibility to implement paging. And shared libraries also are
>quite difficult without an mmu. And a auto resizing stack. And...

And the complete impossibility of implementing the brk() system call...

--
Alex Kiernan
alex@falcon.demon.co.uk

88. GEnie CONFERENCE with Bob Brodie, October 1, 1993

Newsgroup: comp.sys.atari.st
Date: 1993-10-02 20:08:38 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1993Oct2.160838.15924@umiami.ir.miami.edu>
Source record: 200312
Body handling: HTML body converted to readable text

```
========================================================================
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type HHH (RETURN after that). Wait for the U#= prompt.Type XTX99437,GENIE
and press [RETURN]. The system will prompt you for your information.
========================================================================

Dateline Atari! with Bob Brodie
Oct. 1, 1993

Host - Lou Rocha

<[Host] ST.LOU> Good evening and welcome to Dateline Atari! with
Bob Brodie. It is my pleasure to welcome Bob to our monthly gathering
on GEnie, the official online home of Atari Corp. Our guest is Bob
Brodie, Director of Communications for Atari.

As we begin tonight's session, I would like to once again thank Bob
for his live conference from the Glendale show on September 18th. The
transcript is available here in library 13 of the ST RoundTable. That
conference generated a lot of interest, specifically around the Jaguar
rollout. We also heard a little more about TT production and I see
that a Current Notes ad for Computer Studio says they will be
restocking soon.

Bob's Glendale conference was picked up by Atari Explorer Online and
published in AEO_2016. Apparently, another online magazine also picked
up the transcript and used it to provide their own show 'report'
(along with an error that has become routine in their reporting). I
guess we should be flattered .

There is one other item of business to clear up related to the
Glendale conference. In response to my question to sysop Mike Allen
about the demos at the Lexicor booth, Mike posted that he hadn't seen
the booth because of the crowds but that he thought it was near the
washrooms. It has been noted that Lexicor posted some objection to
this comment on another service. In checking with show organizer John
King Tarpinian, it seems there were some booths in the area and one
was mistaken as the Lexicor booth. In fact, Lexicor was unable to
attend the show due to last minute problems. On behalf of Mike and
myself, we regret the error.
```

This evening I anticipate lots of questions about the Jaguar, the Falcon, TT production, Atari stock and a number of other related topics. I am ready to open the floodgates after Bob's opening comments. Sit back and enjoy the October Dateline at GEnie's new reduced rates. Bob, the floor is yours! GA

Good evening, one and all! Welcome to the October installment of our Dateline: Atari session!!!

It's crunch time here at Atari. Upstairs, even as I type this, there is a host of people hard at work on getting Jaguar titles ready to send out the door for the big Jaguar roll out next month. Game testers, programmers, artists, and musicians are all on hand as we labor to get this exciting product out the door.

Earlier this week I had an opportunity to take a fresh look at how some of the titles for the Jaguar are coming along. To say that I'm impressed is an understatement! The art work on the titles is truly striking, and the game play has improved dramatically since I last visited them.

This month, you'll have a chance of the initial reactions of some of the game press. Be sure to check out the October issue of Game Pro, where the Cutting Edge feature showcases the Jaguar in a full four color page layout. Just Fed Ex'ed up to me today is issue 11 of The Die Hard Game Fan...possibly one of the most colorful magazine out on the market has started a whole new section for the Jaguar called "Jaguar's Domain", as well as a really flattering editorial about the Jaguar. The Jaguar's Domain also features a four page, full color layout of screen shots from Jaguar titles including Raiden, Tiny Toons, Crescent Galaxy, Club Drive, Cybermorph, and more. Be sure to look for copies of those screen shots to be uploaded here to GEnie, our official online service! As always, you'll find these files online here FIRST!!! The pictures will be 24 true color Targa files, so you will have a chance to see the images in the very best possible format.

On the computer front, we just completed a terrific show in Glendale, and the sales results were terrific. The San Diego Computer Club also hosted a multiplatform event, which the Atari Club won an award for the best booth for their presentation of MIDI Maze at the show. Congratulations to both John King Tarpinian for another successful Glendale Show, and to the members of SDACE for their efforts at making their appearance a success at the show.

With all of the hectic preparations here at Atari for the Jaguar, I regret that time hasn't given me more time to prepare a long set of opening remarks. So, rather than tie up our time any longer, let's cut straight to our users and their questions, Lou. As always, I'm excited to meet with all of our customers here on our official online service, GEnie. Let's go, Lou.

<[Sir Fransis] K.DRAKE> Bob, are there any plans in the immediate (spring '94) future to introduce any advanced controllers? By advanced, I mean (NO GUNS) a steering wheel or analog joystick.

Hi Kenneth, I am not aware of any plans for Atari to do so,
but spoke with a game developer earlier this week that is working on a
fighting game to compete with Street Fighter II. He plans on making a
new controller to sell along with the game.

<[steve] S.OLSON2> Can you give us a time frame of when to expect the
next list of developers and can you give a background of some of the
little known ones already announced?

Hi Steve, hmmmm we really haven't set a date for another
press release to do that. What I plan on doing is meeting with Bill
Rehbock late next week (he's out of town right now) to discuss the
"credentials" of the developers.

I agree with you that we need to do a better job of telling
the public who the developers are. Some of the names that are in the
press release are the finest game developers in Europe.

<[steve] S.OLSON2> Bob, real quick can you explain why EGM has a biased
against Atari and will they get a black box so they can rate lynx games
again?

I've had a number of discussions with EGM about their
attitude about Atari. There is hope for things to improve. I think part
of the issue might be that there are a number of people there that are
former employees of Atari, including the publisher.

On the other hand, when they go out of their way to blast
the president of the company in a sister publication of theirs, they
don't give me a lot of ammo to try to change the way things are between
us.

Re the Black Box...they don't need a black box to rate the
games. We send them pre-release eprom cartridges of the games, and
provide them with slides of screen shots of the games. This is the same
level of support that we give to all of the other magazines as well, and
none of them are complaining about. The reality is that the "Black Box"
is a development tool, not just something to take screen shots with. It
is NOT an essential tool for them to have for their Lynx coverage.

Bob, will there be a CD-rom derived from the Jags for a low
cost Falcon one? I would like to say that as a new Falcon owner that
Atari Must take the SCSI to DMA (SLM) project in house and DELIVER as
promised! Any comments?

No the interface for the Jaguar CD ROM is different from
the Falcons, so I don't see that as a common project. I share your
thoughts about seeing the SCSI to DMA project getting done, and spoke
with Bill about it at length earlier this week. I can assure you that he
is working on a solution, and believes that it is close at hand.

<[Sam030] SAM-RAPP> Hey Bob! Can you give any SPECIFICS as to Jaguars
where/when? Are there boxed production units in a warehouse somewhere?
Can I have one? Now? Please? ;-) AND.... Is there anyone on GEnie that

can discuss the Jaguar development process in the RT? Thanks!!

Hi Sam, as to exact locations, no...I can't give you that information tonight. No, there are not stacks of boxed productions units sitting in a warehouse somewhere, but there has been a pilot production run made, and now units are being sent to developers for use, and to potential developers for evalution.

Bill Rehbock is capable of discussing the development process, but I don't think he has the time to do it, at least right now. Please understand that it really is a "CRUNCH TIME" for us here right now. We're all trying to stay very focused on getting a quality product out the door with a great release as well.

<[Sam030] SAM-RAPP> When will the first consumer run be made?

Rather than tell you when it's being made, look for it to be available for purchase (much more significant) the weekend after Thanksgiving.

<[Host] ST.LOU> Is that Canadian Thanksgiving, Bob? :-)

We're not shipping to Canada til '94, Lou. Sorry.

<[SPEEDO Racer] J.TORRES17> This may have been covered previously... Since I am nowhere near a test market. Is Atari going to set up a 1800 number (like for the LYNX) and a Jaguar help line?

Initially, we will not have the Jaguar available for sale via the 800 line. This is at the request of our retailers. Yes, there will be a Jaguar section on our help line to give out hints, tips, and easter eggs.

<[Graham] B.STEVAN> Bob, thanks for joining us again tonight. I have a question(s) about Atari's servicing. We spoke to Shirley Taylor just yesterday regarding a bunch of Portfolios we sent back for an exchange. We were informed that NO Portfolios will be available until the NEW YEAR! The customers have already been waiting for about 2 months, as we had to try to get an RMA#, then had to wait for delivery to Atari, then wait to get info from Atari. Needless to say we have several customers that are very angry! We also have a similar situation with 2 1040STe warranty units that we sent down. My question is...what is causing the delays with the Portfolios? Why does Atari seem to treat customer service as a low priority, the lack of parts and replacement units being an example. On the positive side I have had tons of customers asking about the Jaguar. Is there any chance Atari would consider releasing it everywhere before X-Mas rather than just the announced test markets. I can't see any reason (other than lack of promotion) why the Jaguar wouldn't succeed everywhere, especially if a ton of them were sold over Christmas.

Hi Graham, Shirley is being a bit pessimistic about the Portfolio situation. We simply ran out of units, and as I'm sure you

know, we typically replace the defective Ports with another. We are bringing in Ports from another subsidiary in Europe to re-stock our supply, but are finding that we need to have a subcontractor to rework the keyboards to a North American type set. Finding the right company to do that is a bit of a problem right now. We changed our entire manufacturing and warranty process on the Falcon030 so that we would be providing our customers with .... higher level of customer service, and eliminated the need to replace on board components. Instead on the Falcon, all that needs to be done is that there are 6 main components that a dealer has to worry about replacing. The keyboard, the ram board, the floppy disk, the hard disk, the power supply and the mother board. So you see, we ARE improving our efforts at making service much more efficent.

Re the Jaguar...remember that the chipsets Tom and Jerry, are very special chips. We will not be able to get more than 50,000 units made before the holiday season. We feel that we can sell that many units in the markets that we've chosen. In addition to that, we can do a very well planned, and executed campaign in those two cities.... for an affordable amount of money. Trying to go national or global at this point is simply too expensive in terms of promoting the product.

<[Sir Fransis] K.DRAKE> Will the .GIFs be uploaded right after the conference? Also, the polygon game screenshots are non-texture mapped. Is this by design or for necessity?

Not right after the conference, but thanks for your interest. :) I will be sending some to the staff of Atari Explorer Online for them to bundle with their issue, and allow them (just like we do the other mags) decide which ones they want to see printed. Re the polygon screen shots, gee...I don't know. Sorry.

<[DarkChild] R.HALL49> This question applies to when the cd-rom unit is in place because I know that video\audio takes up an enormous amount of storage space, but how does video playback look? ummmm I don't mean digital "stills" either...thanx ga.

It looks terrific! We won't have any of the "loading" messages that some of the other CD units have.

<[Chris] C.OATES2> A while back, the possibility of a Falcon special issue of BAM was mentioned. Was this shelved or just delayed? Also, any other Falcon related Press coverage lately?

Chris, I don't know what happened to that special issue of BAM. James isn't on hand for me to consult tonight on that. My best guess would be that they decided to hold off with it until they have a real "killer app" like Cubase Audio for Falcon to really showcase the unit. And no, we've not pursued any additional press on the Falcon lately.

<[Iver] I.POSSEHL1> Bob - I'm looking for a dealer near Fargo, North Dakota. Could you again give us the number to call at Atari for this

info? I'm getting the itch to buy a Falcon. :-) Also - for those of us living in the sticks. Will there be a way to mail-order a Jaguar?

Hi Iver, I'm sorry that we don't have a dealer in North Dakota right now. We are in discussions with a VAR in Mynot, but nothing has been firmed up yet. From North Dakota, I'd say your closest dealers are in Minnesota. Try Roger Doger Music in North Hopkins, MN. The phone number is 612-932-9441. Re the Jaguar...in 1994 we'll be going National, so you should be able to buy via mail order then.

Bob, there has been a lot of speculation about TOS 5 lately. Is this a new TOS for the falcon or will it be for general use like TOS 2.06?

Charlie, I'm not 100% sure on that. From what I know, the plans for TOS 5 are "Multi-TOS" like...I don't expect it to be an EPROM or ROM for the other machines. But I really want to empahsize that I'm not up to speed on that. Sorry.

Will Atari try to censore either violent or sexually(R rated in movie land) orientated games? When will the ad's for the Jag start showing up? When will the V.R. helment be anounced, as it should cause an ATC stock leap.

I am not aware of any plans to censor any of the titles. However, I have also not seen any titles to date that might have those kind of problems (specifically sex and violence). The only thing I can point to is the Dracula game, which had been "accused" having a lot of cleavage in a couple of scenes with the brides of Dracula. Most of the ads will run concurrent with when the Jaguar is released for sale. And the VR helmet is not a project that we're doing, there is a developer doing it, so I can't comment on when that will be done.

<[F.S.U. #1!] AEO.MAG> Bob, while in my lurkings on several online nets, I've seen people claim that mail order houses are NOW taking orders for Jaguars. Some houses (I don't remember any names) were claiming 1993 delivery. Some, even October 1993 delivery. Would you care to comment on that before Atari gets a "black eye" from these tactics?

<[F.S. WHO???] BOB-BRODIE> Sure Travis, we have a very clear policy on mail order for the Jaguar. We are not selling to any of the mail order firms this year. We will, however, be selling to a single distributor in NYC. We expect that he will be able to sell his units in the metro NY area. The possiblity exists that there may be a few units that do make it to the mail order arena. We also expect that at least one of the retailers will, over our objections, try to go national with their units.

<[Kool-Aid Man] C.CASSADAY> Bob, can you comment on the rumor about Dallas being a third test market for the Jaguar? Also, the picture of the Jaguar in the October GAMEPRO only shows three plugs and the expansion bus. (I think... I lent the issue out to a friend.) Has the Jaguar changed since GAMEPRO took the pictures of it? I ask this because

of the statement by Atari that the Jaguar has SVHS, Composite, etc. video. Are there more video ports on the sides of the Jaguar?

I've got my issue right here, Chris...lemme look at what the shot. Ah, nope. They are showing the correct images. The S Video output comes off the expansion port on the rear on the unit, as shown on page 16 of the October issue of GAME PRO. We're making a separate set of cables that will give SVIDEO, RGB, etc. The RF connector is just to the side of the expansion ports. BTW, the screen shots that are in Game Pro were taken with an RGB cable connected up to a Jaguar unit, with input to a video board on a Mac.

<[Steve @ NLS] STEVE-J> Is the Jaguar price DEFINITELY set now (at $199.95 or whatever)? We've only been told "around $200" so far. Also, one of the mags said the 'JagCD' might cost as much as $350 -- can you say it WILL only be $200-$250? GA

There are no plans for the Jaguar's CD unit to cost as much as $350. May I ask where you read that?

<[Steve @ NLS] STEVE-J> It was one of the game mags, but I forget which.

Does Ralph do a game mag now??? :)

<[SPEEDO Racer] J.TORRES17> Is Atari developing CD's for the STe/Falcon? Encyclopedias? Jaguar Encyclopedia? Can you hook a Jaguar to a SC1435?

We are creating a developer CD for the Falcon. But not encyclopedias. We don't have enough manpower here to be able to do a project like that ourselves. We have suggested to a number of developers that it would be a good project for them to do. Hopefully, one of them will be up to the task. Re the Jaguar to an SC1435...YES! And it looks fabulous!!!

Will Atari have a booth at WCES. If so, how big and where? <:^)

Our recently hired marketing director, Terry Valeski, is hard at work on a number of things, inlcuding the CES Show. I don't know where our booth will be, but I'm sure we will have a very big presence at the show. We really want to show the Jaguar off in a big way at this show.

<[DarkChild] R.HALL49> With price cuts by nearly every other competitor, will we see a slash in the price of the Falcon? (I think it's worth every cent...but am curious). Same question in regards to the STe (especially with the STe price cuts in the UK). One more thing, is there a cd-rom being developed for the Falcon...would love to see this even though the user-base is still small (for now). Oh yeah, ATARI RULES!!! (overly enthusiastic shot in the arm!) thanx GA. oops, Joe took my question...

Ron, there are presently no plans to cut prices on the Falcon030. Here in the US, we're not selling the STE at this time, so we

can't cut the price on the unit. :) The Falcon030 can use industry standard CD ROMs _right now_ via the SCSI port. There are even developers with CD ROM products for the Atari Falcon030. Send email here on GEnie to GREG for information on his products. That's Greg Kopchak. I'm sure he has a topic in the Bulletin Board as well.

<[Sam 030] SAM-RAPP> Hi again Bob! While waiting for my Jaguar T-shirt I was wondering what the pack-in will be?

Sam, you're greedy! I tell ya gang, I sent this guy a really neat RED Atari hat (limited edition, mind you!), and a truly cool Lynx T-Shirt (also a collector's item), and all I hear is where is my Jaguar t-shirt!!!! The pack in game hasn't been 100% decided. I think it should be Crescent Galaxy, but there are others that are pushing for Cybermorph.

<[Host] ST.LOU> I never got one

Bill Rehbock is among them, and threatened to wrestle me for it. That's good news for Crescent Galaxy. :)

<[Anthony] A.DIPIETRO> Atari out-sourced MultiTOS is there any chance of outsourcing GEM? (not the AES or TOS just the Desktop portion)?

We really didn't outsource MultiTOS, we bought it, and then hired the developer. At this point, I'd say NO...no chance of that happening.

<[Steve @ NLS] STEVE-J> Could you answer my previous question (if the Jaguar's price is definitely set and, if so, what it is)? My NEW questions are: Can you name any Jaguar retailers (in the test markets)? Also, when the Jaguar goes national, will marketing progress from the coasts inward (I live in Portland, OR)?

The price is set, but we're not announcing it tonight. Nor will we name the retailers yet either. As we've stated in the past, virtually every major retailer has expressed interest in carrying the Jaguar.

<[Host] ST.LOU> Bob, if you would like to ship me 100 Jaguars, I will handle the sales on GEnie for you :-) You pick a price!

Re the marketing effort, yes...we will properly support the Jaguar in all of the markets that it will be sold in. That's part of the reason we want to control where it goes to for the roll out, we want to be sure that we properly support it where it is sold.

<[Host] ST.LOU> Jim Thornhill gets the wrap up tonight......

<[JaguarJim] J.THORNHILL> Bob, I have heard that Atari has purchased a 4 ft display section at TRU for the Jaguar, is that true?

<[Host] ST.LOU> Toys R Us..!

Not that I'm aware of, Jim. Sorry.

<[Host] ST.LOU> Well, that brings us to the end of another session and once again I am thrilled that Bob has chosen this service to meet with Atari users each month. The transcripts seem to be more popular than ever and the last edition has been downloaded almost 650 times so far.... Bob, we really appreciate your efforts at the end of a long work week. I have enjoyed this session and surely look forward to our meeting in November.

Thanks for such a wonderful job of moderating tonight Lou.
This time always serves as a reminder of why GEnie is the Number 1 online service for Atari owners world wide. The staff of the Atari RTs have always gone out of their way to serve the needs of the users. As always, I appreciate the opportunity to meet with our customers online in a live setting here on GEnie! Thanks to all for attending tonight!!

89. my st has started freezing randomly. what can it be?

Newsgroup: comp.sys.atari.st
Date: 1993-10-02 20:59:28 UTC
From: jacob@max.cc.brandeis.edu
Message-ID: <1993Oct2.205928.18073@news.cs.brandeis.edu>
Source record: 200316
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

alas there's no end to my st woes...

my st has started freeze-crashing randomly. average uptime now is about
4 minutes.

it crashes even when it sits there waiting for input from the keyboard
(i know that because it also crashes in a program of mine)...

it crashes with the desktop sitting there...

it crashes when running a midi sequencer that goes between memory and
midi port like crazy...

when say it crashes i mean it just freezes there. when i try to reboot
it (cold or reset) it does _not_ always reboot. i've had to open the
case and wiggle things around which makes me think it's a loose contact
somewhere.

on there other hand it crashes with _nothing_ perceptibly moving in the
room. a loose contact _would_ have to be produced by some movement would
it not?

sure expansion due to heat generated could be something creating a loose
contact. but in 4 minutes?

does any of this give you any idea? thanks (preferably email)

cheers.
jacob

for additional input here's the history of that poor st:

i've had it since 1986 w/o any problem (but only 512 k)
this summer i've had it upgraded to a newer version of tos and 4 megs.
fiy the works was done by toad computers down in severna park, md

when it started crashing about a week ago i opened the case and first
saw that the work didn't seem to me to be of the very highest quality.

the board carrying the 4 megs is just loose inside the case, there are
a few miles of extra ribbon cable between it and the two points where
it attaches to the mother board (one place is right next to the 68000
the other close to some other chip i haven't identified) and that ribbon
cable is besides twisted like a moebius band. (isn't there ribbon cable
that changes orientation? do you have to use this "twisting" thing
inside a crowded case?) furthermore the new memory board was grounded
to where the television thing is (the thing that allows you to plug

a tv monitor into the atari and used it as a terminal) and so poorly soldered that the ground broke. amusingly enough the atari kept on working (just as intermittently) with _no_ ground... (what the hell is going on?)

90. Re: Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-10-02 21:20:39 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <28krb7$jut@charm.magnus.acs.ohio-state.edu>
Source record: 200313

No cheerleading involved, I believe the number of Atari Dealers in the U.S>
now tops 250. While this is not hordes it is indeed growing quite fast and in
numbers that it hasn't seen in years.

My wife in fact works for a registered Atari Dealer, so I know that there
still out there.

Dan Ackerman

91. Re: TTram 4mb -> 16mb DIP SETTINGS

Newsgroup: comp.sys.atari.st
Date: 1993-10-02 21:29:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A49933@M4.maus.de>
Source record: 200339

>anyone KNOW whitch dip switch I should switch when replacing the TT's
>old 1mb simms with 4mb ones ?

Depends on what FastRAM board you have.

92. Re: 68882 coprocessors

Newsgroup: comp.sys.atari.st
Date: 1993-10-02 21:31:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A49934@M4.maus.de>
Source record: 200340

>P>Are all 68882 coprocessors the same? I might be able to buy one which
>P>is from a mac and I am wondering if it will work in a falcon. Does it
>P>have to be a certain speed or am I thinking of something else?
>Not all 68882 coprocessors are the same. There are variants regarding the
>clock-frequency. But all these 68882 should work perfectly in your
>Falcon as
>far as I know. But you SHOULD (you do not have to) use a 68882 with 32
>MHz,
>which allows you upgrade your Falcon-motherboard with higher-
>clockfrequencies.

...and you need a PLCC shape 68882.

93. Re: TTram 4mb -> 16mb DIP SETT

Newsgroup: comp.sys.atari.st
Date: 1993-10-02 21:43:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A49935@M4.maus.de>
Source record: 200342

>>That's the first time I've ever heard the TT uses simms!
>
>My TT used SIMMs, too with the original Atari card.

Older Atari cards didn't. Newer ones do.

>
>>And it's the zero-th time I've heard it can handle 4MBit simms!
>
>There are cards that seem to be able to handle this.

...including the newer Atari cards, which can be upgraded to 16 MB using 4
SIMMs carrying 4 MB each.

There are cards around (Catch's MegTT for example) that can use 16 MB SIMMs.

94. Re: ATARI ST

Newsgroup: comp.sys.atari.st
Date: 1993-10-02 21:46:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A49936@M4.maus.de>
Source record: 200341

>I have bought an ATARI 1040 ST two years ago and I was in Germany at the
>time.
>My family who still live there try to use what they have , but it is not
>much. My sister especially does all her school work using the Word Plus
>3.1
>the only disk that was available in Germany. Other than that, there are
>no language disks, games, in short no kind of hardware or software is
>available for the 1040 ST in Germany. I have not come across to an ATARI

There's loads of ST stuff available here in Germany.

but hmmmm... most of it is in German...

95. Re: Advice wanted re STe memory

Newsgroup: comp.sys.atari.st
Date: 1993-10-02 21:47:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A49937@M4.maus.de>
Source record: 200344

>I want to upgrade my 1024 STe to at least 4MB memory. Quite simply I need
>to know what type of SIMMS need to be used. I have been told by one
>supplier
>that I cannot use the 1MB it already has in any upgrade. That seemed
>rather
>strange to me. Is what he said correct ? Also, what total memory
>configurations are possible and is 4MB the most it can take. Lastly, do
>the
>SIMMS have to be put in in identical pairs, eg. 2 of 1MB or can I put in
>just one 1MB ?

A stock 1040 STE has 4 SIMMs 256 KB each.

It can be upgraded to 2 MB (2 SIMMs 1 MB each) or 4 MB (4x 1 MB).

It can NOT be upgraded to 2.5 MB without having to use special software (and even with that piece of software, you won't be able to run your auto-booting games).

The reason why Atari didn't put in one 1 MB SIMM instead of for 256 KB SIMMs:

The ST is a 16 bit machine, and a SIMM just carries 8 bit. So, SIMMs in STsalways have to appear in couples.

bye, Peter

96. Re: Is CALAMUS ok? What Versi

Newsgroup: comp.sys.atari.st
Date: 1993-10-02 22:02:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A49938@M4.maus.de>
Source record: 200343

>Calamus is pretty much the premier DTP package for the ST/TT/Falcon.
>There are
>3
>versions - the original, Calamus S and Calamus SL. The latter being full
>colour,
>thr former 2 mono but with increasing power. I wouldn't try and run it
>off
>floppies unless you really had to. As with any DTP package, you need a
>lot of
>hardware. I'd say 1Mb would be tight. better with 4 especially if you
>use a lot
>if images and fonts.

Calamus 1.09 should no longer be available, at least here in Germany, it isn't.

Calamus S _does_ support color and color output, but it can't separate color documents into four color layers for professional color print. And finally it's limited to 600 dpi output and misses a few features of SL.

All three Calamuses are totally unusable on 1 Meg no HD machines. You need 2 MB for the classic Calamus, for use with an SLM printer it's 4 MB.
For S or SL you need AT LEAST 4 MB of RAM and a hard drive.

bye, Peter

97. Re: Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-10-02 22:17:15 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1468@usdtsg.DaytonOH.NCR.COM>
Source record: 200317

In article <92121@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:

re: the original question...

>In <284nbl$qfp@news.u.washington.edu>, Shake the Disease writes:
>> What kind of spport is out there for the Falcon? I used an Atari ST some
>> six years ago and loved the machine, but hated the lack of support. I may
>> look into the purchase of a Falcon if the support factor is large enough to
>> justify the purchase.
>
>My reply was that support is much worse than it was six years ago, Atari
>has destroyed its dealer network, and there is no advertising for its
>products.

That's one thing that anyone currently looking into getting an Atari
ST should understand, is that they are bucking the trend, so it
won't be nearly as easy to get the support or amount of programs
that are available on the IBM or MAC (I'd imagine that the Amiga
folks are in a similar position). What I've found fascinating is that
in the event of all this, they're still around, and still doing
some new stuff (Falcon, SpeedoGDOS, Atariworks, etc). First time in awhile
they made new software. When the ST first came out, it looked like
a viable competitor to the MAC at least - but somebody fumbled the
ball somewhere along the way. This is not to say that the Atari is
not viable in terms of what it can do, but rather it lost a bit of the
edge that it had before. Personally, I'd be wary to be an IBM or MAC
dealer - they get a lot of sales, but with the price wars that
have been going on (remind you of the airline ticket wars? :-) I can't
imagine the profit margin is as high as it once was. Amazing decade
it's been, huh? :-) Between my Atari, and dealing with companies like
Damark, I'm getting kinda used to mail order :-O

>Instead of flaming me for my answer, how about someone else trying to
>answer the question..?

I don't remember your exact reply, but perhaps (and correct me if
I'm wrong) your answer was a little more emotion-evoking than the
question? Too bad there isn't an artificial intelligence that could
figure out if a message were a flame, and to automatically put it in
email (then again, half the messages on the entire internet wouldn't be
posted :-)

>Pick up any local U.S. Telephone book and try to find a dealer selling Atari
>products.

Hmm, Rising Star Computers and Backstage Pass Studios here in
Dayton, both within my driving distance? (sorry, I couldn't resist ;-)

Oh well, the problem with dealing with a company like Atari is that
they are a smaller company (unlike Microsoft, for instance) and as such
are limited by that among other things. At least they're trying to
come out with new things (including the Jaguar). Just be glad you didn't
get a Coleco Adam computer, Bob (nice system, but is Coleco even around
anymore? :-)

Robert.Anisko@daytonoh.ncr.com
R.ANISKO@genie.geis.com

"can you get an 'ice cream headache' in zero-gravity?"

98. Re: it crashed on mine

Newsgroup: comp.sys.atari.st
Date: 1993-10-02 22:24:27 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1469@usdtsg.DaytonOH.NCR.COM>
Source record: 200318

In article <28ivmo$ldn@usenet.rpi.edu> oyakea@warren1a.its.rpi.edu (Amalaye Oyake) writes:
>
> Damn. It looks like I cant get anything to work on My Falcon030.
>
>1) Rufuf crashed completely.
>2) Connect does not recognise my async ibx modem
>3) NETHACK ALWAYS CRASHED, NO MATTER WHAT DRIVE I PUT IT IN (HARD DISK)
>4) The Omega demo wants sc1224
>5) Uniterm is a mess
>6) Cybersculpt crashes if I click on the palette menu.

Just curious, what resolution are you trying to run these
programs in? And do you have MultiTOS loaded at the time or not?

For something like Uniterm, you might want to try it in one of the
ST compatibility modes (it would probably look a mess in any extended
resolution, like the Nova/Crazydots cards, etc). Ditto on demos like
Omega...

If I recall, I get a funky screen with Uniterm if I run it in
640x400x4 mode (using DOUBLE2)...

Can you be more specific on ConNect and Nethack? (i.e. what do you have
loaded - ACC/Auto prgs, etc).

To play around, I'd try everything out in an ST compatibility mode
(LOW/MED/HIGH) and WITHOUT MultiTOS loaded. And then work from
there...

Robert.Anisko@daytonoh.ncr.com
R.ANISKO@genie.geis.com

"why did Fred Flintstone always buy those giant ribs each episode, when
he knew it would tip his car over?"

99. Re: my st has started freezing randomly. what can it be?

Newsgroup: comp.sys.atari.st
Date: 1993-10-02 23:22:57 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <28l2ghINN2d7t@rs1.rrz.Uni-Koeln.DE>
Source record: 200322

In <1993Oct2.205928.18073@news.cs.brandeis.edu> jacob@max.cc.brandeis.edu ( ) writes:

>alas there's no end to my st woes...

>my st has started freeze-crashing randomly. average uptime now is about
>4 minutes.

Have you tried memory testing programs? Some are available via
ftp. I remember one has the archive name ramtest.arc -- I
downloaded it when we had a problem with an ST that got a memory
upgrade. It didn't find the problem, but crashed itself instead.
Fortunately, the people who did the upgrade took care of the
problem, and repaired the computer free of charge.
A colleague of mine could use the ramtest program later on,
though, to prove his Atari had gotten a flaky upgrade from
another company, so I can tell the ramtest thing works in some
cases.

>when it started crashing about a week ago i opened the case and first
>saw that the work didn't seem to me to be of the very highest quality.

>the board carrying the 4 megs is just loose inside the case,

That sounds awful indeed. My knowledge about hardware hacking is
limited, but I installed a 2 MB upgrade in my good old 520 ST a
while ago. I glued the board onto a larger chip that was soldered
onto the motherboard. And I seem to remember that the upgrade
boards in our institute's Ataris were installed the same way by
the professionals that did the work.
I don't know what businesses are like in the U.S., but over here,
I would take the computer to the company that did the work and
tell them to fix the problem they caused with their sloppy work.
It may be worth while to give that a try anyway.

>there are
>a few miles of extra ribbon cable between it and the two points where
>it attaches to the mother board (one place is right next to the 68000
>the other close to some other chip i haven't identified) and that ribbon
>cable is besides twisted like a moebius band. (isn't there ribbon cable
>that changes orientation? do you have to use this "twisting" thing
>inside a crowded case?) furthermore the new memory board was grounded
>to where the television thing is (the thing that allows you to plug
>a tv monitor into the atari and used it as a terminal) and so poorly
>soldered that the ground broke. amusingly enough the atari kept on
>working (just as intermittently) with _no_ ground... (what the hell
>is going on?)

When I soldered that upgrade into my 520 and got the machine to recognize it finally, I saw lots of bits and pixels blurring on the screen. I called the vendors and they told me to install an extra ground cable from the memory upgrade board to the motherboard. This cable should be as thick and as short as possible. It seems possible to me that the ground cable that has broken was such an additional ground cable, and that, because it's no longer connected now, your machine has gone flaky.
I was also told to have cables as short as possible, and in fact I had found out before that the blurring I mentioned was reduced when I shortened the cables. Well, all this may or may not have any relevance for your problem -- as I said, I know nothing about soldering and stuff except the things I mentioned and a bit of fiddling with joysticks and walkmen.

100. Re: Patch/Sound Editor For Roland MKS-30

Newsgroup: comp.sys.atari.st
Date: 1993-10-02 23:47:12 UTC
From: bmaraldo@watserv1.uwaterloo.ca
Message-ID: <CEAnEp.n2u@watserv1.uwaterloo.ca>
Source record: 200325

In article <28jts7$g38@huon.itd.adelaide.edu.au>,
Mat Farrington <mat@smug.student.adelaide.edu.au> wrote:
>The front panel of the Roland MKS-30 is a disaster so I think the best
>answer would be a software patch editor. I've seen an MKS-50 version at
>atari.archive.umich.edu. Does anyone know if there's an MKS-30 version
>around ?

The MKS30 does not accept Midi sysex in any shape or form. Therefore,
the only way to programme and store patches is via the front panel *or* with
tht PG200 programmer.

brett maraldo
- plexus productions

--
-------- Unit 36 Research ---------
"Alien Technology Today"
bmaraldo@watserv1.UWaterloo.ca
{uunet!clyde!utai}!watserv1!bmaraldo

101. Re: Geneva icon move problem

Newsgroup: comp.sys.atari.st
Date: 1993-10-03 00:06:12 UTC
From: magnus.thylander@p4.troed.ct.se
Message-ID: <2cad8268@p4.troed.ct.se>
Source record: 200319

```
> ------------------------------------------------------------------------
> --- Bob Stewart stewart@titan.ucs.umass.edu
> Gribnif Software phone: 10-6 EST (413) 247-5620
> Customer Service fax: (413) 247-5622
```

May I ask how I can aquire the upgrade-patch to take NeoDesk from v3.02 to v3.04? Does 3.04 work with MultiTOS?

```
**********************************
* GREETZ, Magnus Thylander..... *
* .... ******************************************
* ..... .. CoSysOp * UseNet: magnus.thylander@p4.troed.ct.se *
* . ... .. * FidoNet: 2:200/612.4 *
* .. .....XISTENCE * FujiNet: 7:102/102.4 *
* ....ARCASTIC * NeST: 90:1101/112.4 *
************************************************************
```

102. Re: X11 Speedo Fonts

Newsgroup: comp.sys.atari.st
Date: 1993-10-03 00:06:12 UTC
From: magnus.thylander@p4.troed.ct.se
Message-ID: <2cad8f53@p4.troed.ct.se>
Source record: 200320

```
> In <286mo5$1dbv@obelix.uni-muenster.de>, Julian Reschke writes:
>> The Speedo font engine is faster and uses less memory (as compared to
>> the
> available
>> PS engines).
>
> I'll agree that it's faster than ATM (since I've used both on the
> same hardware), but the memory requirements are worse, and Speedo's
> _really_ slow if you have more than about 10 fonts active.
>
> I'd be willing to wait a little longer for fonts to render if they
> were type-1; there are thousands available for free or for low
> ShareWare fees. I have an Atari, I'm used to waiting... ;-)

Please, what are you arguing about here? Speedo has over 1000 fonts
available... So what if there are "thousands" of type-1 fonts.... How many do
most people need huh? Is there any normal person that requires more than 500
fonts even?? Grow up, 99.99% of all users don't need half of the amount of
fonts available...

***********************************
* GREETZ, Magnus Thylander..... *
* .... ******************************************
* ..... .. CoSysOp * UseNet: magnus.thylander@p4.troed.ct.se *
* . ... .. * FidoNet: 2:200/612.4 *
* .. .....XISTENCE * FujiNet: 7:102/102.4 *
* ....ARCASTIC * NeST: 90:1101/112.4 *
*****************************************************************
```

103. Re: Falcon OS - what revision should I look for?

Newsgroup: comp.sys.atari.st
Date: 1993-10-03 00:06:12 UTC
From: magnus.thylander@p4.troed.ct.se
Message-ID: <2cad905a@p4.troed.ct.se>
Source record: 200321

```
>> I wouldn't wait for TOS 5, it's still in very early stages, can't
>> say more I'm afraid...
>>
>> Sorry then, it sounded on the letter as if it was coming soon...
>>
> Even if it's available tomorrow, as previous experience shows, it
> will take a few releases before a bug 'free' version is available. Get
> 4.04 and wait for 5.06 before upgrading again. That's what I plan to
> do.

Well I guess I'll wait (why bother upgrading from 4.02 to 4.04??)... and
meanwhile I'll run Winx!

***********************************
* GREETZ, Magnus Thylander..... *
* .... ******************************************
* ..... .. CoSysOp * UseNet: magnus.thylander@p4.troed.ct.se *
* . ... .. * FidoNet: 2:200/612.4 *
* .. .....XISTENCE * FujiNet: 7:102/102.4 *
* ....ARCASTIC * NeST: 90:1101/112.4 *
*****************************************************************
```

104. Re: Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-10-03 00:06:12 UTC
From: magnus.thylander@p4.troed.ct.se
Message-ID: <2cad9113@p4.troed.ct.se>
Source record: 200323

> Falcon Support.
>
> Well, I'm designing 2 adventures for the Falcon, rewriting
> the POV raytracing stuff to take advantage of the DSP, a DSP ai
> program (which theoretically should work, but I need to tap my
> flatmates expertise to be sure), as well as a horary/competition
> astrology program.
>
> No finish dates expected for some time as I am pretty busy running my
> normal business and some other stuff.

GREAT! Please be sure to post it to atari.archive... as soon as released (and
be sure to let us know that you've posted it) :-)

****
* GREETZ, Magnus Thylander..... *
* .... ********
* .... CoSysOp * UseNet: magnus.thylander@p4.troed.ct.se *
* . ... .. * FidoNet: 2:200/612.4 *
* .. ..XISTENCE * FujiNet: 7:102/102.4 *
* ....ARCASTIC * NeST: 90:1101/112.4 *
****

105. it crashed on mine

Newsgroup: comp.sys.atari.st
Date: 1993-10-03 00:06:12 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2cad47a0@troed.ct.se>
Source record: 200324

In a message of 02 Oct 93 07:08:49, Amalaye Oyake wrote:

AO> 2) Connect does not recognise my async ibx modem

Connects work 100% here.

AO> 3) NETHACK ALWAYS CRASHED, NO MATTER WHAT DRIVE I PUT IT IN (HARD DISK)

Nethack works PERFECTLY here, and is WONDERFUL! (Nethack GEM)

AO> 4) The Omega demo wants sc1224

Nope, it works on VGA too, I'm running it at this very moment! (Make sure you
have the Falcon version ...)

AO> Hum i seriously wonder ....

What? I've had one or maybe two programs I couldn't get to work on my Falcon ..
it's VERY compatible ..

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

106. Connecting a Newton to a Mega STe - ??

Newsgroup: comp.sys.atari.st
Date: 1993-10-03 01:06:10 UTC
From: oddjob@oz.plymouth.edu
Message-ID: <1993Oct3.010610.3883@oz.plymouth.edu>
Source record: 200330

Has anyone made any attempt (yet) to connect a Newton to an ST of any
sort ?? If you can connect one to a modem you should be able to
connect it to an ST.....

Just curious......
--
E-mail un*x :oddjob@oz.plymouth.edu	Any "end-user" software that provides
*penVMS :andys@psc.plymouth.edu	NO avenue for user modification or
ALL-IN-1:andys@a1.plymouth.edu	programmability is NOT user friendly.

107. Welcome to comp.sys.atari.st!

Newsgroup: comp.sys.atari.st
Date: 1993-10-03 01:21:31 UTC
From: sourada@iastate.edu
Message-ID: <gen_749611287@iastate.edu>
Source record: 200332
Cross-posted to: comp.sys.atari.st,news.answers,comp.answers

```
Archive-name: csas-faq/part1

Welcome to comp.sys.atari.st! Please read this FAQ before posting a question
to comp.sys.atari.st, since a lot of common questions are answered here.

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

Entries are dated by the last change. ??.??.?? means they were last changed
before the dates were added.

The following is an index of the questions answered in this part of the FAQ.
For easy access to a particular question, search for the tag surrounded by
colons (i. e. :GNU:). Questions marked with '*' are new or changed.

WEL Welcome to comp.sys.atari.st
EMILY Hints from Emily Postnews
BOOKS What books are available for the Atari ST?
DEV How do I become a developer for the Atari ST?
ERR What does TOS ERROR nn mean?
FREE What is Free-Net and how can I get access?
MAGS What magazines are available for the Atari ST?
TIPS TIPS AND HINTS from other users
ZNET Where can I get copies of ZNET?
EXPLOR Where can I get copies of Atari Explorer Online?
PD Where can I get Public Domain/Shareware software?
MAIL E-Mail file servers
FTP Anonymous FTP servers
*COMP Atari-related companies
IAAD Independent Atari Developers
*CREDIT Who has contributed to the FAQ?

:WEL: 93.06.11
Welcome to comp.sys.atari.st
============================

This newsgroup is devoted to discussion about 16 and 32 bit Atari micros. At
present that includes the Atari 520ST, 1040ST, Mega ST, STe, STacy, Mega STe,
TT, and Falcon. There are also emulators for the Apple Macintosh and IBM
PC/XT/AT available.

Most of the people who read this newsgroup are technically oriented.
The newsgroup serves as a resource for Atari users ... feel free to
contribute to the discussions.

Associated newsgroups include:
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comp.binaries.atari.st ! uuencoded binary programs
comp.sys.atari.st.tech ! technical programming/hardware topics
comp.sources.atari.st ! uuencoded/shar sources

:EMILY: ??.??.??
Hints from Emily Postnews
==========

(Thanks to John Henders (jhenders@jonh.wimsey.bc.ca) for this bit of _humor_.)

Emily Postnews Visits comp.sys.atari.st

(Due to popular demand, (well at least one persone asked anyways), Emily has taken time out of her busy schedule to answer a few commonly asked questions specific to c.s.a.st.)

Dear Emily.
Some Amiga user is raving on c.s.a.st about how wonderful
his computer is, and how awful mine is. What should I do?
signed My Computer is NOT a Toy.

Dear My Computer, etc,etc.
Many people's egos are so tied to their possessions, they
have to affirm their existance by raving about the superiority
of their machine to anyone who will listen. You should immediately
flame these people into cinders, using every rumour or misconception
you've ever heard about their brand of computer, as this will cause
lots of posts, and develop into a massive flame war, which is one
of the main reasons most people read c.s.a.st. If this didn't happen
every six months, everybody would unsubscibe to this newsgroups from
boredom.
Or, you could put comp.sys.amiga.advocacy in the Followup to:
line, and any article replying to yours would go to the newsgroup
designed for this discussion.
Or, if your newsreader supports it, you could build a KILL FILE,
which eliminates any post that has the word Amiga in it.

Kill files can be created in rn and trn by hitting the 'K' key.
This will make a kill file based on the article you were reading
at the time. Then control K will put that file in the editor for you
to play with. You use the same regexp commands here that are in rn.
For example. /[Ff]oo/h:j would search all headers of unread articles
for both Foo and foo, and junk them. Check the docs for your newsreader
for further details.

Dear Emily.
I like flame wars, and want to start one of my own, so my name
will be as famous as Richard Covert's.
Signed, Too much Time on My Hands.

Dear Too much time.
Sorry it took so long to reply, but Richard's in my kill file
and someone had to forward your post to me, or I'd never have seen it.

Flame wars are fun. They're the main reason people creted Usenet,
and should be encouraged at every opertunity.
Some of the most common tricks for starting flame wars are as
follows.
1: Post a note in another newsgroup telling all the users there that
they own a piece of junk, and if they had a half a brain, they'd have the
same computer you do, as it's obviously the best.
2: Toss a bit of slander against another computer in a totally
unrelated post. This guarantees a follow up, even if your original
post wasn't of any interest.
3: Create a signature file that has a put down of another computer
in it. This will get flame wars going in threads that have completely
unrelated Subject: lines, thus slipping through all but he most exacting
kill files.
I hope you find these tips handy in creating your next flame war.
And just remember, your computer MUST be the best, after all, it's yours.

:BOOKS: 93.06.11
What books are available for the Atari ST?
==========

The (Almost) Complete Guide to Atari Reference Books

Atari Coropration
1196 Borregas Avenue
Sunnyvale, CA 94089

Atari TOS Developer's Kit

Atari has now make the developer's documentation public (meaning you don't have
to be 'a developer' to buy it). See DEV above
for more information.

Atari UK Software Support
Atari
Atari House
Railway Terrace
Slough, BERKS
United Kingdom
SL2 5BZ
Tel 0753 53344

"A few people have asked for more info on the release by Atari UK of
the programming docs. They have been released as 5 books."

Programming Guides GEMDOS/BIOS & general programming. 238 pages. #29.99.
(# = the British pound). Still Another Line A Doc (SALAD), Intelligent
keyboard protocol, chkdsk3 docs, midi assoc address sheet.

Programming Guides New machines. 184 pages. #29.99.
Rainbow TOS release notes, STE developers addendum, STE TOS release
notes, TT030 TOS release notes, TT030 hardware ref manual, VMS expansion
for TT & MegaSTe. Includes 2 disks of utilities, examples, xcontrol &

docs.

Programming Guides - GEM VDI
Programming Guides - GEM AES - combined books. 514 pages. #49.99

All the above together #99.99

Hardware and Chip Specs. 228 pages. #29.99
Engineering hardware spec, ACSI, MC6850, 68901, ay3-8910, wd1770, blitter
Monitor & cartridge port. Also schematics.

[Info from a posting by Iain Laskey dated 30 Nov 1991]

Compute! Publications,Inc.
PO Box 5406,Greensboro NC
27403(919-275-9809)

Computes Technical Refence Guide Volume One. VDI
Sheldon Leeman
ISBN 0-87455-093-9

Computes Technical Refence Guide Volume Two. AES
Sheldon Leeman
ISBN 0-87455-114-5

Computes Technical Refence Guide Volume Three. TOS
Sheldon Leeman
ISBN 0-87455-149-8

Learning C. Programming Graphics on the Amiga and Atari ST.
Marc B. Sugiyama and Christopher D. Metcalf
ISBN 0-87455-064-5

Compute's ST Applications Guide. Programming in C
Simon Feild,Kathleen Mandis and Dave Myers
ISBN 0-87455-078-5

Scott,Foresman and Company.
Professional Publishing Group
1900 East Lake Avenue,Glenville IL
600025

Learning C on the Atari ST
Joseph Boyle Wikert
ISBN 0-673-18738-1

Sybex Inc.
2344 Sixth St.
Berkely,CA
94710

Programmers Guide To GEM
Phillip Balma and William Fitler
ISBN 0-553-34397-1

Taylor Ridge Books
PO Box 48
Manchester, Connecticut (no zip listed) usa
(203)643-9673

C-manship Complete, $19.95
Calyton Walnum
No ISBN

"a decent book on programming your st gem/aes/vdi plus other stuff that is
based on the 31 articles that Clayton Walnum wrote for Analog. It was written
on a mega 4 with Calamus."

Addison-Wesley Pub.

68000 Assembly Language
Donal Kantz & James Stanley
ISBN 0-201-11659-6

"An interesting book on 68000 for the Atari (and amiga too, but both in
the abstract)"

atari.archive.umich.edu

Assembly Language Programming
Robert Arp
Disk archives, not published in paper at this time.

"It is an excellent guide to assembly languuage programming. It is very
large and takes quite a while to make a hard copy if you desire to do so.
The file names are arp68k-book.tar (the text) and arp68k-pix.Z.tar
(.img files to go along with the text)."

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* THE FOLLOWING BOOKS ARE CURRENTLY OUT OF PRINT
*

Abacus Software,Inc.
5370 52nd Street,S.E.
Grand Rapids,MI
49508

Atari ST Internals
K Gerits,L. Englisch and R. Bruckmann
ISBN 0-916439-46-1

Atari ST GEM Programmers Reference
Norbert Szczepanowski and Bernt Gunther
ISBN 0-916439-52-6

Atari ST 3d Graphics Programming
Uwe Braun
ISBN 0-916439-69-0

Atari ST Disk Drives Inside and Out
Uwe Brawn,Stephan Dittrich and Axel Schramm
ISBN 0-916439-84

Atari ST Machine Language
B.Grohmann,P.eidler and H.Slibar
ISBN 0-916439-48-8

Atari ST Introduction to MIDI Programming
Len Dorfman and Dennis Young
ISBN 0-916439-77-1

Bantam Books,Inc.
666 5th Avenue
New York,New York
10103

Atari ST Application Programming
Lawrence J. Pollack and Eric J.T.Weber
ISBN 0-553-34397-1

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*****************************************************************
*
* This List can be freely distributed and added to
* All I ask is that people identify the added information as
* their own
* John Henders
* Vancouver,BC
* On Usenet uunet!ubc-cs!van-bc!jhenders
* On ForumST John henders@448
* On GEnie c/o D.LEMAY2
*
* C-Manship & 68000 Assembley Language suggested by Joe Gaudreau [DPZ]
* Robert Arp's Assembley Language book suggested by David P. Forrai [DPZ]
```

:DEV: 93.06.11
How do I become a developer for the Atari ST?
==========

Contact Bill Rehbok, (408)745-2022

[UNITED STATES ONLY. IF YOU LIVE OUTSIDE THE UNITED STATES, CONTACT
YOUR COUNTRY'S ATARI HEADQUARTERS FOR MORE INFORMATION.]

Bill can explain the program to you, and send an information packet if you
desire.

Atari has gone to a 2-tier developer membership. The 'higher quality'
developer support goes to commercial developers, and costs $250. The
'no-hand-holding, no announcement of company future products, no access
to discounted hardware' goes to noncommercial developers, at an initial cost
of $125, plus $50 renewal fee each year.

Both tiers receive the ST/TT Developer Kit and all developers have to fill
in an application form and a non-disclosure agreement. Contact Bill for

more information.

Atari is now selling the developer's kit (or parts of it) seperately. No project-in-development or non-disclosure agreement is necessary.

:ERR: ??.??.??
What does TOS ERROR nn mean?
What do the bombs on my screen mean?
==========

The information below was written, in part, by Darryl May, and posted on GEnie in January (of ????) by John Townsend. The original also appeared in the June 1988 issue of _Current Notes_ (122 N. Johnson Rd., Sterling, VA 22170). It has since found its way to me, and is being posted to comp.sys.atari.st as a service to readers.

Alan Pratt wrote to tell me that the basic information may be correct, but that it cannot be dubbed "official" unless it originates, on paper, from Atari. This makes sense, as electronic communications are easily modified, even accidentally.

Roland Waldi provided information regarding the difference between TOS and GEM return codes which appears to be correct. The tables have been modified to reflect his information.

The following is an unofficial list of the errors that can appear while you are operating your ST computer.

Error description return code alert box #
==========
OK (no error).....0
Fundamental error.....-1
Drive not ready.....-2
Unknown command.....-3
CRC error.....-4
Bad request.....-5
Seek error.....-6
Unknown media.....-7
Sector not found.....-8
No paper.....-9
Write fault.....-10
Read fault.....-11
General error.....-12
Write protect.....-13
Media change.....-14
Unknown device.....-15
Bad sectors on format.....-16
Insert other disk.....-17
Invalid function number.....-32.....1
File not found.....-33.....2
Path not found.....-34.....3
No handles left.....-35.....4

```
Access denied..................-36.............5
Invalid handle.................-37.............6
Insufficient memory............-39.............8
Invalid memory block address...-40.............9
Invalid drive specified........-46............15

No more files..................-49............18
Range error....................-64............33
Internal error.................-65............34
Invalid program load format....-66............35

The last code is the infamous "TOS error 35"!

Also, some unofficial information via Alan Pratt:

Notably, you should add -48: ENSAME (not the same drive, occurs when
you call Frename and the two names you give aren't on the same drive),
and -67: EGSBF: you can't use Mshrink to GROW a block of memory.

Those bombs that appear on your screen are error messages from
the 68000 micro-processor.

Number
Description of bombs
=========================================
Reset: Initial PC2..............1
Bus Error.......................2
Address Error...................3
Illegal Instruction.............4
Zero Divide.....................5
CHK Instruction.................6
TRAPV Instruction...............7
Privilege Violation.............8
Trace...........................9
Line 1010 Emulator.............10
Line 1111 Emulator.............11
[unassigned, reserved].........12
[unassigned, reserved].........13
Format Error...................14
Uninitialized Interrupt Vector..15
[unassigned, reserved].......16-23
Spurious Interrupt.............24
Level 1 Interrupt Autovector....25
Level 2 Interrupt Autovector....26
Level 3 Interrupt Autovector....27
Level 4 Interrupt Autovector....28
Level 5 Interrupt Autovector....29
Level 6 Interrupt Autovector....30
Level 7 Interrupt Autovector....31
Trap Instruction Vectors.....32-47
[unassigned, reserved].......48-63
User Interrupt Vectors......64-255
```

:FREE: ??.??.??
What is Free-Net and how can I get access?
==========

A "Remodeled" Atari S.I.G. Opens

By now many of you have heard of the Cleveland Freenet, or more specifically the Atari S.I.G. on the Cleveland Freenet. For those who haven't, the Cleveland Freenet is an experimental computer system providing free public community telecomputing. Basically, it's a lot like a public library of the future. Many of these systems are popping up all over the country. Don't be surprised if one pops up in your neighborhood in the future.

Recently the Atari SIG has undergone a significant face-lift. All the regular areas are intact including its news sections, user group newsletter, online magazine sections, general as well as specific computer discussion boards (8 bit, 16/32 bit, Lynx, Portfolio), and our weekly Sunday night multi-chat conference.

The conference starts at 8pm EST sharp and is on channel "+Ataricon". What the staff at the Atari SIG has added, has given the Atari SIG the potential to cover all grounds of Atari and its related products.

The most noticeable addition to the Atari SIG is the Programming and Development Forum. This forum is intended to be used by developers, professional programmers, and Atari hackers (the old definition of "hacker") as a means to share ideas, help each other out, and find out the latest technical information on Atari's products. This board is ran by newly acquired SIG Operator, Peter Haller, a professional programmer who is running developer sections on hardware and software development, programming, MIDI applications development, Graphics Design, plus many other sections that can definitely become a programmer and developer's dream come true!

Last, but definitely not least, the Atari SIG has a restructured Product Info and Support Board and a new Special Applications Board. The Support Board includes a vast library of support lists. These lists range anywhere from phone numbers of Atari dealers and producers, to software reviews for 8 bit, 16/32 bit, Lynx, and Portfolio software. To sum it all up this area covers what's out there, who makes it, and how to get it for all Atari products. The Special Applications Board is just starting out. Currently there is an area for users of MIDI on the ST. MIDI users are encouraged to use this as a means to discuss MIDI related topics. This section is expected to expand in the future.

Accessing the Atari SIG has never been easier. One can access it via Internet by telenet'ing to 129.22.8.75 or "Freenet-in-b.cwru.edu" or by calling (216) 368-3888 300/1200/2400 bps. Once on the system, a user can apply for an account application and logon as a visitor. Once here, simply type "Go Atari" to get to the Atari SIG. A visitor can go anywhere on the Freenet and can read anything. They can't

post messages until they get their permanent accounts, however.

For additional information on obtaining access to Freenet write to
myself via the e-mail addresses above or by writing the SIG at its US
mail address:
The Atari SIG
P.O. Box 21815
Cleveland, OH 44121 USA

Lastly, a freenet application is available in the mail by writing a
request to the above address if you rather not download it from Freenet.

The Atari SIG is ready to serve the thousands of Atarians throughout
the world. We look forward to seeing you all real soon! Remember the
staff of the Atari SIG are volunteering their time for no pay and the
Cleveland Freenet, as well as the Atari S.I.G., is a non-profit organization
existing for the free exchange of information.

--

Mark Leair
Atari SIG Public Relations

Internet e-mail: aa338@Cleveland.Freenet.edu
CIS e-mail : internet>aa338@Cleveland.Freenet.edu

:MAGS: 93.09.04
What magazines are available for the Atari ST?
==========

If you've got updates, mini-reviews,
or more information on other magazines, please send them to me via e-mail.

As always, WRITE to a company before sending them money for a subscription.

US mags:

AtariUser, published by Quill Publishing Company

Cover Price: US $1.00 Canada $1.45 UK 1.50 (AtariUser is available for free
[$6.00/50 magazine shipping charge] from participating computer dealers,
bookstores & user groups!)

Subcription Rate: $21.30 US Bulkrate, $41.30 US First Class.
Address: AtariUser, 113 W. College Street, Covina, CA 91723 USA

Current Notes, published by Current Notes Inc.

Cover Price: US $3.95

Subscription Rate: $27.00/year (Atari clubs registered with Current Notes may
subscribe at $23.00/year) US, $35.00/year (Canadian club members at $31/year)
Canadian, Foreign rate $44/year.

Address: Current Notes Inc., 122 N. Johnson Rd., Sterling, VA 22170 USA

Atari Interface:

Write for a free sample copy of the Atari Interface magazine
(Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108)

AIM is soon to be available in Canada, Europe and Mexico, and should be in all local WaldenSoftware stores and many bookstores. If your "local" Atari dealer doesn't have it, he should be able to get it for you...

UK Mags:
(Thanks to Sam Marshall <samm@castle.edinburgh.ac.uk> and Kevin Busby <kevinb@syma.sussex.ac.uk> for some of the info here.)

ST Applications:
---

formerly the ST Club Newsletter, this is now the only non-games mag in the UK (although see ST World below). Approx. 4,500 copies per issue sold. News, reviews, interviews, tech tips, general forum, programmers' forum, PD catalogue. DTP'd on an ST. Retains a 'user-driven' feel. Recommended. The associated ST Club runs a PD distribution service and distributes a couple of commercial programs too (Fontkit Plus, UIS III, Molgraph, CRL Virus Killer, etc.).

12 issue Subscription now:
With Disk 6 Mags Without Disk Mags

UK: #26.50 #18.00
Europe (air) #30.50 #21.00
World (air) #38.50 #31.00

Address: ST Club, 2 Broadway, Nottingham, NG7 1PS, UK.

ST World:
---

formerly the leading UK non-games mag. Became a quarterly 'buyer's guide' in Autumn 90.

ST Format:
---

all-purpose 150-page monthly, mainly aimed at young people. Lively, but of uneven quality. Big leisure section, but other areas covered too. Includes cover disk - mix of games demos and (usually out of date) PD utilities. Probably the biggest-selling UK ST mag. Has had several public rows with Atari UK.

Future Publishing, Somerton, Somerset, TA11 6TB Tel. 0458 74011
Fax 0458 74378

Atari ST User:
---

like ST Format. Generally (amongst online users) thought
to be not quite as good.

ST Action:
---

games, games and more games. And games.

Atari ST Review:

Lots of info, more mature editorial style than Format, but not so
polished. 1 cover disk per issue.

Subscriptions: PO Box 500, Leicester, LE99 0AA. Tel: 0858 410510.

There are also, I think, some MIDI mags with strong ST content. I don't
have their names.

German Mags:

ST-Magazin, TOS, and ST-Computer united in August 1993 to the
"ST Computer", which is the only remaining magazine in Germany.
(I don't know if the following info still holds, then. --Steven)

ST Computer:
---
11 issues/year, typical around 180 pages
Subscription: DM 80 (domestic), DM 100 (normal mail), DM 130 (air mail)
Address: Heim Verlag, Heidelberger Landstr. 194, D-6100 Darmstadt 13 GERMANY

French Mags:

ST Magazine

Monthly in French. Oriented towards developers, professional users. Comes
with a disk each month.
ST Magazine - 10, rue Hegesippe Moreau - 75018 Paris - France
(French Teletel users: 3615 Teletel access, code STMAG)

STart Micro

Monthly, includes a cover disk. 11 issues per year. 64 + 16 (separated) pages.
Price: FF38 per issue, subscription: FF360. Subjects: Desktop publishing,
graphics, initiations to C and GFA Basic, survey of outcoming software, music,
folders. Minitel access: 3615 code ATARI. Address: FC Press, 57 rue Danton,
92300 Levallois-Perret, France.

Dutch Mags

ST, published by Stichting ST , postbus 11129 2301 EC Leiden the Netherlands
---
cover price: fl 6,95
Independent magazine by and for atari ST users.
covers all different topics from applications to games and hardware.

60 pages.

6 times a year. One year subscription fl 35,-
black and white pages.

Atacom, by Atari Club Groningen.

Never seen this one. I suppose you have to be a member of the club or so.
price is fl 4,95.
Adress of the club: Atari Club Groningen, Postbus 9164
9703 LD Groningen, the Netherlands.

Atari Nieuws, by Atari ST computer club Nederland

News paper sized publication. Lots of colour on newspaper pages. Not too many
pages though.
price is fl 3,95 (cheap cheap)
monthly publication.
adress: ACN, Postbus 5011, 2000 CA Haarlem, the Netherlands.

GFA-info, by GFA gg (usergroup)

Publication of the GFA-basic usergroup. This group has a lot of mainly
educational software available.
price is fl 5,00

adress: GFA gg, Frankrijklaan 14, 2034 BA Haarlem, the Netherlands

ST News, by Stichting Computers Eindhoven

This is an electronic magazine. It has been around for about 6 years now
and is completely in English!!! The first issues were in Wordplus format
back in 1986 but from the 6th issue on it included a readerprogram
both for color and monochrome. Even with music.
price is fl 10,00
adress: S.C.E., Kornoeljelaan 22, 5552 RC Valkenswaard

Swiss mags:

Atari ST News Schweiz

Dutch Atari ST Nieuws translated into German for the Swiss :-)

:TIPS: 93.06.11
TIPS AND HINTS from other users
==============================

Any 'multisync' monitor which handles 70 video fields a second can be used
with the ST; the custom cable involves no tricks, or commercial ones are
available. The original NEC multisync does NOT handle 70 fields a sec.

More than 3 bombs often means more than 1 error, so interpretations are
tricky.

An ST-formatted disk which is not readable by a PC can be made readable by putting the 3 bytes EB 34 90 (those were 3 bytes of hex) at the beginning of the boot sector (sector 1 of track 0). This can be done with either an ST or PC absolute sector editor. The Desktop of TOS 1.4 and higher does this automatically.

Some (older) PC-3.5"-drives cannot deal with the short track-header produced by ST formatters. On those drives, ST-formatted disks are not readable, independent of their boot sector contents. The other way, however, does always work: format on the PC.

When using disks formatted on a PC in an ST, make sure to insert and access a disk with a different serial number in between disk changes.

For those with the 'inaccessible' mouse and joystick ports, a joystick extender cable will make life easier. The Y-cable joystick extenders make it extremely easy to keep mouse and joystick connected to port 0, and a joystick extender cable in port 1 makes for easy hookup after you've moved the machine.

BARREL is a program which can redirect printer-data to a file. It comes in handy when your printer is unavailable, and the program does not already have an option to 'print-to-a-file'. (It is available on the atari.archive server.)

DBLEFEAT is a program which can redirect disk access from, say, drive A to drive B. Handy when a program 'hard-codes' the data drive, and you wish to use your hard drive instead. (It is available on the atari.archive server.)

On the Desktop, holding the right mouse button allows you to manipulate files in other windows. This is useful for a number of reasons. An example is this: say D:\BLAH.ARC is a file you would like to extract to D:\, but ARC.TTP is on C:\. Top D:\'s window, then hold the right button while double-clicking ARC.TTP in an inactive window.

:ZNET: ??.??.??
Where can I get copies of ZNET?
==========

ZNET is now Atari Explorer Online. Please see EXPLOR for more info.

:EXPLOR: ??.??.??
Where can I get copies of Atari Explorer Online?
==========
Atari Explorer Online magazine is available on CompuServe and GEnie. You can also get copies mailed to you by sending an e-mail message to

stzmagazine-request@virginia.edu

indicating you wish to subscribe.

They won't get to you on Friday (which is when they're posted), but Greg Lindahl provides an excellent service to the networking community by sending these out.

Atari Explorer Online and some information from the Current Notes user
magazine are also available from the atari.archive server under
/atari/magazines.

:PD: 93.06.11
Where can I get Public Domain/Shareware software?
==========

There are FTP sources and a comp.sources.atari.st/comp.binaries.atari.st
mail server. You can also try the commercial on-line services such as
GEnie, CompuServe, Delphi and Bix.

Using FTP, most files should be retrieved in BINARY format (at least those
ending with the suffix of .ZIP, .ARC, .LZH, .ZOO, .PRG, .TTP, .TOS)

Mail servers encode files. You will need a program called 'uudecode' in
order to change files ending with the suffix .UUE (or .UAB, .UAC, etc.)
into their original form.

:MAIL: ??.??.??
E-Mail file servers

archive-server@spud.hyperion.com:

Spud holds all of the comp.sources.atari.st / comp.binaries.atari.st
postings. If you aren't reading these two newsgroups, you should consider
doing so. You may obtain uuencoded files as e-mail. You can obtain a
help file by mailing a message to archive-server@spud.hyperion.com, with
the main body of the message being the word 'help'.

atari@atari.archive.umich.edu:

The atari.archive server is mentioned many times in this article. It contains
a multitude of Atari ST PD and shareware programs. If you don't have access
via FTP you can obtain many of the files via e-mail. You should first obtain a
help file by mailing a message to atari@atari.archive.umich.edu, with the main
body of the message being the word 'help.'. If you are from a uucp site,
please enclose this statement also 'path host1!host2!....', where
host1!host2!... is your path. Please read the help file completely before you
ask questions, and then send any you may have to jon@atari.archive.umich.edu.
Any questions about the archive or specific files go to
weiner@atari.archive.umich.edu (or weiner@terminator.rs.itd.umich.edu,
jeff.weiner@um.cc.umich.edu, weiner@zircon.labmed.umn.edu, or
weiner@umnstat.stat.umn.edu :-)

archive-server@micros.hensa.uk.ac:

This is a UK public domain archive, available to sites within the UK via
via JANET.

info-server@Germany.EU.net:

This is a german public domain archive. This only has comp.binaries.atari.st
and comp.sources.atari.st.

archive-server@Germany.EU.net:

Same place as above, but this one carries other software than just
comp.binaries.atari.st and comp.sources.atari.st.

mail-server@cs.ruu.nl (or uunet!mcsun!hp4nl!ruuinf!mail-server):
---
send the following message

begin
path john@highbrow.edu (PLEASE SUBSTITUTE *YOUR* ADDRESS)
send ATARI-ST/index
end

NOTE: *** PLEASE USE VALID INTERNET ADDRESSES IF POSSIBLE. DO NOT USE
ADDRESSES WITH ! and @ MIXED !!!! BITNETTERS USE USER@HOST.BITNET ***

The path command can be deleted if we receive a valid from address in your
message. If this is the first time you use our mail server, we suggest you
first issue the request:
send HELP

LISTSERV@UOGUELPH.BITNET:

Mail messages with the contents HELP will bring you some usage information
and GET PROG-A16 FILELIST will provide you with a list of files. Subscriptions
to INFO-A16 are also available on this server. INFO-A16 is a digest of
messages from comp.sys.atari.st.

:FTP: 93.05.05
Anonymous FTP servers

Note: The generally accepted practice for FTP use is as follows:

1. Limit access times to non-working hours. This is usually 6-8 pm
to 8-9 am LOCAL time. LOCAL time means local to the computer
you are accessing! For example, 4 P.M. in Minneapolis, Minnesota
is 10 P.M. in England, and 10 A.M. in Germany is 4 A.M. in New
York.

2. Once you connect, issue the following commands at your FTP
prompt:

user anonymous
<YOUR e-mail address should be entered at the Password: prompt)
ls
cd <to the appropriate directory>

3. Limit downloads, especially across the ocean. Remember, there are
other people who are using the same lines as you.

Atari FTP sites (the list is -not- exhaustive)
---

atari.archive.umich.edu [141.211.164.8]

uk.ac.lancs.pdsoft (available to UK users via JANET)

Note: Access is a bit different for this archive site, use the following:

user pdsoft
pdsoft (at the Password prompt)

ftp.Germany.EU.net [192.76.144.75]

ftp.cs.ruu.nl [131.211.80.17]

src.doc.ic.ac.uk

This site has a mirror of atari.archive.umich.edu in /computing/systems/
atari/umich.

:COMP: 93.10.02
Atari-related companies
==========

This is a (still under construction) list of companies and addresses that
might be of use to Atari ST users. Please send me addresses for the blank ones
on this list. See also IAAD, it lists many more companies that are not on
this list.

Berkeley MicroSystems
P.O. Box 20119
Oakland, CA 94620

(510) 547 - 2191

E.A. Brown
3404 Pawnee Drive
Alexandria
Minnesota 56308
Info: 612-762-8847
Orders: 800-322-4405
Product: Software and Hardware distributor

GengTec

JRI

Marvin AG

Matrix Datensystem
Talstrasse 16
7155 Oppenweiler
Germany

tel. 07191-4088
fax. 07191-4089

Supra
7101 Supra Drive
Tangent, Oregon 97389
(503) 967-9075

TKR GmbH & Co. KG
Stadtparkweg 2
W-2300 Kiel 1
Tel. +49-431-3378881
Fax. +49-431-35984

Wittich Computer

:IAAD: 93.09.04
Independent Atari Developers
==========

Each entry has the following format (when applicable):
Company Name
Member Name
Mailing Address
Phone(s)
Product Names
The listing is provided below in ASCII format. An additional
file is available in CardFile format. Please note that the
product listing is not comprehensive nor detailed, and new
products are continually released. Please feel free to contact
individual members for information about their listed products.
For more information about the IAAD, contact any Board Member.

IAAD Board Members:
D.A. Brumleve, President
James C Allen
Nathan Potechin
Nevin Shalit

Member Listing:

Anthill Industries
Judith Baumgardner
P.O. Box 361
Mt. Vernon OH 43050-9998 USA
614 393 1524

Apprentice Software
James D Yegerlehner
22205 Swan Road
South Lyon MI 48178 USA
313 437 0526
Neural-network Construction Set

Baggetta_Ware
Albert Baggetta
P.O. Box 759

Agawam MA 01001 USA
Eliemouse Complimentary Coloring Book/The Comic Book Collector/
The Mis-Adventures of Eliemouse/Shakespeare: The Sonnets

Barefoot Software
Brad Cox
19865 Covellow Street
Canoga Park CA 91306 USA
818 727 0632 (fax)
818 727 7143
SMPTETrack/EditTrack/GenEdit/EZ Score+/Hybriswitch

Beckemeyer Development Tools
David Beckemeyer
P.O. Box 21575
Oakland CA 94620 USA
510 530 0451 (fax)
510 530 9637
Hard Disk Sentry/Hard Disk Toolkit/SCSI Tape Kit

Robert M Birmingham
13630 SW 101 Lane
Miami FL 33186-2814 USA
305 385 1942

Cali-Co. Superior Software
Josh Snyder
P.O. Box 9873
Madison WI 53715 USA
608 255 6523
Mah-Jong Solitaire

Canoe Computers
Tony Ridley
11006 150 Street
Edmonton AB T5P 1S1 Canada
403 487 6838
FrankenSTein/Warp 16 Accelerator/Tiny Ram

chro_MAGIC Software Innovations
Jim Collins
516 North Jackson
Joplin MO 64801 USA
417 623 7393
Guitaristics/Pianistics/Pianistics Encyclopedia/Pianistics
Professor

Clear Thinking
Craig Harvey
2753 Plymouth Road Suite 137
Ann Arbor MI 48105 USA
313 971 6035 (bbs)

313 971 8671
EdHak/Metapsychology Primer

CodeHead Technologies
John Eidsvoog, Charles Johnson
P.O. Box 74090
Los Angeles CA 90004 USA
213 386 5789 (fax)
213 461 2095 (bbs)
213 386 5735
G+Plus/MultiDesk Deluxe/HotWire/CodeKeys/CodeHead Utilities/
Warp 9/Calligrapher/MaxiFile/Lookit & Popit/MIDIMax/MIDI Spy/
Avant Vector/MegaPaint/Cherry Fonts/Genus Font Editor/
TOS Extension Card

Compo
Robert Engberson
104 Esplanade Avenue Suite 121
Pacifica CA 94044 USA
415 355 0869 (fax)
415 355 0862
That's Write/Write On/C-Font/CompoScript/That's Address/Musicom/
PC Speed/AT Speed/AT Speed C16

Cybercube Research Ltd.
Manfred Doewich
126 Grenadier Crescent
Thornhill ON L4J 7V7 Canada
416 886 3261 (fax)
416 882 0294
CyReL SUNRISE M16-1280 True Color High Resolution Graphics Card/
CyReL SERENADE M16-1280 True Color High Resolution Graphics Card/
CyReL VidiMix8 Desktop Video Module/CyReL Serial Mouse Manager/
CyRel Palette Master

D.A. Brumleve
Dorothy A Brumleve
P.O. Box 4195
Urbana IL 61801-8820 USA
217 367 9084 (fax)
217 337 1937
Kidpublisher Professional/Super Kidgrid/Kidpainter/Multiplay/
Telegram/Creative Discovery Packet/Learning Games Packet

DMC Publishing
Nathan Potechin
2800 John Street Unit 10
Markham ON L3R 0E2 Canada
416 479 1882 (fax)
416 479 1880
Calamus 1.09N/Calamus SL & modules/Calamus Font Editor/
The Guide to Calamus Desktop Publishing/Outline Art/

INVISION Elite

Ditek International
David Fletcher
2800 John Street Unit 15
Markham ON L3R 0E2 Canada
416 479 1882 (fax)
416 479 1990
DynaCADD

Dr. Bobware
W. David Parks
180 N. Hazeltine Avenue
Campbell OH 44405-1024 USA
216 743 4712
ScanLite/MVG: MultiViewer Graphica/MVG Modules Disks 1, 2, & 3

Elan Software
Paul Dube
550 Boul. Charest Est P.O. Box 30232
Quebec G1K 8Y2 Canada
418 683 9189 (fax)
418 692 0565
Solutions

eSTeem, inc.
Tom Nielsen
72 Shades Crest Road
Hoover AL 35226-1014 USA
205 987 9208
eSTeem PILOT

Fair Dinkum Technologies
John 'Hutch' Hutchinson
P.O. Box 2
Los Alamos NM 87544 USA
505 662 7236
CrossWord Creator II/Word Search Creator/Cryptographer/InfoDisk/
Cyberdrome: The Hoverjet Simulator/Puzzle Pack

FAST Technology
James C Allen
14 Lovejoy Road
Andover MA 01810 USA
508 475 3810 (fax)
508 475 3810
Turbo25/TinyTurbo030/Turbo030/TurboRAM

GT Software
Tyson T Gill
12114 Kirton Avenue
Cleveland OH 44135-3612 USA

216 252 4272
CardFile (distr. by Gribnif)

Gadgets by Small, Inc.
David M Small
40 West Littleton Blvd. #210-211
Littleton CO 80120 USA
303 791 0253 (fax)
303 791 6098
Spectre GCR

Goldleaf Publishing Inc.
Lauren Flanagan-Sellers
700 Larkspur Landing Circle Suite 199
Larkspur CA 94939 USA
415 257 3515
WordFlair II

Gribnif Software
Dan Wilga, Rick Flashman
P.O. Box 779
Northampton MA 01061 USA
413 247 5622 (fax)
413 247 5620
NeoDesk 3/NeoDesk CLI/STalker 3/STeno/XBoot/CardFile 4/
Convector Professional/Arabesque Professional/XBoot III/
Crazy Dots 8/Crazy Dots 15

Doug Harrison
P.O. Box 66236
Baton Rouge LA 70806-6236 USA
Opus (shareware)/Lookit & Popit (distr. by CodeHead)

HiSoft
Alex Kiernan, David Link, Dave Nutkins
The Old School
Greenfield Bedford MK45 5DE England
+44 525 713716 (fax)
+44 525 718181
Devpac 3/HiSoft BASIC 2/Lattice C/HighSpeed Pascal/FTL Modula-2/
WERCS/Harlekin 2/HiSoft C/ProFlight/K-Spread/K-Comm/K-Word/K-Data
(HiSoft products distr. by Oregon Research Associates)

ICD, Inc.
Tom Harker
1220 Rock Street
Rockford IL 61101 USA
815 968 6888 (fax)
815 968 2228
The Link/AdSCSI Micro ST/AdSCSI ST/AdSCSI Plus ST/AdSpeed ST/
AdSpeed STe/FA-ST Hard Drive Kit/FA-ST Tape Backup/Cleanup ST/
ICD Professional Hard Drive Utilities/ICD Tape Backup Software/

Advantage Micro ST/Advantage ST/Advantage Plus ST/STHA/
Personal Pascal

It's All Relative
Gregory J Kopchak
2233 Keevan Lane
Florisant MO 63031 USA
314 831 9482
It's All Relative/BookMaker/Forecaster3/AbbreviatorST/
Photo CD Conversion/Photo Show/View and Script/Kodak Photo CD
Images

JMG Software International, Inc.
George Geczy, David Thompson
892 Upper James Street
Hamilton ON L9C 3A5 Canada
416 575 0283 (fax)
416 575 3201
HyperLINK

M.P. Graphics Systems
Mario Perdue
P.O. Box 501289
Indianapolis IN 46250-6289 USA
317 335 3775
Noids-II

MS Design
Henry Murphy, Carl Stanford
611 West Illinois Street
Urbana IL 61801 USA
217 351 6412 (fax)
217 384 8469
FontPak 1 & 2/Wheeler Quick Art CD-ROM/
Wheeler Quick Art Image Disks

Medical Designs Software
William Penner
3235 Wright Avenue
Bremerton WA 98310 USA
206 479 2157 (bbs)
206 373 4840
ECTStat/IOLCALC/MultiWriter/SERIALFX

Merlin Group, Inc.
George Richardson
96 Hoyt Street
Kearny NJ 07032-3311 USA
201 998 0932 (fax)
201 998 4441

Missionware Software
John Trautschold
354 N. Winston Drive
Palatine IL 60067-4132 USA
708 359 9565
lottODDS/Printer Initializer/Flash II

MUSICODE Software
Melinda Turcsanyi
P.O. Box 1109
Oakhurst CA 93644 USA
209 642 2380

NewSTar Technology Management
Charles Smeton
P.O. Box 122
Columbia MD 21045-0122 USA
410 544 1329 (fax)
410 544 6943
The STraight FAX!

Oregon Research Associates
Bob Luneski
16200 S.W. Pacific Highway Suite 162
Tigard OR 97224 USA
503 624 2940 (fax)
503 620 4919
Diamond Back II/Diamond Edge/Knife ST/Ultimate Virus Killer/
DevPacST 3/DevPacTT/HiSoft BASIC 2/Lattice C 5.5/HiSoft C/
HighSpeed Pascal/FTL Modula-2/Tempus 2/WERCS/Harlekin 2/
True Paint/ProFlight

Paradigm Software Products
Mark T O'Bryan
1369 Concord Place Suite 3-B
Kalamazoo MI 49009-2201 USA
616 372 5972
Omni-Banker ST

Power Thought Software
Harlan Hugh
116 Sumach Street
Toronto ON M5A 3J9 Canada
416 594 9355 (fax)
416 594 9355
INVISION Elite (distr. by DMC)

SKWare One
Sterling K Webb
P.O. Box 277
Bunker Hill IL 62014 USA
618 462 2171 (evenings)
Seurat/ColorScan/Auto*Art/PS-2GDOS

Soft-Logik Publishing
Deron Kazmaier, Mark Wetzel
P.O. Box 510589
St. Louis MO 63151-0589 USA
314 894 8608 or 800 892 8608
PageStream/ImageClub Clip Art/ImageClub Fonts/Business Forms

Sothan Software
Gene F Sothan
9395 North Wall
Portland OR 97203 USA
503 283 4566
IB Harddisk Backup and Restore/Autosort/Writeboot

Step Ahead Software, Inc.
Nevin Shalit
496-A Hudson Street Suite F39
New York City NY 10014 USA
718 858 4164
TrackerST/Tracker For Windows

Straight Edge Software
Frank Pawlowski
P.O. Box 6407
Nashua NH 03061 USA
603 672 8150
FPPRINT/OutBurST!

Strata Software
Eric Rosenquist
94 Rowe Drive
Kanata ON K2L 3Y9 Canada
613 591 1922 (fax)
613 591 1922
STalker & STeno (distr. by Gribnif)

SuperSoft
John Buckner
731 North Clinton
Grand Ledge MI 48837 USA
517 627 6965
TeleView Tele/TeleView BBS/D.A.M.I./The Fisherman

Synergy Resources
Roger Richards
754 N. Bolten Avenue
Indianapolis IN 46219 USA
317 231 4158 (fax)
317 356 6946
GEMvelope!/SynthView DW-8000/SynthView K1

Taylor Ridge Books
Clayton Walnum

P.O. Box 78
Manchester CT 06045 USA
203 643 9673
C-manship Complete/ST Assembly Language Workshop/
GFA Basic Toolkit/VDI Quick Reference/AES Quick Reference/
TRB Shareware Companion

TEAM Software
Marshall Lake
P.O. Box 7332
Washington DC 20044-7332 USA
703 538 4598 (fax)
703 533 2132
A Day at the Races/A Day at the Races Companion/
3 Days at Gettysburg

Weinress Consulting
Norm Weinress
3236 Velma Drive
Los Angeles CA 90068 USA
213 876 7704
D.E.K.A.

Wintertree Software Inc.
Phil Comeau
43 Rueter Street
Nepean ON K2J 3Z9 Canada
613 596 1575 (fax Attn)
613 825 6721
The GramSlam Grammar and Style Checker/Grammar Expert/
Spelling Sentry

WizWorks!
Chet Walters
P.O. Box 45
Girard OH 44420 USA
216 539 5623
Image Cat/Mug Shot!/Coalesce Image Merger/Ma Hubbard's Cupboard/
Mug Shot Data

Xerox Corp
Robert L. White
101 Continental Blvd. M/S ESC1-257
El Segundo CA 90245 USA
310 333 3497
Printer Drivers For Xerox Printers

Zocra Technologies
Craig Buchanan
4-319 Mackay Street
Ottawa ON K1M 2B7 Canada
613 741 5817

STyle/STipple

:CREDIT: 93.10.02
Who has contributed to the FAQ?
==============================

If you've contributed to this FAQ but aren't mentioned here, tell me!

David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) compiled the bulk
of the FAQ.
Steven Ourada (sourada@iastate.edu) is the current maintainer.

Juxtaposer (baffoni@aludra.usc.edu)
Eugen Bauknecht (eugen@hpbbi4.bbn.hp.com)
Ate Brink (ate@cs.ruu.nl)
Dorthy Brumleve (dabrumleve@geneie.geis.com)
Kevin Busby (kevinb@syma.sussex.ac.uk)
Michael Clark (clarkmi@prism.CS.ORST.EDU)
John Cummins (cummins@osuunx.ucc.okstate.edu)
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Ben Gilbert
Edgar Greuter (edgar@pingu.saar.de)
John Henders (jhenders@jonh.wimsey.bc.ca)
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Martin Kite (mkite@lincoln.gpsemi.com)
Ed Krimen (ekrimen@wet.com)
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Darryl May
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Laurenz Pruessner (spoil@cs.tu-berlin.de)
James Reno (James_Reno.Wbst129@xerox.com)
Eric Smith (ersmith@netcom.com)

Andy Tanenbaum (ast@cs.vu.nl)
Shoou-yu Tang (sytang@lamar.colostate.edu)
Oddvar Tveito FTO (Oddvar.Tveito@nta.no)
Wayne (?) (trek@ihlpb.att.com)
John Townsend
Joachim Vance (jvance@einstein.oac.uci.edu)
Roland Waldi

==========
Hope you liked the comp.sys.atari.st FAQ. If you have comments,
suggestions, more material, etc., mail me at sourada@iastate.edu

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

Later,
Steven Ourada
--
This .signature Copyright 1993 Steven Ourada --- sourada@iastate.edu
See COPYING for details

108. Welcome to comp.sys.atari.st! (Software)

Newsgroup: comp.sys.atari.st
Date: 1993-10-03 01:21:37 UTC
From: sourada@iastate.edu
Message-ID: <soft_749611287@iastate.edu>
Source record: 200333
Cross-posted to: comp.sys.atari.st,news.answers,comp.answers

```
Archive-name: csas-faq/part2

Welcome to comp.sys.atari.st! Please read this FAQ before posting a question
to comp.sys.atari.st, since a lot of common questions are answered here.

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

Entries are dated by the last change. ??.??.?? means they were last changed
before the dates were added.

The following is an index of the questions answered in this part of the FAQ.
For easy access to a particular question, search for the tag surrounded by
colons (i. e. :GNU:). Questions marked with '*' are new or changed.

WEL Welcome to comp.sys.atari.st
ARCS How do I deal with Archived files (.ZOO, .ARC, .LZH)?
MSA Some info on Magic Shadow Archiver
CLI What Command Line Interpreters are available?
ERR What does TOS ERROR nn mean?
GDOS What is GDOS, and where can I get it?
GNU What GNU software is available for the ST?
HAM Where can I find Ham Radio software for the ST?
LANG Public Domain/Shareware languages...
MINIX Is MINIX available on the Atari ST?
MINT What is MiNT?
XWIN Is there a version of XWindows for the ST?
DEMOS Why won't demo x run on my machine?
PAINT What is the format for [x] paint program data?
PD Where can I get Public Domain/Shareware software?
MAIL E-Mail file servers
FTP Anonymous FTP servers
TEX Is TeX/LaTeX available on the Atari ST?

:WEL: 93.06.11
Welcome to comp.sys.atari.st
============================

This newsgroup is devoted to discussion about 16 and 32 bit Atari micros. At
present that includes the Atari 520ST, 1040ST, Mega ST, STe, STacy, Mega STe,
TT, and Falcon. There are also emulators for the Apple Macintosh and IBM
PC/XT/AT available.

Most of the people who read this newsgroup are technically oriented.
The newsgroup serves as a resource for Atari users ... feel free to
contribute to the discussions.
```

Associated newsgroups include:

comp.binaries.atari.st ! uuencoded binary programs
comp.sys.atari.st.tech ! technical programming/hardware topics
comp.sources.atari.st ! uuencoded/shar sources

:ARCS: 93.06.11
How do I deal with Archived files (.ZOO, .ARC, .LZH)?
==========

Files ending with suffixes .ZOO, .ARC, .ZIP and .LZH are archive files. They are binary files which may contain one or more other files in a compressed format. Archive files usually take up less disk space, and for this reason have become quite popular for transferring large files via modem.

In order to extract the files from an archive file, one must use an archive program. Here are the correspondences:

ZIP Use UNZIP.TTP or STZIP.PRG
ARC Use ARC.TTP
LZH Use LHARC.TTP
ZOO Use ZOO.TTP

A few hints for first-time users:

* Most archivers will give a short summary of commands if invoked with no arguments.
* If in doubt, to extract a file, copy the archiver to the directory that the file is in, and run the archiver with the arguments 'x [filename]'.
* If you have TOS 1.4 or higher, and/or a CLI, you can avoid copying the archiver by just changing the current directory to where the file is. See TIPS for a tip on how to do this from the desktop on TOS 1.4 or higher.
* Read the documentation for the archivers you use, they will almost certainly answer all your questions. Documentation is usually included in both the source and binary distributions (such as zoo21bin.zoo).

ARCHIVERS
These programs are all available via FTP from the atari.archive server, in the /atari/archivers directory. Recommended files are:

arc602.ttp - version 6.02 of ARC, includes features to archive subdirectories and also include comments with files.

arc602.arc - contains documentation. UnArc using arc602.ttp.

arc521e.arc - older version of ARC. Used mostly by those who want speed, better compression, and don't care about archiving subdirectories. UnArc using arc602.ttp.

lharc.ttp - version 2.0 of LHARC.

lzh201i.lzh - Thomas Questors lzh utility. German documentation. UnArc using lharc.ttp

stzip22.lzh - STZip, with GUI interface

unzip41.lzh - Old version of unzip

zoo21.ttp - version 2.1 of ZOO

zoo21bin.zoo - ZOO archive includes documentation. UnArc using
zoo21.ttp.

:MSA: 93.06.11
Some info on Magic Shadow Archiver
==================================
(This was provided by Chris Herborth)

MSA Archives

The Magic Shadow Archiver (MSA) is a disk archiving program that allows an entire disk to be compressed into one file for transmission. The Magic Shadow Archiver (in shadow.[arc?|lzh?|zoo?] on atari.archive.umich.edu in ~/Archivers) creates .MSA files, which are often compressed using a normal archiver, such as zoo or lharc.

Magic Shadow is notoriously bad when used on a 1/2 meg ST and only one floppy drive. Its disk access and memory use are very badly thought out, and could result in over 160 disk swaps when unpacking an 80 track, double-sided disk.

Due to the fact that it was the _only_ disk image archiver around for quite a long time, Magic Shadow is the de-facto standard for creating disk images of computer demos and other pieces of software that cannot be easily compressed as files.

Because MSA files are disk images, they can only be used to recreate a floppy disk. There is (currently, see below) no way to extract the files from an MSA archive without writing it to a floppy disk.

Magic Shadow works perfectly with any legal TOS floppy format, even high density disks found in modified STs and most MegaSTes and TTs.

Chris Herborth (herborth@pinot.waterloo.ncr.com at work,
cherborth@semprini.tdkcs.waterloo.on.ca at home,
C.HERBORTH on GEnie) is writing a much more efficient MSA extractor, called UnMSA. UnMSA will minimize the number of disk swaps, and speed decompression considerably.

Daryl Richards (no email address, yet) is working on an MSA-Mounter, which will allow someone to unpack an MSA archive to RAM or a file on a hard disk. This uncompressed disk image will then be added to the system as a logical drive (much the same way a RAMdisk adds a drive to the system). MountImage on the Mac is an example of the way MSA-Mounter will eventually work (MountImage is so good, you can install new versions of the Mac OS using floppy disk images stored on your hard drive).

There is yet another MSA archiver now, called MSA II, by Phillip Lang.

:CLI: ??.??.??
What Command Line Interpreters are available?
==========

There are a large number of Command Line Interpreters for the Atari ST.
Some of the more popular ones include:

gulam the 'classic' cli, somewhat UNIX in flavor

BASH GNU Bourne Again Shell

ksh Korn Shell - available under MINT

gemini MUPFEL is the shell used by the gemini environment

master MS-DOS/Unix mixture, shareware.

okami a German shell with many useful utilities built in

pcommand an MS-DOS-like shell

csh C-shell, standard on Unix

tcsh Enchanced C-shell - available under MiNT

Check atari.archive under /atari/cli or /atari/mint, or check one of the
other FTP sites for files.

:ERR: ??.??.??
What does TOS ERROR nn mean?
What do the bombs on my screen mean?
==========

The information below was written, in part, by Darryl May, and posted on
GEnie in January (of ????) by John Townsend. The original also appeared in
the June 1988 issue of _Current Notes_ (122 N. Johnson Rd., Sterling, VA
22170). It has since found its way to me, and is being posted to
comp.sys.atari.st as a service to readers.

Alan Pratt wrote to tell me that the basic information may be correct, but
that it cannot be dubbed "official" unless it originates, on paper, from
Atari. This makes sense, as electronic communications are easily
modified, even accidentally.

Roland Waldi provided information regarding the difference between TOS and
GEM return codes which appears to be correct. The tables have been modified
to reflect his information.

The following is an unofficial list of the errors that can appear
while you are operating your ST computer.

Error description return code alert box #
==========
OK (no error).....0
Fundamental error.....-1
Drive not ready.....-2
Unknown command.....-3

```
CRC error.....................-4
Bad request...................-5
Seek error....................-6
Unknown media.................-7
Sector not found..............-8
No paper......................-9
Write fault..................-10
Read fault...................-11
General error................-12
Write protect................-13
Media change................-14
Unknown device..............-15
Bad sectors on format.......-16
Insert other disk............-17
Invalid function number.....-32.....1
File not found..............-33.....2
Path not found..............-34.....3
No handles left.............-35.....4
Access denied...............-36.....5
Invalid handle..............-37.....6
Insufficient memory.........-39.....8
Invalid memory block address...-40.....9
Invalid drive specified.....-46....15

No more files...............-49....18
Range error.................-64....33
Internal error..............-65....34
Invalid program load format....-66....35

The last code is the infamous "TOS error 35"!

Also, some unofficial information via Alan Pratt:

Notably, you should add -48: ENSAME (not the same drive, occurs when
you call Frename and the two names you give aren't on the same drive),
and -67: EGSBF: you can't use Mshrink to GROW a block of memory.

Those bombs that appear on your screen are error messages from
the 68000 micro-processor.

Number
Description of bombs
=========================================
Reset: Initial PC2............1
Bus Error.....................2
Address Error.................3
Illegal Instruction...........4
Zero Divide...................5
CHK Instruction...............6
TRAPV Instruction.............7
Privilege Violation...........8
Trace.........................9
```

```
Line 1010 Emulator.............10
Line 1111 Emulator.............11
[unassigned, reserved].........12
[unassigned, reserved].........13
Format Error...................14
Uninitialized Interrupt Vector..15
[unassigned, reserved].......16-23
Spurious Interrupt.............24
Level 1 Interrupt Autovector....25
Level 2 Interrupt Autovector....26
Level 3 Interrupt Autovector....27
Level 4 Interrupt Autovector....28
Level 5 Interrupt Autovector....29
Level 6 Interrupt Autovector....30
Level 7 Interrupt Autovector....31
Trap Instruction Vectors.....32-47
[unassigned, reserved].......48-63
User Interrupt Vectors......64-255
```

:GDOS: 93.05.05
What is GDOS, and where can I get it?
==========

GDOS stands for Graphic Device Output System (at least that's what my copy of STart, volume 1 number 1 said...)

There is a newer version, called SpeedoGDOS, which should be available commercially from Atari. It is currently included with AtariWorks, and some Falcon packages. SpeedoGDOS uses scaleable fonts - you do not need to create a font file for every point size. There are desk accessories which allow you to manipulate available fonts, and also CPX programs for the newer Atari Control Panel. For those who only have limited memory, a newer version of GDOS is also included with the distribution. For those with investments in older bit-mapped GDOS fonts, they may be used with the new version of GDOS or used as bit-mapped (ie. non-scaleable) fonts within SpeedoGDOS.

You can get a copy of "Everything You Ever Wanted to Know About GDOS (and more)" by Douglas N. Wheeler from the atari.archive server. The file is /atari/programming/gdos.arc.

There is a German version of GDOS available from the atari.archive server. The file is /atari/utilities/amcgdos.arc.

Currently, there are no truly public domain sources for the GDOS system files or font files (at least those supplied by Atari). You can get these files with many commercial programs, such as Degas Elite, WordFlair, etc. You might also want to check your local user group to see if they received a copy of the WordFlair demo program (also available on GEnie). The demo program appears to have the GDOS system and font files.

In the UK The ST Club (2 Broadway, Nottingham, UK NG1 1PS. Tel 0602 410241, Fax 0602 241515) is a licensed GDOS distrubutor:

Catalogue No's:
GDOS-A Driver + Fonts 9-pin
GDOS-B Driver + Fonts 24-pin
GDOS-C Installed system for Opus (9 pin)
GDOS-D Opus 24-pin
GDOS-E FontGDOS + drivers
GDOS-F 300dpi printer fonts

Disks 2.95 pounds each.

:GNU: 93.06.11
What GNU software is available for the ST?
==========

The Free Software Foundation C compiler, commonly known as GNU C (or gcc) is avaiable for the Atari ST. The minimal memory required to do any useful (i.e. beyond 'hello world') programming is 2 megabytes. A 4 megabyte system is recommended.

There is an extensive archive of the latest GNU C programs via anonymous FTP on atari.archive. GNU C is also available at most European FTP sites. The latest version of GCC available for the ST is 2.4.2, this version includes built-in support for C++.

Note that most GNU documentation comes in TeXinfo format. Documentation in this format can be fed into TeX for printing. It can also be processed by Emacs' texinfo to make an info file, which can be viewed on-screen with Emacs' info mode. These two functions can also be performed by the standalone programs 'texinfo' and 'info' (on atari.archive as /atari/tex/tnxf241b.zoo).

The following can be found in the /atari/gnustuff/tos directory of atari.archive: (Note: all of these have Unixmode and MiNT support)

BASH Bourne-again shell
BISON Yet another YACC (Yet Another Compiler Compiler)
COMPRESS Compatible with Unix compress
DIFF Compares files; PATCH does the inverse
EMACS Extreme editor :-)
Fileutils Unix file utilities
FLEX Lexical analyzer, like Unix lex
GAWK AWK report generation language
GCC 2.4.2 C, C++ compiler
GDB GNU debugger, with source level C support
Ghostscript Postscript clone
GROFF Text formatting system
GREP Regular expression search, like Unix grep
MAKE Like Unix make
MAKEINFO Stand-alone system to process .info files
PATCH Changes files from diffs; DIFF does the inverse
PROF Profiles executable code
RCS Revision Control System

SED Stream editor
Smalltalk Smalltalk; object oriented language
TAR Tape archiver like Unix tar

:HAM: ??.??.??
Where can I find Ham Radio software for the ST?
==========

Plenty of Ham Radio software is available for the Atari ST:

Morse code
Radio Teletype (RTTY)
Packet Radio (W0RLI BBS and K9AQ TCP/IP)
Satellite Tracking
WEFAX
Color Slow Scan TV (SSTV)
etc.

For more information contact the Atari Microcomputer Network:

Newsletter Editor - Gil Frederick, VE4AG
130 Maureen Street
Winnipeg, Manitoba
R3K 1M2 Canada
or
Program Librarian - John Adams, KC5FW
17106 Happy Hollow
San Antonio, TX 78232
U.S.A.
or
Tune into the weekly net Sundays 16:00 UTC on 14.325 MHz.

73,
John Langner, WB2OSZ

:LANG: ??.??.??
Public Domain/Shareware languages...
==========

There are a large number of programming languages available for use with the
Atari ST. Programmers seem to flock to the Atari ST, and if you know of a
language, you can probably find it, or an equivalent, for the ST.

68000 assembler/disassembler
abc
APL
AWK
BASIC
C
C++
cross assemblers (z80, 6502, 68xx,8031/80xx)
Elan
FORTRAN

FORTH
FP
Hope
ICON
LISP
Little Smalltalk
Modula2
OPS5
perl
PROLOG
SCHEME
SIOD
Smalltalk
XLisp
XProlog
XScheme

Check the atari.archive server under /atari/languages. Most other archive sites will have a language directory which you can also check.

:MINIX: ??.??.??
Is MINIX available on the Atari ST?
==========

MINIX is a UNIX-like operating system for the IBM PC, XT, AT, 386, and PS/2, as well as the Apple Macintosh, Commodore Amiga, Atari ST, and later in 1991, Sun SPARC. It is available with all the source code for the entire operating system, the libraries, and nearly 200 UNIX-like utilities.

Demonstration disks for the IBM PC line and Atari ST are available for free via anonymous FTP for people on the Internet. A Macintosh version will be online soon. (If you can't wait, see below.)

To get a free demo disk and the manual, use ftp to connect to ftp.cs.vu.nl (192.31.231.42) and look in pub/minix/demo. The READ_ME file describes the contents of the directory and how to use it. Be sure to fetch and read this first. It contains important information.

If you don't have FTP access, you can buy the demo disk package from Prentice-Hall for $10 by calling (201) 767-5969 or FAX (201) 767-5625. Please DON'T ask me to send it by email. I have quite enough work already thank you. The ordering numbers for Prentice-Hall are:

- MINIX 1.5 IBM demo disk (0-13-582768-x) (in stock now)
- MINIX 1.5 Atari demo disk (0-13-582792-2) (in stock now)
- MINIX 1.5 Macintosh demo disk (0-13-582784-1) (in stock now)

Please note that although the demo disks are available for free on line, MINIX itself is copyrighted software and is not available on line. The demo disks are also copyrighted, but permission is hereby granted to upload and use them for evaluation purposes. The READ_ME file tells how MINIX can be ordered.

AS A COURTESY TO US, PLEASE DO NOT FTP DURING BUSINESS HOURS (EUROPEAN
TIME). PLEASE FTP AFTER 11 A.M. EASTERN STANDARD TIME.
If you want to follow the MINIX discussion, read the comp.os.minix
newsgroup, which is quite active and has almost 50,000 subscribers.

Have fun!

Andy Tanenbaum (ast@cs.vu.nl)

:MINT: ??.??.??
What is MiNT?
=============
MiNT is a free multitasking operating system extension for TOS. It is somewhat
like BSD Unix from the programmer's perspective. MiNT can run up to 1 GEM
program along with a lot of character-based programs simultaneously. MGR
and MW2 can both put multiple terminal windows on screen, and bgacc can
put a number of terminal windows on a GEM screen. MiNT and lots of stuff to go
with it can be found at atari.archive.umich.edu:/atari/mint.

TOSWIN is the new replacement for bgacc: it provides lots of nice features like
variable fonts, menus, selectable window gadgets, etc. GEMTERM is a similar
package (it's not part of the standard MiNT distribution) modelled after TOSWIN
and XTerm.

A somewhat interesting note: MiNT is now the kernel of Atari's multitasking
OS, MultiTOS. Originially MiNT stood for 'MiNT is Not TOS', but it's now
'MiNT is Now TOS'. :-)

:XWIN: 93.03.01
Is there a version of XWindows for the ST?
==

There actually is a port of XWindows to the ST now, although it is pricey.
Here's the (slightly hacked up) announcement for it:

X/TOS/window/server and X/TOS/window/server/color

Vendor:
X/software Michael Gehret
X/TOS division
Marktstrasse 8
W-8944 Groenenbach
Germany
TEL: +49 8334 1411
FAX: +49 8334 6245
email: xtosinfo@xsoft.uucp
CPU:
Atari Mega ST, STE, TT
68000 to 68040
Memory:
2 Mbytes (4 Mbytes recommended)
Operating System:
TOS 1.4 or higher
Mouse:

Atari mouse
Graphics:
X/TOS/window/server:
monochrome 640x400x1,
monochrome 1280x960x1 (TT, SM194)
X/TOS/window/server/color:
monochrome 640x400x1,
monochrome 1280x960x1 (TT, SM194)
color 320x200x4
color 640x200x2
color 640x480x4
color 320x480x8
Ethernet Card:
Atari Card (Mega or VME bus)
Riebl/Wacker (Mega or VME bus)
Biodata BioNet 100 II (DMA port or VME bus)
Network Software:
Atari/Riebl/Wacker ANS TCP/IP
Biodata TCP/IP
Disk Space:
none (two floppy disks, may load fonts from second disk or font server)
Features:
full X11 Release 5 implementation
Shape, Multi-Buffering, MIT-SUNDRY-NONSTANDARD extensions
PEX extension optional
support of font server protocol
support of X Display Manager Protocol
access control support
compatible to OSF/Motif and OpenLook
high performance (more than 32,000 Xstones on TT)
fast cursor tracking
backing store and save unders support
size of virtual screen limited by memory only, automatic panning
X/TOS/window/server/color supports all video modes at the same time,
including dynamic visuals
loadable key maps (xmodmap format), full support for European keyboard
layouts
3-button mouse emulation with Atari 2-button mouse
may run parallel to GEM (switching with hot key), configurable multi
tasking priorities
about 50 fonts supplied

:DEMOS: ??.??.??
Why won't demo x run on my machine?
==========

90% of the time, if a demo does not run on your American ST, you probably
need to be in 50Hz mode to use it. Get a program like 50hzboot.prg from
atari.archive to allow this.

:PAINT: ??.??.??
What is the format for [x] paint program data?
==========

There is a periodic posting of ST Picture Formats, edited by David Baggett.
The file is on the atari.archive server under /atari/graphics/picfmts.doc.

:PD: 93.06.11
Where can I get Public Domain/Shareware software?
==========

There are FTP sources and a comp.sources.atari.st/comp.binaries.atari.st
mail server. You can also try the commercial on-line services such as
GEnie, CompuServe, Delphi and Bix.

Using FTP, most files should be retrieved in BINARY format (at least those
ending with the suffix of .ZIP, .ARC, .LZH, .ZOO, .PRG, .TTP, .TOS)

Mail servers encode files. You will need a program called 'uudecode' in
order to change files ending with the suffix .UUE (or .UAB, .UAC, etc.)
into their original form.

:MAIL: ??.??.??
E-Mail file servers

archive-server@spud.hyperion.com:

Spud holds all of the comp.sources.atari.st / comp.binaries.atari.st
postings. If you aren't reading these two newsgroups, you should consider
doing so. You may obtain uuencoded files as e-mail. You can obtain a
help file by mailing a message to archive-server@spud.hyperion.com, with
the main body of the message being the word 'help'.

atari@atari.archive.umich.edu:

The atari.archive server is mentioned many times in this article. It contains
a multitude of Atari ST PD and shareware programs. If you don't have access
via FTP you can obtain many of the files via e-mail. You should first obtain a
help file by mailing a message to atari@atari.archive.umich.edu, with the main
body of the message being the word 'help.'. If you are from a uucp site,
please enclose this statement also 'path host1!host2!....', where
host1!host2!... is your path. Please read the help file completely before you
ask questions, and then send any you may have to jon@atari.archive.umich.edu.
Any questions about the archive or specific files go to
weiner@atari.archive.umich.edu (or weiner@terminator.rs.itd.umich.edu,
jeff.weiner@um.cc.umich.edu, weiner@zircon.labmed.umn.edu, or
weiner@umnstat.stat.umn.edu :-)

archive-server@micros.hensa.uk.ac:

This is a UK public domain archive, available to sites within the UK via
via JANET.

info-server@Germany.EU.net:

This is a german public domain archive. This only has comp.binaries.atari.st
and comp.sources.atari.st.

archive-server@Germany.EU.net:

Same place as above, but this one carries other software than just
comp.binaries.atari.st and comp.sources.atari.st.

mail-server@cs.ruu.nl (or uunet!mcsun!hp4nl!ruuinf!mail-server):
---
send the following message

```
begin
path john@highbrow.edu (PLEASE SUBSTITUTE *YOUR* ADDRESS)
send ATARI-ST/index
end
```

NOTE: *** PLEASE USE VALID INTERNET ADDRESSES IF POSSIBLE. DO NOT USE
ADDRESSES WITH ! and @ MIXED !!!! BITNETTERS USE USER@HOST.BITNET ***

The path command can be deleted if we receive a valid from address in your
message. If this is the first time you use our mail server, we suggest you
first issue the request:
send HELP

LISTSERV@UOGUELPH.BITNET:

Mail messages with the contents HELP will bring you some usage information
and GET PROG-A16 FILELIST will provide you with a list of files. Subscriptions
to INFO-A16 are also available on this server. INFO-A16 is a digest of
messages from comp.sys.atari.st.

:FTP: 93.05.05
Anonymous FTP servers

Note: The generally accepted practice for FTP use is as follows:

1. Limit access times to non-working hours. This is usually 6-8 pm
to 8-9 am LOCAL time. LOCAL time means local to the computer
you are accessing! For example, 4 P.M. in Minneapolis, Minnesota
is 10 P.M. in England, and 10 A.M. in Germany is 4 A.M. in New
York.

2. Once you connect, issue the following commands at your FTP
prompt:

```
user anonymous
<YOUR e-mail address should be entered at the Password: prompt)
ls
cd <to the appropriate directory>
```

3. Limit downloads, especially across the ocean. Remember, there are
other people who are using the same lines as you.

Atari FTP sites (the list is -not- exhaustive)
---

atari.archive.umich.edu [141.211.164.8]

uk.ac.lancs.pdsoft (available to UK users via JANET)

Note: Access is a bit different for this archive site, use the following:

user pdsoft
pdsoft (at the Password prompt)

ftp.Germany.EU.net [192.76.144.75]

ftp.cs.ruu.nl [131.211.80.17]

src.doc.ic.ac.uk

This site has a mirror of atari.archive.umich.edu in /computing/systems/
atari/umich.

:TEX: ??.??.??
Is TeX/LaTeX available on the Atari ST?
==========

The TeX/LaTeX typesetting programs are available on the Atari ST. Check the
atari.archive server under /atari/tex. Fonts and device drivers
(including one for the Epson 9-pin printers) are available on the
atari.archive server.

The latest version of TeX (3.14) has recently been made available on the
atari.archive server. The files are in a subdirectory of their own.

Graham Higgins recently wrote a message in comp.sys.atari.st indicating the
minimum files needed to get a working TeX/LaTeX system up and running on the
Atari ST. He said:

You'll need, at minimum:

The binaries for LaTeX/TeX :StTeXBin
The style files :StTeXSty
The font macros :StTeXTfm

If you want to screen-preview, you'll need screen font files (showdvi)
If you want to print locally, you'll need printer font files (dvifont)

Allow 5Mb.

For a step-by-step article on setting up Tex and LaTeX, send an e-mail request
to davidli@simvax.labmed.umn.edu. Be sure to mention 'tex.setup'.

There is also a complete, ready-to-install distribution called CS-TeX. The
latest version, 4.0, is available at atari.archive: /atari/tex/cs-tex-4.0.
This consists of 8 disks full of TeX stuff, plus an installation program

that takes care of the details for you.

==========
Hope you liked the comp.sys.atari.st FAQ. If you have comments,
suggestions, more material, etc., mail me at sourada@iastate.edu

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

Later,
Steven Ourada
--
This .signature Copyright 1993 Steven Ourada --- sourada@iastate.edu
See COPYING for details

109. Welcome to comp.sys.atari.st! (Hardware)

Newsgroup: comp.sys.atari.st
Date: 1993-10-03 01:21:41 UTC
From: sourada@iastate.edu
Message-ID: <hard_749611287@iastate.edu>
Source record: 200334
Cross-posted to: comp.sys.atari.st,news.answers,comp.answers

```
Archive-name: csas-faq/part3

Welcome to comp.sys.atari.st! Please read this FAQ before posting a question
to comp.sys.atari.st, since a lot of common questions are answered here.

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

Entries are dated by the last change. ??.??.?? means they were last changed
before the dates were added.

The following is an index of the questions answered in this part of the FAQ.
For easy access to a particular question, search for the tag surrounded by
colons (i. e. :GNU:). Questions marked with '*' are new or changed.

WEL Welcome to comp.sys.atari.st
MODELS All the models in the ST line
FALCON What are the specs on the Falcon?
ACCEL Hardware Accelerators
TAPE Can I use a SCSI tape drive?
DRIVES What should I know about hard drives and the ST?
FLOPPY Can I use 1.44 meg floppy disks and Flopticals?
GRAPHIC How can I enjoy enhanced graphics on my ST?
KEY A few keyboard questions
JOY What joysticks work best with the Atari ST?
MODEM What modems work with the Atari ST?
MONITOR What should I know about monitors and the ST?
PCEM How can I turn my Atari ST into a PC emulator?
SPECTRE How can I turn my Atari ST into a Macintosh emulator?
UPGRADE Can/should I upgrade my ST?

:WEL: 93.06.11
Welcome to comp.sys.atari.st
============================

This newsgroup is devoted to discussion about 16 and 32 bit Atari micros. At
present that includes the Atari 520ST, 1040ST, Mega ST, STe, STacy, Mega STe,
TT, and Falcon. There are also emulators for the Apple Macintosh and IBM
PC/XT/AT available.

Most of the people who read this newsgroup are technically oriented.
The newsgroup serves as a resource for Atari users ... feel free to
contribute to the discussions.

Associated newsgroups include:
```

comp.binaries.atari.st ! uuencoded binary programs
comp.sys.atari.st.tech ! technical programming/hardware topics
comp.sources.atari.st ! uuencoded/shar sources

:MODELS: 93.01.30
All the models in the ST line
==========

This is a pretty complete list of all the ST/TT models and their main features. If you have any additions/correction, of course, send them to me.

Feature key:
CPU's:
8 8 MHz 68000
16 16 MHz 68000
16/3 16 MHz 68030
32/3 32 MHz 68030

RAM:
/1 128kB
/5 512kB
1 1MB
2 2MB
4 4MB
S SIMM slots for expansion

Built-in:
F Floppy
M TV modulator

Extra:
AV 8 bit digital stereo audio, 4096 colors, hardware scrolling, analog joystick ports
MB MegaBus processor-direct bus slots
6U 6U VME bus slots, second serial port
FC Motorola 56000 DSP, 16 bit stereo audio, much enhanced video

TOS:
Highest built-in TOS

Models:
Name CPU RAM TOS B.I. Extra Comment
---
130 ST 8 /1 1.0 M Never marketed
260 ST 8 /5 1.0 M
520 ST 8 /5 1.0 M
520 ST+ 8 1 1.0 M
520 STm 8 /5 1.2 M
520 STfm 8 /5 1.2 FM
1040 ST 8 1 1.0 FM
1040 STf 8 1 1.2 F
1040 STm 8 1 1.2 M
1040 STfm 8 1 1.2 FM

Mega 1 8 1 1.2 F MB
Mega 2 8 2 1.2 F MB
Mega 4 8 4 1.2 F MB
STacy 8 1 ??? F Laptop
STBook 8 1 ??? F Notebook
520 STe 8 .5S 1.62 FM AV
1024 STe 8 1S 1.62 FM AV
Mega STe 16 1S 2.06 F AV,MB,6U
TT 16/030 Just for developers
TT 32/030 S 3.06 F AV,MB,6U Various mem/HD configs
Falcon 16/030 S 4.?? F AV,FC Many enhancements!

:FALCON: ??.??.??
What are the specs on the Falcon?
==========

Here's some stuff I culled from the (reposted) Delphi conference with Sam Tramiel.

--- Start Quoted material ---
Here's the specs on the Atari Falcon 030:

CPU: Motorola 68030 running at 16 Mhz
32-bit Bus
Optional 68881 or 68882 FPU
RAM: 1,4, or 14 megs
Standard Atari Cartridge Port
Motorola 56001 DSP chip

Expansion Bus:

Internal direct processor slot for 386SX PC emulation, or other coprocessor

Graphics:

Super VGA graphics: 640x480 with 256 colors
True color 16 bit mode allowing a display of up to 65,536 colors
Accepts external video sync signal to allow high quality genlocking
Overlay mode for easy video titling and special effects
Overscan on TV's and ST Color monitors
262,144 possible colors
hardware-assisted horizontal fine scrolling
BLiTTER graphics co-processor

Sound features:

Eight 16 bit audio DMA record and playback channels
Stereo 16 bit digital DMA input
Stereo 16 bit DMA audio output
SDMA sound/DMA Coprocessor

Standard Ports

SCSI II port with DMA
High speed LocalTalk compatible LAN
Connector for analog RGB color (ST or VGA) or composite video
RS232C serial port
Bidirectional parallel port
MIDI IN/MIDI OUT
Stereo microphone input, miniature stereo plug
Stereo audio out, miniature stereo plug
Two joystick connectors
Two enhanced digital/analog controller/light pen connectors

Data Storage

1.44 Mbyte floppy disk drive
Optional internal IDE Hard Disk

System software

Pre-emptive Multitasking with adaptive prioritzation (MultiTOS)
Inter process communication
NewDesk desktop and eXtensible control panel
Multiple window user interface; number of windows limited
only by memory or software in use.
--- End Quoted Material ---

:ACCEL: ??.??.??
Hardware Accelerators
=====================
(Thanks to Shoou-yu Tang sytang@lamar.colostate.edu for this info.)

68000 based: ICD adspeed ST/STe
Fast Tech Turbo T-16 (16MHz)
T-20 (20MHz)
T-25 (25MHz)
68030 based: Gadget by Small SST (16MHz to 40MHz user changeable, 8 SIMM slot
68882 FPU socket, 1 expansion slot, TOS 2.0x).
Fast Tech : Tiny Turbo
Full size version

:TAPE: 93.08.11
Can I use a SCSI tape drive?
============================

Yes, just about any SCSI tape drive should be useable on the ST line. (Of
course, if your computer doesn't already have a SCSI port, you'll need a SCSI
host adapter.) There are at least two freeware/shareware programs that can
help you back up your HD to SCSI tape: TapeBIOS and GEMAR (a German GEM
ARchiver)

:DRIVES: ??.??.??
What should I know about hard drives and the ST?
(Thanks to Shoou-yu Tang sytang@lamar.colostate.edu for this info.)

To get a hard drive for ST, STe, Mega, Mega STe or TT(using DMA port):
1. Host adapter (convert the ST's DMA to SCSI standard):
ICD, Supra, BMS are the three major manufature. ICD has very good
software updating support and updates very often.
2. SCSI hard drive or MFM/RLL drive with SCSI adapter:
i). SCSI drive:
Like Quantum Pro80LPS, Seagate ST-xxxN series, they have a 50 pins IDC
connector, and usually say SCSI hard drive or Mac drive. (Any Mac except
Mac128, Mac512, FatMac has SCSI built in, so a drive that works with Mac
usually has SCSI interface).
No other adapter needed, just connect to the host adapter in 1.

ii). MFM/RLL drive:
These types of drive is older and used in older IBM machines. To use
them you need an adapter to convert them to SCSI. Adaptec 4000/4000A
is for MFM, 4070 for RLL drive, Emulex and OMTI also has similar cards
availible. Adaptec has stopped production for quite sometime so look for
these in used/liquidation place. (usually goes $40 to $75 each).

Connect the drive to the adapter (said Adaptec 4000) then connect the
adapter to the host adapter. (said ICD). It looks like following:

```
-------------- ----------- ------------ ----------
| MFM drive |------->|ACB 4000 |------>| ICD |------>| ST DMA |
-------------- ----------- ------------ ----------
```

3. Case, power supply and cabels for the drive system:
Unless you have Mega, Mega STe, TT and the drive is 3.5" so you will put
the drive internally, you will need a case with power supply to house the
adapter and hard drive. IBM case is very easy to get and has a lot of space
for expansion.
For older drive you need about 40 watts each drive, for newer 3.5" drive
they use about 20 watts or less, Quantum LPS drive use about 10 watts each,
make sure your power supply has more than the drives need. Again if you
use IBM case, the 150 watts power supply for that type case can drive at
least 3 drives without problwm.
Cables: DMA cable usually comes with the host adapter.
power cable from power supply to drive usually comes with power sup
SCSI cable from host adapter to SCSI drive or adapter(for MFM/RLL),
it's 50pins IDC female connector on each end with 50 conductors
cable. Should be availible at place you get the drive.
For MFM/RLL drive you will need the usual MFM/RLL drive cable:
(a 34 conductors cable and a 20pins connector, again should be
available at the place you get the drive).

Now, connect them all together. Before power up, check the connection again.
And check the jumper setting on the drive (consult the drive's manual). If you
are using more than one drive with the system, make sure only the last drive
has the terminator (either a DIP or a signle inline package of resistor, which
usually is socketed and close to the SCSI connector on the drive circle board.
Remove the terminator from other drives. [only the last drive should have the
terminator]

Software usually comes with the host adapter, or you can FTP atari's AHDX5
from ftp sites.

:FLOPPY: 93.08.11
Can I use 1.44 meg floppy disks and Flopticals?
==========

1.4 megabyte floppy drives will soon be available from Atari for MegaSTe
and TT machines. If you own an older Atari ST, there is a company which offers
a $199 kit (including floppy) to install and use the drive.

Note that Tos versions prior to 2.05 will not format a 1.4 meg floppy from the
desktop.

Floptical drives (floppys that use optical tracking to get 21MB on a 3.5" disk)
can also be used through a SCSI port. ICD's newer host adapter software (the
'PRO' version) will handle them.

:GRAPHIC: ??.??.??
How can I enjoy enhanced graphics on my ST?
==========

For stock STs, JRI makes a chip which allows a 4096 color palette.
There is also a public domain enhancement that allows 32768 colors on
older STs. This can be found as 32kcolor.lzh on some archives.

There are a number of graphics boards on the market. Here is a first pass
at listing some of them. The information is based on postings by Ben Gilbert
and Jari Lehto.

C32 board by Matrix Datensystem (Germany)
* 800x608, 256 colors
* all ST/TT models
* 256k, 512k and 1meg versions

C75Z board by Matrix Datensystem (Germany)
* 1024x768, 256 colors
* Mega ST or STe, TT VME Buss

(Matrix GmbH has over 15, maybe over 20 with all versions, different
graphics boards available, from hobbyist to professional, from CAD
to GenLock and digitizing.)

ISAC board by Dover Research Company (U.S.)
* 1024x768, 16 colors from palette of 4096
* makes hi-res look like ST low res, just with a huge window
* Mega ST buss
* Dover Research Co. (612) 492-3913

The Imagine by Wittich Computer GmbH (Germany)
* 1024x768, 256 colors
* Mega ST only

(Versions available for all ST/TT models. Several possible resolutions.
Reasonable price, but slow and not very compatible..)

Crazy Dots by TKR (Germany)
* 1024x768, 256 colors
* Mega ST only

(1280x800, 256 colors out of 16.7 million color palette. 1664x1200 for
both 16 color and monochrome. True color option available. Mega ST,
Mega STe and TT.)

reSOLUTION SuperVGA by GengTec (Germany)
* 8 resolutions, 320x200 through 1600x1200
* 16 colors without driver, 256 out of 256,000 with driver
* 1 mb RAM
* uses a standard VGA monitor
* Mega ST or regular ST
* available in U.S. from Rio Datel, 1-800-782-9110, (702) 454-700

(1024x768 is the highest resolution with 256 colors. Driver is called
Multicolor VGA option. Compatible with NVDI and Blitter. Multisync
monitor recommended.)

AlberTT
* like ISAC card, but specific for TT VME buss

MegaScreen
* 832x624 monochrome
* connects to MegaBus
* works with Spectre

Reflex
*1024x1024 with SM124 monitor
*2048x2048 possible with expansion
*usable with most big-screen displays

ODIN by Marvin AG (Switzerland)
* external expansion
* gives TT-resolutions to a regular ST

Cyrel
* RISC-based card
* extremely costly

Here's a few more cards, available from OverScan GbR, Saentisstrasse 166,
1000 Berlin 48, West Germany, ++49 30 721 94 66, ++49 30 721 56 92 (FAX),
++49 30 727 05 6 (Mailbox, language: German)

Autoswitch OverScan for the ST (NO STE compatibility) is DM 129.--, you
don't have to buy a new monitor. The maximum resolution on a SM 124
is variable, but in most cases at about 732*480.
AutoSwitch OverScan TT is a VME board. It's about 249.-- DM, you also can use
your old monitor, but it only works in the TTs five color modes
(3 ST-compatible modes, 2 TT-modes). Resolutions are variable, ask
OverScan about the values for your monitor.
Falcon ScreenBlaster blows up your Falcons resolution to a maximum of nearly
900*600 on SVGA-monitors. It'll be shipping as soon as Falcon030s

become available, and the pricing will be near 150.-- DM.

Graphics cards for which information is sought:

OmniChrome board by Omnimon Peripherals

JRI GenLock

Atari/Lexicor 24 bit color card

Jari Lehto proposed the following recommendations:

Low budget SVGA - reSOLUTION
Professional high-end use Cyrel (or is it Cyrix?)
Hobby or semi-pro DTP Reflex
Hobby DTP MegaScreen
To obtain TT resolution ODIN

:KEY: 93.09.02
A few keyboard questions
========================

Here's how to connect a MegaST-keyboard to a 1040ST:
It's taken from the "ST-Computer" October '90 ('Quick-Tips')

Picture 1

Mega ST-Keyboard cable
(seen from outside)

```
It's no problem to connect * 1
the MegaST keyboard to the ____________ o
smaller computers 520St and ___| | * 3
1040ST. To do that, you only | 6 * | * 4
have to get a 6-pin western | 5 * | * 5
connector plug to be connec- | 4 * | * 6
ted to the keyboard. (available | 3 * | * 7
in Electronic shops) After that | 2 * | * 8
four cables must be connected | 1 * |
with the 'Pfostereihe' (the |___ | 1040ST
plug inside the 1040ST) where |____________| Keyboard-Plug
normally the dazzy original-keyboard
is plugged in. The exact connection Picture 3
is shown on picture 2 and 3
```

Eickmann Computer, Franktfurt

```
* * * * * * * * * * * * * * * o *
18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 1
```

Picture 2 520 ST Keyboard plug (not for You, Jeff)

Picture 3 (Meg to 1040ST) Picture 2 (Meg to 520ST)
MegST MegST
keyboard cable <--> 1040ST plug keyboard <--> 520ST plug

```
6 <--|----> 8 6 <--|----> 1
| |
5 <--| 5 <--|

4 <-------> 5 4 <-------> 14
3 <-------> 6 3 <-------> 15

2 <--|----> 4 2 <--|----> 13
| |
1 <--| 1 <--|
```

****
And now for No.2
****

If you remove the keyboard from the Mega ST and switch on the computer,
the computer won't boot up and send you a series of 'Alert-Beeps'.
If YOU want to let your Mega ST run without a keyboard (FAX-Server a.s.o.)
simply connect a restistor to the keyboard-plug in the Meg and at once
there's silence and he'll do his job!
(Freely translated from Eickmann-Computer by me)

```
6 * 10kj resistor
5 * _____
4 *----|_____|--
3 * |
2 *-------------+
1 *-------------|
```

Mega ST keyboard-plug
(inside-view)

****
And here's another one: This one's about the Hardcopy-function of the ST's
****

Do you hate it - after pressing <Alternate>+<Help> the same time - when
you don't have a printer connected to the parallel port of your ST and
must wait a long time to work again because of the long break taking the
computer to realize that there's no printer connected?
Well, do this and forget about it:

connect the following pins of the printer port of your computer (better:
create a Sub-D 25pin-male-plug an connect the pins on the soldering side):

pin 13 connected to 14 and 15 (all across the plug)
pin 1 connected to 10
pin 23 connected to 11 and 12

****

:JOY: ??.??.??
What joysticks work best with the Atari ST?

The Atari ST works with joysticks with a 'standard' D-Socket. IBM-style
joysticks, Apple joysticks, and Nintendo joysticks will -not- work.

Some recommended joysticks:

Konix Navigator - "best .. if you want to use it for any length of
time"
Gravis - "responsive ... great for games like MidiMaze"
WICO - "strong reed switches, hard plastic and metal components"
Atari - "FAR more controllable and responsive than other, more durable
units"

:MODEM: ??.??.??
What modems work with the Atari ST?

Any external modem should work fine with the Atari ST-series of computers. You will need to purchase or build an RS-232 cable. Be sure the cable is capable of establishing DTR with your modem, as many telecommunications packages check the status of the DTR line. (Ask your local hardware guru if you don't know what DTR is...)

The ST can connect to modems at up to 19,200 baud. Practically, you will purchase either a 2400-baud or 9600-baud modem. The cost of 2400-baud modems has dropped so much in the past few years that you should not even consider a slower modem. Believe me, modem speeds under 2400-baud are going to seem SLOOOOOOW to you!

You will probably need a serial port patch program to use high speed modems on your ST; most versions of TOS have a bug in CTS/RTS handling.

:MONITOR: ??.??.??
What should I know about monitors and the ST?

The monitor is your connection to the ST. Without a monitor, you're typing blind. (Unless, of course, you have an RF modulator on your ST and attach it to your TV set. This is discouraged, as the bandwidth and resolution are pretty terrible for anything other than arcade games.)

There are three monitor choices for those of us owning Atari ST/STe equipment:

1. Monochrome monitors - these include the venerable SM124, one of the sharpest monochrome monitors on the market. Street price is about $150, used monitors should run around $80-90. You can also purchase a 19" monochrome monitor. This gives you a 'big screen' to play around in, and is best for work with DTP and CAD systems. The price is a bit high at $1500+, and you'll need a plug-in board, which is generally set up for the Mega ST machine.

2. Color monitors - including the SC1224 in all of its incarnations (JVC and Goldstar being the primary vendors). The newer monitor, the SC1435, has a 14" screen and stereo sound.

3. Multisync monitors - these monitors provide monochrome and color access in one monitor. The street price is around $450, about $100 more than a standard Atari color monitor. You need to reset your computer to change resolutions. In many cases, a nice little switch box is provided (or you can build one) which does this for you. Examples of multisync monitors include the OMNIMON RAINBOW MONITOR.

There are any number of monitor choices for those owning Atari TT equipment, although they all boil down to 'multisync VGA'. There 14" color VGA monitor from Atari is quite nice, as is the 19" monochrome monitor. Any standard 14" multisync VGA monitor will do as well. Forget moving your SM124 or SC1224 monitor to your new system, the cabling and electronics is just not going to work.

:PCEM: ??.??.??
How can I turn my Atari ST into a PC emulator?
==========
(Thanks to Shoou-yu Tang sytang@lamar.colostate.edu for this info.)

Supercharger is the only external PC emulator with 8MHz V30 and 1MB RAM in a nice lunch box. It connects to ST's DMA port and defaults as device 3. It's powered by external power supply. Has 8087 socket and one expansion slot. The 1MB RAM can be used as RAM drive by ST when the IBM side not used.

:SPECTRE: ??.??.??
How can I turn my Atari ST into a Macintosh emulator?
==========
(Thanks to Wayne (trek@ihlpb.att.com) for this info.)

Product: Spectre GCR from Gadgets by Small, Inc
40 W. Littleton Blvd
#210-211
Littleton, CO 80120
Retail: $299.95

Description:
The Spectre GCR is a combination of software and hardware that allows the Atari Mega/ST/STe/TT line of computers to emulate an Apple MacIntosh Plus(tm) Computer. The emulation is so good that most Apple software runs out of the package using your Atari Disk drives to read in the Mac software. It does all of this while running 20% faster than the program would on a MacIntosh Plus and provides you a 30% larger screen area.

The Spectre GCR is a combination of software (written by Gadgets by Small, Inc), a cartridge (also from Gadgets), and a pair of 128K Apple ROMs (from either a MAC 512kE(tm) or Mac Plus - part numbers 342-0341 and 342-0342 which you purchase separately from an Apple source.) The Apple ROMs can currently be purchased for around $150. MacIntosh documentation and software, including the operating system (referred to as System/Finder), are also required to round out the package.

The Spectre software is currently at release Version 3.0. Gadgets supplies fairly frequent updates to allow you to keep up with the Apple OS releases. The Version 3.0 update retails for $20. Version 3.0 supports 15 of the 128K OS releases up to, but not yet including System 7 releases.

Spectre software supports Mac formatted disks (including formatting your own) with your Atari drives, Mac sound, large screen displays (1280x960) Mac harddisks via SCSI through a Megatalk board (retail $299.95 from Gadgets) or through an ACSI-SCSI host adapter (my Syquest works beautifully- and

the excessive use of disk accesses in Mac software will have you wanting
a hard drive). Spectre 3.0 also supports DOS Mounter and Apple File
Exchange if you are needing MS-DOS data disks for Mac work. Language
configuration support, keyboard support, A4 paper size support for
Lasers have also been added to 3.0.

Running Spectre:
The feeling you will get when you see your Atari transformed into a
MacIntosh with a decent screen is indescribable. The extra flexibility
that you get will also make you feel more confident in the greatness of
your Atari. You will also get to see some of the frustrations with one
of the other sides of the fence - frustrations like excessive disk access,
remembering not to remove/change a disk unless the OS tells you to, etc.

Speaking of changing disks, there are major differences in the operating
philosophies of an ST and of a MacIntosh. You really must read the
documentation that comes with the Spectre GCR (and I for one found that
a real delight. Dave and Sandy have a very different approach to software
documentation that makes it enjoyable reading.) You should also read the
Mac Operating System docs. One other reference you may need if you are
going to do much with Mac software is one of the reference manuals
referred to as the MacIntosh Bible.

If you ask an Apple dealer if a particular piece of software runs on
a GCR, don't figure you will get a straight answer. They won't know.
The current compatibility list from Gadgets lists about 450 programs
and their release numbers that have been tried and found to work with
Spectre GCR. In general, if a piece of software won't work with the GCR,
it is probably becuase of copy protection. Most serious Mac software is
not copy protected.

One last note - earlier versions of the emulator exist that were not capable
of reading Mac disks directly. It's a capability you will want.

(Thanks to Shoou-yu Tang (sytang@lamar.colostate.edu) for this info.)

Spectre GCR is the best availible, you need to obtain a set of 128KB ROM from
Apple (they are used in Mac 512KE and Mac Plus, noted that Mac512 use older 64
KB ROM which is not good) to fully utilize the device. Also it's recommanded
to use it with MONO monitor and at least 2MB RAM. The Spectre software takes
about 300 some KB of memory, so on a 1040 there is not very much left for Mac,
especially after the Mac system is loaded. 4MB memory and MONO is best.
It can read/write Mac disk direct using ST's drive (double side drive, as most
Mac drive is double side). With DOS mounter or software like that you can read
/write ST, IBM disk from the Mac desktop as well (don't try to run the ST, IBM
binary. It's only for file transfer). Or you can use Apple File Exchange to
read/write ST, IBM disk.
Syatem 6.0.5 runs fine, system 6.0.6, 6.0.7 runs also. But system 7 will not
run with it.

:UPGRADE: ??.??.??
Can/should I upgrade my ST?

The answer depends on the type of ST you currently have, and what you want to do in the future. Be aware that there are a large number of modifications one can perform on the venerable 1040ST, and that newer machines are coming down in cost so much that to obtain a certain feature it may be cheaper to purchase new than to upgrade.

1. Memory - most ST machines may be upgraded to 4 megabytes. The newer STe machines use either SIP or SIMM

2. TOS - for those still running TOS 1.0, now is the time to consider an upgrade. TOS 1.4 has been around for at least 2 years now, and is -much- faster (and safer) for those using hard drives. TOS 2.06 is available as a hardware upgrade to ST and MegaST machines for about $150 from CodeHead

==========
Hope you liked the comp.sys.atari.st FAQ. If you have comments, suggestions, more material, etc., mail me at sourada@iastate.edu

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for compiling most of this FAQ.

Later,
Steven Ourada
--
This .signature Copyright 1993 Steven Ourada --- sourada@iastate.edu
See COPYING for details

110. Re: More Falcon news

Newsgroup: comp.sys.atari.st
Date: 1993-10-03 01:31:44 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <28la20$8eb@elroy.jpl.nasa.gov>
Source record: 200331

In article <1993Sep29.124925.3778@infodev.cam.ac.uk>,
Phillip Davey <pd@mbuc.bio.cam.ac.uk> wrote:
>A "consumer" version of the falcon will be released soon.
>It will be in a tower case although modelled to look more like a hi-fi.
>It will not have a cartridge port or a scsi port(?).
>It is mainly to attract new customers, "serious" users will need to get the
>ste style falcon.
>
>(It would be nice to have a real falcon in a separate keyboard/case style)

This makes no sense at all. A tower-style design for a consumer model? I
thought the current Falcon *is* the consumer model...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

111. Re: Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-10-03 02:53:55 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.763169@cix.compulink.co.uk>
Source record: 200335

In article <92123@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
>Excuse me, Ofir...
>
>I've NEVER said anything about Macs here.
>
>Please try to keep your flames separate.
>

Sorry, I got it confused with someone else. My apologies. Regarding US support. I hear that NVDI is now available in the US. You can always order stuff from Germany or the UK (where the docs are in English). HiSoft and Compo are two companies that have many Falcon compatible or specific products. Oh and Cubase Audio.

It's a shame ther's not more, but there is quite a bit as it is. It seems that some good products are coming from America - Geneva, The Atari Compendium, STraight FAX, NeoDesk 4, Photo CD software...

Ofir ogal@cix.compulink.co.uk

112. Re: 68882 coprocessors

Newsgroup: comp.sys.atari.st
Date: 1993-10-03 04:48:56 UTC
From: kfason@csn.org
Message-ID: <CEB1DL.H8E@csn.org>
Source record: 200336

: In article <...>, pd@mbuc.bio.cam.ac.uk (Phillip Davey) writes:

: PS: Is there a DIL version of the 68882? Doubt so...

I do not know the diff. But if you mean like wether the pins are curved underneath or straight like "normal" ya they are. I called som place In California (before I knew I needed a PAL for my Mega/STe also) and they had all types of it...

To other Mega/STe owners, If your considering getting a FPU for your Mega/STe, My Dealer talked to Atari and Atari said they do not do the FPUs anymore. BUT Best does. So either deal with them yourselves or have your dealer do it. This way saving you and your dealer time trying to get hold of Atari... :)

l8

-Kevin Fason

```
-------------------------------------------------------------------------
| Atari Mega/STe 4-95 w/ FPU | Contact Info: |
| US Robotics 16800 Dual Standard | kfason@Lamar.ColoState.EDU |
| Multi Game Hunter ASIC 24Mbit | kfason@CSN.ORG |
-------------------------------------------------------------------------
```

113. Falcon + Space Junk Demo = WOW!

Newsgroup: comp.sys.atari.st
Date: 1993-10-03 08:00:07 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2cae0424@troed.ct.se>
Source record: 200345

```
In a message of 02 Oct 93 20:07:28, Jason Brunken wrote:

JB> I just downloaded the demo of the game 'Space Junk' for the Falcon. All I
JB> have to say is W O W ! If this is the type of game that it going to be
JB> released for the Falcon then I'm glad I have one!
JB>
JB> Full motion video! Stereo sound! Spectacular Graphics! (And it appears
JB> it
JB> will have pretty good gameplay as well!)
JB>
JB> Anyway, I've uploaded the demo to 'atari.archive.umich.edu' and
JB> 'ftp.uni-kl.de' so check it out and tell me what you think! The demo is
JB> 4 meg zipped and 7+ meg unzipped!
Release date?

..and will it use a normal joystick/mouse or the extended joypad?

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+
```

114. Re: Dumb questions re 1040ST

Newsgroup: comp.sys.atari.st
Date: 1993-10-03 08:40:11 UTC
From: rodr@netcom.com
Message-ID: <rodrCEBC30.sL@netcom.com>
Source record: 200346

Many thanks to the following kind and helpful souls who answered my newbie questions regarding a 1040ST that I was resurrecting from the bowels of my basement:

Richard M. Venable
Earl Hood
Lars-Erik Osterud
Kevin Scruggs
Jan T. Kim
Kendall Helmstetter Gelner
Robert Anisko
Winnipg
STIRRE31

Jan T. Kim's reply seemed especially useful and interesting, and I include part of it here:

> This sounds like you have a machine of the first days there,
> which has TOS (abbreviation for The Operation System (not
> kidding) for the Atari ST) not in ROMs, but needs to load it from
> a disk, the said language disk. Since 1985, when the first TOS
> ROMs became available, we have seen TOS 1.02 (a few bugs of 1.0
> fixed), TOS 1.04 (lots of internals really fixed and improved,
> but user interface still not much changed), and finally TOS 2.06
> (big improvement of the user interface, and some fixes and
> additions to internals). You definitely want a ROM set. If you go
> asking around, you should be able to get a TOS 1.04 set cheaply
> from someone who has upgraded to TOS 2.06. For TOS 2.06, you need
> an upgrade kit with an additional board, this is because TOS 2.06
> is too large to fit into ROMs of the original capacity of 192K.
> The newest OS developments are MiNT and MultiTOS. These offer
> multitasking, but they are only useful if you have a harddisk and
> lots of RAM, and you're going to wish for a TT if you start using
> them. I did, and now I do have a TT.
> Before getting any ROM set, you need to determine whether your
> machine needs a set of two or six ROMs. You have to open it and
> check. If you do that, be prepared for some difficulties, there
> is a metal shielding case inside the plastic case, and that is a
> mess to take apart sometimes.

Incidentally I do already have TOS in ROM, but do not know how to determine what version it is. It seems to work fine with the software that I have tried.

Robert Anisko noted the following, which saved me a lot of grief:

> One last point that might help ya. You'll notice that some of the
> Atari files in the various FTP sites are archived with stuff like ARC,
> LZH (LHA/LHARC), ZIP or ZOO. These are compatible with the PC format,
> so you could un-archive a file (maybe read the README.TXT) right on
> your PC - so everything could be ready to plug and play when you get it
> to the Atari...

Regarding terminal programs, the following were recommended. I
list them here roughly in order of popularity:

Uniterm
Freeze Dried Terminal
Vanterm
Connect
Interlink (commercial software)
Miniterm
Ansiterm

Uniterm was by far the most popular among the respondents, and
perhaps that is to be expected on the Net because of its Unix
orientation. After studying the various comments, I tried out
Uniterm and Vanterm and decided that Vanterm would be more
palatable for my sister (for whom this system is destined)
because of its friendliness and relatively attractive use of the
color display, and because it would be used mostly with
Compuserve. I suspect that I would be more biased towards
Uniterm if I had the hi-res mono display.

Rod Roark Intellectual Products Corporation (404)992-5327
rodr@netcom.com Doing it right... the first time. Fax: 992-2906

The opinions I express are also those of my employer.

115. 16-BIT-MUSICEDITOR (FALCON) FINALLY AVAILABLE!!!

Newsgroup: comp.sys.atari.st
Date: 1993-10-03 13:21:01 UTC
From: b_kirsch@mubo.saar.de
Message-ID: <1993Oct3.132101.3696@mubo.saar.de>
Source record: 200133

[No readable article body recovered]

116. Re: the Atari TT line

Newsgroup: comp.sys.atari.st
Date: 1993-10-03 14:16:31 UTC
From: gruber@austin.ibm.com
Message-ID: <CEBrnJ.34DA@austin.ibm.com>
Source record: 200347

> Hello fellow netters,
>
> I have a question:
>
> Is Atari still supporting the TT line (i.e. are they still be
> manufactured)?

Yes, It is still being manufactured.

> If the TT is still manufactured, can it be gotten without a hard drive?

Not Sure, but you can get a smaller HD and use your
other as an external.

> And what cost am I dealing with?

Ask Toad Computers in Maryland --- I think it's around 1200-1400

117. Hermes "paths" file

Newsgroup: comp.sys.atari.st
Date: 1993-10-03 15:27:32 UTC
From: partingt@fwi.uva.nl
Message-ID: <1993Oct3.152732.24863@fwi.uva.nl>
Source record: 200348

Hi guys!

I've been busy installing Hermes UUCP this weekend but I couldn't get the
"paths" file right. No matter what I do, mdbs won't take it and pathalia
also complains sometimes. Has anyone gotten these file right?

The configuration I want is very simple: I have one host (sphinx) in two
domains (tnc.nl & nl.tnc.net) and I want all mail except local mail
to be forwarded to the host "tncmail" in the same domain.
How am I supposed to set up the "paths" file for this?

Thanks in advance! Vincent
--
"Meaning lies as much in the mind Vincent Partington
of the reader as in the haiku" Usenet : partingt@fwi.uva.nl
-- Achilles in FidoNet : 2:281/202.15
"Goedel Escher Bach" by Douglas R. Hofstadter NeST : 90:500/202.15

118. Re: Falcon + Space Junk Demo = WOW!

Newsgroup: comp.sys.atari.st
Date: 1993-10-03 16:03:10 UTC
From: oracle@iastate.edu
Message-ID: <oracle.749664190@pv0a27.vincent.iastate.edu>
Source record: 200349

In <2cae0424@troed.ct.se> rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:

>Release date?

>..and will it use a normal joystick/mouse or the extended joypad?

The demo uses the mouse... All I know is what was in the demo. And they
did not give an exact release date...

--

||| | >>> oracle@iastate.edu <<<
/ | \ | "Friends don't let friends use MS-DOS"
---

119. Re: Atari ST, MIDI programs?

Newsgroup: comp.sys.atari.st
Date: 1993-10-03 16:27:34 UTC
From: erkamp@titan.arc.ab.ca
Message-ID: <1993Oct3.102735.1479@janus.arc.ab.ca>
Source record: 200089

In article <749343703.AA00595@byte.bbs.no>, Lars-Erik.Osterud@f100.n30.z47.byte.bbs.no (Lars-Erik Osterud) writes:
>>If someone could help me with some ideas, recommendations, description
>>possible set-ups (email or posts), I would be most grateful.
>
>I think you will find CuBase (from Steinberg) to suit your needs...
>Alternativly Creator or Notator (both from C-lab)...
>
>(personally I think those are the only ones if you want the best)
>

CuBase is arguably the best MIDI package out there. It's not cheap though. If you are just getting started you might consider some of the other commercial products such as EditTrack from Barefoot software or TigerCub from Dr. T's

---
Bob Erkamp A L B E R T A
--> It Could Happen <-- R E S E A R C H
erkamp@arc.ab.ca C O U N C I L
---

120. Re: Atari Compendium question

Newsgroup: comp.sys.atari.st
Date: 1993-10-03 17:00:08 UTC
From: Jan_Willekens@p12.f202.n281.z2.fidonet
Message-ID: <2caf053a@p12.f202.n281.z2.fidonet>
Source record: 200074

```
In a message of <Sat 2 Oct 93 01:24>, Howard Chu (2:281/202.0) writes:

HC> that book is named, it's a British title...) you're completely
HC> covered. The OS coverage is, without a doubt, incomparable. Complete
HC> info on GEMDOS, GEM, BIOS/XBIOS, including MiNT and MetaDOS
HC> extensions, MultiTOS/Multi-AES, and AES features up to the stuff to
HC> be released in TOS 5.0. (Yeah, I bought a copy of the book at the
^^^^^^^^^^^^^^^^^^^^^^
HC> Glendale show...) --

Which are...???

Greetings... - Jan -
FidoNet: 2:281/202.12 InterNet: jan@nextjk.wlink.nl
ZyXELNet: 16:400/305.1 or: janwill@sci.kun.nl (faster)

--- ZapMail 1.30
* Origin: The @ char looks mighty good when using Speedo ;-) (2:281/202.12)
```

121. Problem Downloading s/w

Newsgroup: comp.sys.atari.st
Date: 1993-10-03 17:00:19 UTC
From: xanthip@sample.eng.ohio-state.edu
Message-ID: <1993Oct3.170019.22268@ee.eng.ohio-state.edu>
Source record: 200350

I just bought an Atari 1040STe. I have NO communications s/w though. I have access to atari.archive.unich.edu via Internet using Sun worstations. I can ftp s/w onto a 3.5' floppy disk in Sun or MSDOS format. How can I then transfer this s/w to my atari? The atari drive cannot read MSDOS formated disks can it? Is there a sollution to my problem?

Thanks in advance for any response.

Xan.

122. Re: TTram 4mb -> 16mb DIP SETTINGS

Newsgroup: comp.sys.atari.st
Date: 1993-10-03 17:26:09 UTC
From: mluoto@plootu.Helsinki.FI
Message-ID: <28n1vh$lg2@plootu.Helsinki.FI>
Source record: 200101

In <A49933@M4.maus.de> Peter_Missel@m4.maus.de (Peter Missel) writes:

>>anyone KNOW whitch dip switch I should switch when replacing the TT's
>>old 1mb simms with 4mb ones ?

>Depends on what FastRAM board you have.

I've got the original ATARI memoryboard that has four (4) slots for
simms in it... and I've heard from a very reputable source that it
should work with either 1mb or 4mb simms with either one dip-switch or
jumper switched to another position... anoyone KNOW ?
+

+could I use "normal" pc-simms... that is with 9IC's (=9bit ?) or should
they be with 8IC's (8bit?) as the original 1mb simms ?

what would be the best speed ?

--
email: Markku.Luoto@Helsinki.Fi # Literally "living in my office"
(will find me where ever...) # . . .
fax: +358-0-4524015 ***from 6.Sept->*** # ...But underestanding is the
voice: +358-0-426114 *** -5091656) ***** # beginning of acceptance...

123. Re: Problem Downloading s/w

Newsgroup: comp.sys.atari.st
Date: 1993-10-03 17:29:48 UTC
From: hsp4@namaste.cc.columbia.edu
Message-ID: <28n26c$c4o@apakabar.cc.columbia.edu>
Source record: 200102

In article <1993Oct3.170019.22268@ee.eng.ohio-state.edu>,
Xanthippos Magnisalis <xanthip@sample.eng.ohio-state.edu> wrote:
>I just bought an Atari 1040STe.
Congratulations!
>s/w onto a 3.5' floppy disk in Sun or MSDOS format. How can I then transfer this
>s/w to my atari? The atari drive cannot read MSDOS formated disks can it?

The Atari drive can read MSDOS Formatted 3.5" DSDD disks. However, due to a slight difference in the bootsectors, the ST cannot detect a media change with an MSDOS disk. If you're swapping a lot of disks, you should place an Atari disk in the drive between each MSDOS disk. I'm sure that it would also be possible to read a Sun disk, but I don't know if anyone has written a driver (Atari format is MSDOS, which is why it's so easy to read PC disks).

Good luck.

****
** H. Solomon Poretsky **"Greed is good! Greed is right! **
** hsp4@columbia.edu ** Greed works! Greed will save **
** hsp4@namaste.cc.columbia.edu (talk) ** the USA!"-- **

124. Re: it crashed on mine

Newsgroup: comp.sys.atari.st
Date: 1993-10-03 18:29:21 UTC
From: oyakea@warren1a.its.rpi.edu
Message-ID: <28n5m1$psc@usenet.rpi.edu>
Source record: 200103

The standard accs loaded are SAM, The Control Panel and
ALERT. Other than than I usually do not use MTOS, and run is 16color VGA
mode, mainly for memory reasons. I have an 80 meg harddisk, and

125. Re: Problem Downloading s/w

Newsgroup: comp.sys.atari.st
Date: 1993-10-03 19:11:42 UTC
From: Lexicor@world.std.com
Message-ID: <CEC5BJ.Gwz@world.std.com>
Source record: 200104

In article <1993Oct3.170019.22268@ee.eng.ohio-state.edu>,
Xanthippos Magnisalis <xanthip@sample.eng.ohio-state.edu> wrote:
>I just bought an Atari 1040STe. I have NO communications s/w though. I have

Congratulations! I didn't know they were still available ;) if you want a good
comm software then get CONNECT, you'll find it in atari.archive.umich.edu in
/atari/Telecomm somewhere called comething to the effect of connxxx.zip ??

oh well...anyway..it's good ;)

>access to atari.archive.unich.edu via Internet using Sun worstations. I can ftp
>s/w onto a 3.5' floppy disk in Sun or MSDOS format. How can I then transfer this
>s/w to my atari? The atari drive cannot read MSDOS formated disks can it?

What you need to do after you uploaded something into your directory (naturally
binary) you then ZMODEM/X or Y (or maybe kermit...but don't...it's...sloooow)
it straight onto your HD or Floppy, you need a terminal program to do that...
eg. CONNECT which in my opinion is one of the best with built in transfer
protocolls...owever there still are other ones like Stalker, FZDT...Uniterm.

Connect is shareware..you can try it out......can't hurt :)

Your Atari drive can read MS-DOS disks..however not the HD ones..as...most
likely your 1040 STE will have a 720K drive. However if you FTP'd something
and then download it into your Atari via a terminal program..it doesn't matter.

If you FTP'd straight onto a floppy from a PC...at wherever you are doing it,
make sure that that disk is a double density formatted disk i.e. 720Kbytes..

>Is there a sollution to my problem?
>

This could be it??

>Thanks in advance for any response.
>
>Xan.

Anytime

Yat

ps: a happy Connectler! and a very happy THINK NOVA! user ;) <grin>

126. Re: Problem Downloading s/w

Newsgroup: comp.sys.atari.st
Date: 1993-10-03 19:12:28 UTC
From: rvenable@helix.nih.gov
Message-ID: <1993Oct3.191228.21791@alw.nih.gov>
Source record: 200106

In article <1993Oct3.170019.22268@ee.eng.ohio-state.edu> xanthip@sample.eng.ohio-state.edu (Xanthippos Magnisalis) writes:
>I just bought an Atari 1040STe. I have NO communications s/w though. I have
>access to atari.archive.unich.edu via Internet using Sun worstations. I can ftp
>s/w onto a 3.5' floppy disk in Sun or MSDOS format. How can I then transfer this
>s/w to my atari? The atari drive cannot read MSDOS formated disks can it?
>Is there a sollution to my problem?

The Atari CAN read DOS formatted diskettes; due to a minor difference in the boot sectors, diskettes formatted on the ST are not necessarily readable on a DOS machine. There are programs at a.a.u.e to fix that, however. So:

Always format the diskettes on the DOS machine; just be sure the density matches. Double density (~770K) is a good first try; if the DOS drive is high density (1.44 MB), you will need to use a command line flag with FORMAT to get double density. Sorry, I don't use DOS enough to remember the flag :-)

--
Rick Venable (301) 496-1905 |=| "Eschew
FDA/CBER Biophysics Lab HFM-419 |=| Obfuscation"
Bethesda, MD 20892 USA |=|
rvenable@helix.nih.gov |=| -- the Phantom Nerd

127. Need to hook up a high speed modem to my Mega STe (Supra)....

Newsgroup: comp.sys.atari.st
Date: 1993-10-03 19:25:01 UTC
From: oddjob@oz.plymouth.edu
Message-ID: <1993Oct3.192501.8664@oz.plymouth.edu>
Source record: 200105

I just 'inherited' a Supra Faxmodem v32bis..... what do I have to
do to get it working with my Mega STe ?

I tried JUST swapping the cable from my current Supra 2400 baud modem
but it didn't seem to work well.....(ie. at all)

While I can dial it never connects.

Does anyone also have the setups for one of these modems to use it
with either Connect or Uniterm (Yes, I know it won't be very fast with
Uniterm but that'd be better than the 2400 I'm using now)

ANy help would be appreciated.....

Thanks

-AndyS-
--
E-mail un*x :oddjob@oz.plymouth.edu	Any "end-user" software that provides
*penVMS :andys@psc.plymouth.edu	NO avenue for user modification or
ALL-IN-1:andys@a1.plymouth.edu	programmability is NOT user friendly.

128. Re: fax software

Newsgroup: comp.sys.atari.st
Date: 1993-10-03 19:37:41 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.817.2CAF2A05@dhhalden.no>
Source record: 200107

In article <2cad192e@kockens.ct.se> jesper.kock@kockens.ct.se (Jesper Kock) writes:

>But why shareware..?? If you got a good Faxmodem its worth BUYING
>a Faxsoft.. The best FaxSoftwares to ST is in my opinion Qfax and StraightFax.
>You will find them very usefull.

Does anyone know if these faxapps will work from a cli? I might have need
for something like that to be included in a script...

Jon

---
jonal@sofus.dhhalden.no | This space intentionally left blank!
jonal@gyda.dhhalden.no |
---

129. Re: Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-10-03 19:48:38 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Oct3134838@flammulated.owlnet.rice.edu>
Source record: 200114

In article <92137@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:

By the way, the "technical" newsgroup is comp.sys.atari.tech

If the comp.sys.atari.st newsgroup can't be used by a former ST owner to ask how the state of the marketplace is doing, then I submit that we've lost a lot more than just dealers and magazines.

A simple answer to a simple question shouldn't need days of wrangling to justify its existance.

BobR

Well, I would say that the dealer network has shrunk somewhat. There are still a number of dealers around, though, and almost every dealer I knew of 6 years ago is still around... This may vary in your area.

However, I would say that the software base is stronger than it was 6 years ago - All of the programs are newer, stronger, faster, better. The DTP software is just getting better (Calumus SL is amazing, and Pagestream 2.2 is pretty nice - I just wish they'd come out with a new version...). Music software is continiously improving, and I think the best of any platform. Programming wise, I still prefer my Atari over most anything else (and I have extensive programming experience on Suns and PC's). And for word processors, well there are so many choices I won't even go into them here... (I really like Atariworks so far though... it has the first spelling checker I like as much as WordPerfect's). For almost any software category, equivilent software exists on the ST that are on the same level as the stuff on other platforms.

Now you say that you are a FORMER Atari owner. Pretty shaky ground to be commenting on the state of software or support, don't you think?

--
---> Kendall Gelner (kendall@rice.edu)

130. Re: Cheap monitors?

Newsgroup: comp.sys.atari.st
Date: 1993-10-03 19:55:57 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Oct3.195557.17167@newshost.lanl.gov>
Source record: 200108

In article 2bc@news.dmpe.CSIRO.AU, karlm@highett.mel.dbce.csiro.au (Karl Meyland) writes:
>Well Hutch, It seems as if we have a big box of hen' teeth down here - the
>contempible I am typing on at the moment uses a NEC MultiSync 3D, and there's a
>few more around .....

Hey, nothing at all wrong with a good monitor that _works_, Karl. :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____

131. Re: Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-10-03 20:30:02 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Oct3.203002.25764@newshost.lanl.gov>
Source record: 200110

In article 91957@cup.portal.com, Bob_BobR_Retelle@cup.portal.com () writes:
>What I find very amusing is the number of "Atari supporters" who
>apparently have nothing to say in answer to the original question
>that started this thread.
>
>John Hutchinson: So you'd rather belittle the answer I gave than give
>one of your own..? Who's being predictable now..?

Gee, sorry, Bob. Feeling a bit sensitive today, eh? That's predictable too :)

C'mon, you know I was not flaming you or belittling (?) your comment about the state of the Atari market. I simply stated (humorously, I thought) that you were consistent in your outspoken, public comments against Atari. I think most readers of this newsgroup would agree with that, don't you?

Neither am I arguing with you. Like it or not, I must agree with most of your conclusions. I just don't see the need to constantly bash Atari. But I see little point in waving the 'I Love Atari' banner while my feet are sinking in technology quicksand, either. Either extreme is a moot exercise, IMHO.

I freely admit I LIKE Atari computers. But hey, I also like (and own) a Mac and pc, as well. So sue me. :)

>I have to wonder why it is none of you have tried to answer the question
>about the state of the Atari market now, as compared to six years ago...

OK, "The Atari market today is worse than it was six years ago, Atari dealers are harder to find and there are fewer software titles available." Hey, now _that's_ some ground breaking news, eh? But I _still_ might recommend a Falcon purchase to someone if I thought it best for their needs.

Cheers (and enjoy what the Lord gives ya),

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____

132. Re: Problem Downloading s/w

Newsgroup: comp.sys.atari.st
Date: 1993-10-03 20:38:50 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <28nd8qINNsqq@rs1.rrz.Uni-Koeln.DE>
Source record: 200109

In <28n26c$c4o@apakabar.cc.columbia.edu> hsp4@namaste.cc.columbia.edu (Haim S. Poretsky) writes:

>In article <1993Oct3.170019.22268@ee.eng.ohio-state.edu>,
>Xanthippos Magnisalis <xanthip@sample.eng.ohio-state.edu> wrote:
>>I just bought an Atari 1040STe.
> Congratulations!
>>s/w onto a 3.5' floppy disk in Sun or MSDOS format.
>>How can I then transfer this
>>s/w to my atari? The atari drive cannot read MSDOS formated disks can it?

>The Atari drive can read MSDOS Formatted 3.5" DSDD disks.

... format with "format a: /t:80 /n:9" on the PC.

>However, due to a
>slight difference in the bootsectors, the ST cannot detect a media change
>with an MSDOS disk.

This problem arises if the serial numbers of different disks are identical. According to my experience, MS-DOS does generate random serial numbers for each disk it formats, but of course, various third party formatters may not. Some Atari copy programs put the same serial number on all disks they format as well, e.g. certain versions of FastCopy. I once goofed up a demo of my software in front of a big audience because I prepared my disks with fcopy. And some TOS versions rely on different disks to have different serial numbers more heavily than others, so the disks worked flawlessly when I tested them at home.

>I'm sure that it would also
>be possible to read a Sun disk, but I don't know if anyone has written a
>driver

Interesting idea -- would any guru care to write some kind of sun.xfs for use with MiNT?

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

133. Re: my st has started freezing.....

Newsgroup: comp.sys.atari.st
Date: 1993-10-03 20:55:24 UTC
From: treno@dist.dist.unige.it
Message-ID: <28ne7s$p25@sgi.iunet.it>
Source record: 200111

I think you hav a problem with a IC or with a soldering.
I don't think it's a memory problem because, in my experience,
such damace cause a boot failure or a boms-crash. You should
look at solderings on IC pins, on the rear of the motherboard.

Bye,
Roberto.

134. Re: Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-10-03 21:34:26 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.Kf6cJ5qjpC6@semprini.waterloo-rdp.on.ca>
Source record: 200143
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In <CE5tu0.G9w@barclays.co.uk>, Iain.Laskey@barclays.co.uk writes:
> [...] I
> have found it easy to buy Falcon specific software - there is quite a bit about.
> I have loads of Falcon PD - including direct to HD sampling packages, GIF,TIFF
> showers, great games (Nethack - worth buying a Falcon for!) and much more. Atari
> also had an advertising run upto the release of the Falcon in the UK and are
> *still* advertising it now. All the music/MIDI mags rave about the Falcon.

My ST was shocked to learn that NetHack is Falcon-specific; even
Warwick's 16-colour GEM version works fine on it.

What about people with no net access? No Falcon software! Ouch!
--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

135. Re: it crashed on mine

Newsgroup: comp.sys.atari.st
Date: 1993-10-03 21:50:48 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.fZI&s39XCww@semprini.waterloo-rdp.on.ca>
Source record: 200144

In <28ivmo$ldn@usenet.rpi.edu>, Amalaye Oyake writes:
>
> Damn. It looks like I cant get anything to work on My Falcon030.
>
> 1) Rufuf crashed completely.
> 2) Connect does not recognise my async ibx modem
> 3) NETHACK ALWAYS CRASHED, NO MATTER WHAT DRIVE I PUT IT IN (HARD DISK)
> 4) The Omega demo wants sc1224
> 5) Uniterm is a mess
> 6) Cybersculpt crashes if I click on the palette menu.
>
> Hum i seriously wonder ....

I wonder too... Did you try any of these in ST screen modes?

If NetHack won't work on your machine, you've got _serious_ problems;
NetHack doesn't do _anything_ machine-specific.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

136. Atari BBS in (416) Area

Newsgroup: comp.sys.atari.st
Date: 1993-10-03 21:52:03 UTC
From: kovarski@ionews.io.org
Message-ID: <28nhi3$irb@ionews.io.org>
Source record: 200116

```
Call PC Online today!!!

3 Gigs of HD, CD-ROMs, large IBM, OS/2 and Atari sections.
Online games are being set up now. BBS has been online for
7 years. New users wanted!!!

FidoNet 1:229/125 IBMNet 40:6482/215 VirtualNet 190500
LuvNet 13:70/16 AtariNet 51:5/0

BBS Line #1 - Dual HST Standard - 683-3089
BBS Line #2 - GVC 14.4 V.32/V.42bis - 683-0096
BBS Line #3 - 2400 Baud only - 683-0280

Free call in Ontario from Oshawa to Etobicoke.
```

137. Re: Nethack 3.1.3 - 1 MB binary

Newsgroup: comp.sys.atari.st
Date: 1993-10-03 21:56:16 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.GqJbqbv2YPE@semprini.waterloo-rdp.on.ca>
Source record: 200145

In <CHRISTOF.93Oct1151342@zarniwoop.pc-labor.uni-bremen.de>, Christoph Koerner writes:
> The 1 meg binary, as it is now, comes fairly close to what can be
> squeezed into a 1 meg machine (I think) and for the POLYSELF code to
> fit in as well I suspect something else would have to go (but what?).
> Also, I have almost no idea about how much memory must still be free
> after the game has loaded, i.e. the question is, does the game
> allocate much memory while running, or is this negligible?

I don't think it allocates much while running; NetHack-- 3.1.3, whose
binary is about 930k, never seems to grow larger than about 1.2M in
memory. I wish G++ worked like that! :-)

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

138. LEXICOR and Graphics Mailing List

Newsgroup: comp.sys.atari.st
Date: 1993-10-03 22:01:29 UTC
From: Lexicor@world.std.com
Message-ID: <CECD6I.Eu6@world.std.com>
Source record: 200112

Hi everybody..for all of you who do care...Lexicor Software is making a mailing list, however this mailing list should not only cover Lexicor Software 3D Graphics stuff..but also other Atari-Graphics related subjects, for people with Graphic Cards...Animation on Atari...Paint Packages and of course any 3rd Party Graphic Boards..as well as all the products that we support in the U.S.A. eg. Outside in th U.S.A and England.

As of now..discussion can/should be on any graphics related topic with any Atari System...16bit however..dunno much about them 8bit micros :)

Lexicor Software Products are:

Phoenix (Xenomorph-3D) U.S.A. th Object Renderer

Chronos-3D the key-frame-animator

Raystart, the raytracer

Prism Paint II, th new multi-purpose modular painting and animation package

GENESIS the fractal world builder and star effects etc.

the NOVA Graphics Boards and th SuperNOVA Graphic Boards

Cybersculpt and CAD 3D2 Studio...

ANM-Link, general q&a on rendering, raytracing etc., I think this could be of interest...especially that the graphics software market is growing in the Atari Falcon i.e. general market (despite the market situation).

So anyone who does wish to join...please email me at:

Lexicor@world.std.com with a request and I will put you on the list

Yat

ps: I'm waiting for a big enough list so I can put it straight into the file.

139. Re: X11 Speedo Fonts

Newsgroup: comp.sys.atari.st
Date: 1993-10-03 22:10:46 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.S8XnXKnStjk@semprini.waterloo-rdp.on.ca>
Source record: 200146

In <A49247@M4.maus.de>, Peter Missel writes:
> If I remember correctly, Bitstream has more than 1000 fonts ready for purchase,
> which will all work fine on SpeedoGDOS.

I think I have almost 600 type-1 fonts (which I use with PageStream).
All but about six are Shareware/Freeware; the other ones I got for about
$45 from Adobe for the Mac version of ATM that I got for free (again,
from Adobe).

$45 for 600 fonts... that's about 8 cents a font. What does BitStream
charge you for fonts?

--
------------------==----------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

140. Gemulator

Newsgroup: comp.sys.atari.st
Date: 1993-10-03 22:16:09 UTC
From: kfason@csn.org
Message-ID: <CECDuy.loo@csn.org>
Source record: 200113

I am looking for info on the Gemulator. I have a friend who is interested
in it. He has a 486SX/25. He wnats to know what does doesnt run, cost,
how it plugs in, software, etc... or in other words, any information...

Also, if anyone knows Dereks address, that would be helpful too...

-Kevin Fason

```
-------------------------------------------------------------------------
| Atari Mega/STe 4-95 w/ FPU | Contact Info: |
| US Robotics 16800 Dual Standard | kfason@Lamar.ColoState.EDU |
| Multi Game Hunter ASIC 24Mbit | kfason@CSN.ORG |
-------------------------------------------------------------------------
```

141. Re: Need to hook up a high speed modem to my Mega STe (Supra)....

Newsgroup: comp.sys.atari.st
Date: 1993-10-03 22:38:35 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <CECEwB.17E@mailer.cc.fsu.edu>
Source record: 200115

Andrew C. Stoffel (oddjob@oz.plymouth.edu) wrote:

> I just 'inherited' a Supra Faxmodem v32bis..... what do I have to
> do to get it working with my Mega STe ?
> I tried JUST swapping the cable from my current Supra 2400 baud modem
> but it didn't seem to work well.....(ie. at all)
> While I can dial it never connects.
> Does anyone also have the setups for one of these modems to use it
> with either Connect or Uniterm (Yes, I know it won't be very fast with
> Uniterm but that'd be better than the 2400 I'm using now)

Uniterm would be considerably faster than Connect, as it uses the TOS style textual interface as opposed to GEM windows.

Now, to set it up, do the following:

1. Get Serial Fix 2.x (or another of the fast modem RTS/CTS programs). Install it in your auto folder.

2. Run Uniterm. Go to the RS232 settings menu, and set the following:
Speed: 19200
Flow: RTS/CTS
Parity: None
Bits: 8
Stop: 1
Echo: Full
This should be fine, but if not you can fix it later. Save the settings and reboot your machine. Then, run Uniterm again.

3. Reset your modem to the factory default, by doing "at&f", then "at&w". This will probably be fine (you may have to do an at&c1&d2&w, but you can find this out later). The "&w" commands will write the new setup to non-volitile memory, so you only have to do them once.

4. Type "atdtXXXXXXX", where the X's are a modem phone number.

That's about it. With the above settings, you should be able to connect to something. If things are weird (double letters, etc.) you can fix them from Uniterm (either by changing Uniterm settings, or reprogramming the modem).

If the carrier detect light stays on when you are not connected, try that at&c1&d2&w command.

--
****
* Mickey Boyd *

* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

142. Re: Problem Downloading s/w

Newsgroup: comp.sys.atari.st
Date: 1993-10-03 23:23:45 UTC
From: bwwl@sun.rz.tu-clausthal.de
Message-ID: <1993Oct3.232345.24312@solaris.rz.tu-clausthal.de>
Source record: 200117

Xanthippos Magnisalis (xanthip@sample.eng.ohio-state.edu) wrote:
> I just bought an Atari 1040STe. I have NO communications s/w though. I have
> access to atari.archive.unich.edu via Internet using Sun worstations. I can ftp
> s/w onto a 3.5' floppy disk in Sun or MSDOS format. How can I then transfer this
> s/w to my atari? The atari drive cannot read MSDOS formated disks can it?
> Is there a sollution to my problem?

The Atari is able to read 720Kb DOS disks (or if you have an 1.44 MB disk
even this one). If you have TOS >= 1.04 the Desktop-format will produce
720Kb-DOS-disks. Otherwise you have to formaet them on a PC (with the
propper option(s) to produce 720Kb disks instead of 1.44Mb).

Bye,
Wolfgang.

--

Wolfgang Ley email: Ley@rz.tu-clausthal.de
Teichstrasse 9
D-38678 Clausthal-Zellerfeld "With workstations you can do a lot of
(Germany) nonsense. With PC's not even that..."
Phone: +49 5323 82132

To obtain public-pgp-key use 'finger bwwl@sun.rz.tu-clausthal.de'
or query a public-key-server for 'Ley@rz.tu-clausthal.de'.

143. Re: Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-10-04 00:42:01 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <92280@cup.portal.com>
Source record: 200118

Sorry, Kendall... please learn to read before making criticisms, OK?

Thanks.

BobR

144. Jag specs.

Newsgroup: comp.sys.atari.st
Date: 1993-10-04 00:52:00 UTC
From: jeff.spink@uttsbbs.uucp
Message-ID: <7537.78.uupcb@uttsbbs.uucp>
Source record: 199775

Hi, I have'nt been able to call in a little over a month, and am in need
of the specs on the Jaguar. Can anyone please re-post them for me?
Thanks in advance.

+---+
| The Transfer Station BBS (510) 837-4610 & 837-5591 (V.32bis both lines)|
| Danville, California, USA. 1.5 GIG Files & FREE public Internet Access |
+---+

145. Stuuf 4 sale

Newsgroup: comp.sys.atari.st
Date: 1993-10-04 01:11:00 UTC
From: dirk.vandenheuvel@nezuld.com
Message-ID: <5641.1288.uupcb@nezuld.com>
Source record: 200147

I need some money to buy an Epson Action Laser so I'm clearing out
some odds and ends. If you are interested in any of this stuff
please e-mail (and any REASONABLE offers will be considered).

Magic Sac Mac emulator cart w/64K ROMs $40.
Supercharger IBM XT emulator box w/power supply $100.
Timeworks Publisher v.1 $35.
VIP Professional Spreadsheet $25.
MultiGem Plus w/utils v.1 (doesn't work on STE) $20.
Populus (doesn't work on STE) $15. Kult $5.
World Class LeaderBoard Golf $5.

Epson Action Printer 3250 24 pin printer w/tractor feed add-on $135.
Panasonic KX-P1124 24 pin printer $100.
Atari SLM804 Laser Printer w/DMA Switch $375.
Atari Sc1224 Color Monitor $125.
Silver Reed 87EP Elec Typewriter w/parallel interface $60.
Atari (orig) joystick $3.
Atari mouse $3.

Buyer pays shipping and COD (unless pre-paid). All software is
original and comes with orig manuals, but no boxes (I threw 'em
away). No manual for the Supercharger, but lots of text files on
disk, incl info d/led from GEnie.
If interested e-mail me at dirk.vandenheuvel@nezuld.com

146. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-10-04 01:47:46 UTC
From: Spencer.Davies@mettav.royle.org
Message-ID: <749794204.0@mettav.royle>
Source record: 199960

Silence is golden so look at what Simon did to break
it!!!!!!!

SG> Yeah, or look at the Medusa system (from Switzerland), '040
clocked
SG> at 32MHz, 8Mb fast-ram, tower case, 6 expansion slots. ~1400
uk
SG> pounds. Comes in at around 4.5 MFlops, or 28 Mips.
SG>
Yeah nice machine!
Have to wait for a more fuller review.

SG> (Source: ST applications - the best ST magazine around!)
SG>
I agree, ST Applications is the best ST/Falcon magazine in the world (well of
those still in print in the English
Language!)
I have never looked back since I subscribed.

SG> Now THAT would get Multi-TOS flying.
SG>
Probably more usuable than Windows NT as well!!!

Spencer

* Origin: Faster than you can say "spencer@mettav.royle.org" (100:1011/0.2)

147. Re: UPGRADE NOTICE __WARP 9-- to version 3.80

Newsgroup: comp.sys.atari.st
Date: 1993-10-04 01:48:32 UTC
From: warwick@cs.uq.oz.au
Message-ID: <15750@uqcspe.cs.uq.oz.au>
Source record: 200119

phruby@ucrengr.ucr.edu (paul hruby) writes:

>If Warp 9 doesn't work under MTOS, why not just get Geneva and call it a day?
>Warp 9 works fine with Geneva. Geneva is faster, better AES and more
>compatible than MTOS will ever be.

Geneva doesn't provide preemptive multitasking without MiNT. Warp-9 doesn't
work with MiNT (except for 0.95 and earlier).

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library
/ * <- Computer Science Department, |||||| GEM++ = C++ GEM library
_.-._/ University of Queensland, _// || _ Both are Free Software
_____ v ___ Brisbane, Australia. ______ |_/ || _| _________________________

148. Re: Falcon Support (BobR(ude))

Newsgroup: comp.sys.atari.st
Date: 1993-10-04 01:57:34 UTC
From: oracle@iastate.edu
Message-ID: <oracle.749699854@pv0a27.vincent.iastate.edu>
Source record: 200120

In <92280@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:

>Sorry, Kendall... please learn to read before making criticisms, OK?

>Thanks.

>BobR

Is there a reason why you have to be so insulting towards everyone or is it
just your way of trying to discredit the others in this news group?

--

||| | >>> oracle@iastate.edu <<<
/ | \ | "Friends don't let friends use MS-DOS"
---

149. MIDI SAMPLE EDITORS

Newsgroup: comp.sys.atari.st
Date: 1993-10-04 04:14:13 UTC
From: raver909@telerama.pgh.pa.us
Message-ID: <28o7ul$2o6@telerama.pgh.pa.us>
Source record: 200122

I was wondering if anyone knew of a sample editor program besides Avalon
and Gen Wave. Also are there any PD/Shareware MIDI sample editors.
Thanks very much.
Joe
--
-<><><><><><><><><><)-]187-Phat_Beats_For_Phat_Cities-(><><><><><><><><><><><><><>-
| Sub.bass.Frequency.Percolator ||
----

150. Re: Falcon Support (BobR(ude))

Newsgroup: comp.sys.atari.st
Date: 1993-10-04 04:36:32 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <92300@cup.portal.com>
Source record: 200123

Discredit anyone..? What gives you that idea..?

You're right, my reply to Kendall was a bit rude.. but he's not the first to have demonstrated that he has NOT read what I've posted, nor followed the thread, yet he feels qualified to tell me that since I said I don't own an Atari, I shouldn't have an opinion.

I never said that.

The first person, who originally posted the first question in this thread said that *THEY* used to own an Atari ST six years ago.

I've *already* posted in this thread that I own, and like, an Atari ST.

So, if you can't follow the discussion, why not refrain from criticising ANYONE, ok..?

With the exception of two very good posts about the state of Falcon support in the United Kingdom, about all I've seen in this "discussion" is a lot of people whining that they don't like my "style", or they can't bear to hear anyone say anything that's not gushing roses for Atari.. VERY LITTLE contribution to the original discussion.

So, Jason... why haven't YOU contributed anything to the discussion..?

BobR

151. ST that runs Mac software for sale

Newsgroup: comp.sys.atari.st
Date: 1993-10-04 04:47:09 UTC
From: landay+@cs.cmu.edu
Message-ID: <CECvyM.Kno.3@cs.cmu.edu>
Source record: 200124
Cross-posted to: comp.sys.atari.st,cmu.misc.market.computers

Atari ST Computer for Sale:

- 520 ST upgraded to 1 MB RAM
- Spectre GCR with ROMS runs Mac Plus software (& reads Mac disks)
- Supra 2400 bps modem
- 20 MB hard disk in a BMS cabinet (large power supply, fan, and
room to add 1 more half hight drive (or 3 if remove 5.25" disk)
- Panasonic KX-P1091 printer with stand
- high resolution monochrome monitor with stand
- can run color software when hooked to TV set
- mouse
- high quality joysticks
- lots of software and books

Specs:

Motorola MC68000 processor @ 8MHz. Fast as a Mac Classic or SE, or a '286 PC.
Spectre GCR to run Mac black and white software.

1 Meg RAM, 192K ROM.

1 360K 3.5" floppy drive, IBM and Mac compatible (you can read and write IBM
disks)

1 360K 5.25" floppy drive (not reliable -- may just need to clean heads.)

Sound included.

Software:
- Spectre GCR with ROMS (Mac emulator)
- PC Ditto (IBM PC emulator)
- Omnires (allows you to run color software on monochrome monitor)
- Phasar (home finance)
- Tempus (text editor)
- OSS Pascal compiler
- CircuitMaker (digital logic editor/simulator)
- Flash (terminal program)
- Shadow (background file transfer)
- Harrier Strike Mission
- Pro Football Wizard
- Silent Service
- Star Glider (GREAT game!)
- Hippo Computer Almanac
- ST Basic computer language
- ST Logo computer language
- lots of good public domain software

Books:
- ST Manuals
- Atari ST GEM Programmer's Reference (Abacus)
- Atari ST Machine Language (Abacus)
- Programmer's Guide to GEM (Sybex)

$700 or best offer.

Reply via email to landay@cs.cmu.edu

James A. Landay

152. Re: Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-10-04 04:58:42 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Oct3225842@flammulated.owlnet.rice.edu>
Source record: 200128

In article <92280@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:

Sorry, Kendall... please learn to read before making criticisms, OK?

Thanks.

BobR

Huh? All I did was said that the software market was not so bad as
others might think.

Or do you mean that you ARE a current ST owner? I had thought you
said in the message I replied to that you were a FORMER ST owner, I
apologize if this is not so.

--
---> Kendall Gelner (kendall@rice.edu)

153. Installing a new system font...

Newsgroup: comp.sys.atari.st
Date: 1993-10-04 05:15:07 UTC
From: mode@convex.csd.uwm.edu
Message-ID: <28obgrINN7pg@uwm.edu>
Source record: 200125

I've come across a font file (.fnt) that I would like to use to replace the system font. Is there a program out there I can maybe put in my AUTO folder or something to change the system font?
--

Daniel James Frederiksen -- ---------

154. Re: MIDI SAMPLE EDITORS

Newsgroup: comp.sys.atari.st
Date: 1993-10-04 05:36:25 UTC
From: mode@convex.csd.uwm.edu
Message-ID: <28ocopINN905@uwm.edu>
Source record: 200126

From article <28o7ul$2o6@telerama.pgh.pa.us>, by raver909@telerama.pgh.pa.us (Joe LeSesne):
>
> I was wondering if anyone knew of a sample editor program besides Avalon
> and Gen Wave. Also are there any PD/Shareware MIDI sample editors.
> Thanks very much.
> Joe

There's Sound Designer, but its only sold with hardware now. And Alchemy, which is no longer available. But maybe there's some used copies out there. I dont want to spend 400-500 dollars, but the only other option is to get a C manual and write one myself (yeah right!). Nope, there are no shareware/PD sample editors out there for the ST that I've seen (that handle MIDI dumps anyway). Good luck!
--

Daniel James Frederiksen -- ---------

155. Re: Atari vs the EXPENSIVE world of DOS

Newsgroup: comp.sys.atari.st
Date: 1993-10-04 05:47:43 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <28ode0$muu@charm.magnus.acs.ohio-state.edu>
Source record: 200127

Unless you're talking about a really big file it doesn't matter. Even a 256k+ file on the Falcon doesn't take that long. And if you're running deskcopy it clears up everything except loading and saving.

Dan Ackerman

ackerman.29@osu.edu

156. Re: Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-10-04 06:00:07 UTC
From: patrik.sanfridsson@stacken.ct.se
Message-ID: <2caefd97@stacken.ct.se>
Source record: 200129

- Captain, we're being hailed by Bob_BobR_Retelle ! - On screen, Mr Data!

> Go ahead and waste bandwidth for everyone else.. it doesn't matter to
> me..

Why then did you complain about it in the first place??? I'm sure "everyone else" is quite capable of looking after their own interests, without you acting as some sort of "net-cop" on their behalf.

> At 9600 baud, your Falcon picture took only a fraction of a second,
> and then it was gone...

Guess it was too small then. :-) Anyway, it wasn't very good, there were at least two major errors in my piccy. No points rewarded to anyone that spotted them! ;-)

> Maybe you should ask the group members I've helped with games,
> telecom questions, hardware problems, etc, before you waste our time
> with your "whinges"... (thanks for the definition, John H...)

Waste time is what I've been doing since I started to reply to your posts. I regret that I entered this discussion with you since you're obviously totally ignorant of any argument put forward that doesn't fit in with your view of the situation.

The Falcon is selling (at least in Europe), more hardware and software is appearing faster than I can keep track of and more happy users are doing great things with their new Falcons! Why not join in the fun instead of trying to write down Atari on every opportunity? You sound like you could need to cheer up and relax.

I could go on about this but I'm not sure you'd care what I or anyone else for that matter has to say. Besides, my local BBS doesn't have the _proper_ newsgroup .ADVOCACY so I wont. Too many people, including myself, wouldn't like to see this kind of thread appear any more often in here than it's already doing, something which I think you too ought to consider for a while. You DO have access to .advocacy, don't you? I believe it was created for this kind of discussions...

-- --
_ /_/___ /_ __________
>>--------------------/ /atrik __/anfridsson \----------------------<<
// patrik.sanfridsson@p2.stacken.ct.se sanfrids@elixir.e.kth.se \\
<< Fido 2:204/419.2 STacken BBS +46-142-19331 NeST 90:1100/110.2 >>
\\ Korskrog Hus A S-590 30 Borensberg S w e d e n +46-141-70520 //
>>--------------------__F_A_L_C_O_N__0_3_0__/----------------------<<

157. Re: Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-10-04 06:00:07 UTC
From: patrik.sanfridsson@stacken.ct.se
Message-ID: <2caf04ba@stacken.ct.se>
Source record: 200130

- Captain, we're being hailed by Ofir Gal! - On screen, Mr Data!

> I think Falcon support is *overwhelming*. There is lots of stuff around
> PD and commercial. Wish I could afford everything that's out there...

Me 2! My shopping list has already grown quite huge! Unfortunately I'm unemployed at the moment so money is kind of low but with so much good free stuff around, I can still do many great fun things with my Falcon!

> Ignore the rumours, take it from users here: THERE IS PLENTY OF
> SOFTWARE FOR THE FALCON.

True indeed! BTW, do you happen to know where I can order Llamazap and Ishar 2 for the Falcon? Preferably VISA.

-- --
_ /_/___ /_ __________
>>--------------------/ /atrik __/anfridsson \----------------------<<
// patrik.sanfridsson@p2.stacken.ct.se sanfrids@elixir.e.kth.se \\
<< Fido 2:204/419.2 STacken BBS +46-142-19331 NeST 90:1100/110.2 >>
\\ Korskrog Hus A S-590 30 Borensberg S w e d e n +46-141-70520 //
>>--------------------__F_A_L_C_O_N__0_3_0__/----------------------<<

158. Re: NetHack

Newsgroup: comp.sys.atari.st
Date: 1993-10-04 06:00:07 UTC
From: patrik.sanfridsson@stacken.ct.se
Message-ID: <2caf07b5@stacken.ct.se>
Source record: 200131

- Captain, we're being hailed by Iain.Laskey ! - On screen, Mr Data!

> Nethack comes in 2 flavors - the original character based version which
> is OK but
> I looked at it and then wiped it. Warwick has done a splendid job of
> making it graphical. It's now 16 colour, runs in windows and very much
> more fun. It's very like Rogue or Temple of Apshai in that you look at
> it from above and use keyboard
> commands for playing.
>
> It's VERY addictive, and very large (2Mb of HD space), The archive is
> 1Mb. Well worth getting though. It's on umich BTW.

Thanks, I'll have a look at it tonight. Sounds a bit like the old Ultima series
adventures of the 8-bit Atari. Re keyboard commands... Any plans to make it
mouse operated?

__ __
_ /_/___ /_ __________
>>--------------------/ /atrik __/anfridsson \----------------------<<
// patrik.sanfridsson@p2.stacken.ct.se sanfrids@elixir.e.kth.se \\
<< Fido 2:204/419.2 STacken BBS +46-142-19331 NeST 90:1100/110.2 >>
\\ Korskrog Hus A S-590 30 Borensberg S w e d e n +46-141-70520 //
>>--------------------__F_A_L_C_O_N__0_3_0__/----------------------<<

159. Re: Notator Logic upgrade - $299 worth it?

Newsgroup: comp.sys.atari.st
Date: 1993-10-04 06:04:02 UTC
From: bhawker@midi.ham.almanac.bc.ca
Message-ID: <H.eg.GTV3yqSJPqg@midi.ham.almanac.bc.ca>
Source record: 200149

In <28hojh$7pn@news.bu.edu>, Steven Selick writes:
>
>I finally received an advertising packet from E-Magic, after months of
>faxes and phone calls, and it seems that they want $299 US for the upgrade
>from the C-Lab Notator. The big question is, is this really worth it? I
>mean, what can I do with this program that I can't do with the other
>Notator? I suppose the only real reason to do this is so that I can insure
>support for my $699 Notator program. Boy, this is a sleezy industry! And
>they make it out to look like I'm getting such a bargain..."Save $599 to
>$900" and so on...
>
>Later,
>Steve
>selick@csa.bu.edu

I *love* Notator SL - have used it for about 3 years. I'm *iffy* on
Notator Logic. I've been trying it out at a local recording studio for
a month now, and if you're used to SL, be prepared for a shock.... Logic
is a completely different program.

What I like: What I don't like:
Object oriented- it's incredible Object oriented- it's hard to get
what you can do with it! my head into all the apps.
Total Flexibility- up to 9 screens Lousy Manual- full of features, but
with up to 7 windows in each. no mention of what to use where.
Windows- Environment, Arrange, Score Tutorial- Doesn't Exist!- for a huge
Transport, Hyper Edit, etc.etc. program it's unforgiveable.
Open Ended Arranging- using folders Extreme Learning Curve
and nested folders Notation- it's better in SL!
Notator SL 3.2 is included!
New Dongle with four midi outputs!

So right now, I could take it or leave it. I do alot of Notation work too,
so I still prefer SL for that. Another thing about object oriented
sequencing: it takes awhile to get comfortable using all the screens and
icons (rather like Calamus gone mad) when you are used to a set graphical
interface that you work with day in and day out. In other words, SL gives
you a familiar user interface, but _everyone_ using Logic will use it
differently (and it can look like whatever you want it to). So if I'm used
to using it one way at home, then go to the studio where I record, the
engineer will undoubtedly use it differently, with different screen lay-
outs. It's just a little unnerving.

I may grow to love it. But I, for one, am holding off on that upgrade
fee until it proves itself to me. BTW, you are getting a whole new program

for that $299, plus the version 3.2 SL upgrade.

Bruce
--
****
| Bruce Hawker ||| bhawker@midi.ham.almanac.bc.ca |
| Nanaimo, BC, Canada / | \ Or: bhawker@crc.sd68.nanaimo.bc.ca |
********************** ATARI POWERED ********************************

160. Re: Falcon Support (BobR(ude))

Newsgroup: comp.sys.atari.st
Date: 1993-10-04 06:24:04 UTC
From: oracle@iastate.edu
Message-ID: <oracle.749715844@pv0a27.vincent.iastate.edu>
Source record: 200132

In <92300@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:

>Discredit anyone..? What gives you that idea..?

>You're right, my reply to Kendall was a bit rude.. but he's not the
>first to have demonstrated that he has NOT read what I've posted, nor
>followed the thread, yet he feels qualified to tell me that since I said
>I don't own an Atari, I shouldn't have an opinion.

>I never said that.

Why don't you try treating others and thier opinions in this group with a bit more respect and perhaps they would do the same for you... It's not that people can't answer your questions Bob... Your sarcastic and unfriendly approach either puts people on the defensive or makes them not take your questions seriously.

>The first person, who originally posted the first question in this thread
>said that *THEY* used to own an Atari ST six years ago.

>I've *already* posted in this thread that I own, and like, an Atari ST.

>So, if you can't follow the discussion, why not refrain from criticising
>ANYONE, ok..?

Bob, I simply made an observation about the way you treat others in this group. I have given you no indication of what I do or do not know about this thread. Take your own advise...

>With the exception of two very good posts about the state of Falcon support
>in the United Kingdom, about all I've seen in this "discussion" is a lot
>of people whining that they don't like my "style", or they can't bear to
>hear anyone say anything that's not gushing roses for Atari.. VERY LITTLE
>contribution to the original discussion.

And what exactly have you contributed besides getting everyone mad at you? Perhaps if you would listen to those people who are 'whining about your "style"' then you might get somewhere. What good do sarcastic comments like the 'gushing roses' one above do for your argument? How does the saying go? You catch more flies with honey than with vinegar?

>So, Jason... why haven't YOU contributed anything to the discussion..?

Why? Basically because it's a pointless discussion... I'm happy with my computer (Falcon) and the current level of support. Evidently Atari has a new baby now (The Jaguar) and I don't really blame them for putting the Falcon on hold for a while. Success of the Jag may or may not result in more time/money being put towards the Falcon. Either way it affects me very little.

I do know that it doesn't do any good to try and stir up trouble. So what if some people may have an over jaded view of Atari. It certainly does not hurt anyone. There's probably alot more people in this world who have an over-negative view of Atari then those who are a little to positive over the current situation. Perhaps if people would give Atari a chance for once without blasting ever move that they make they might get somewhere.

You want to know how I feel the Atari Market has changed over the last 6 years? Fine... Obviously the situation now sucks compared to 6 years ago. When I got my first ST in 1986 there were several dealers in my town. Now there are none. However, considering that Atari (and Commodore) have managed to survive up until now against a Juggernaut like the PC market then perhaps we should give them a little credit. People who do not have PC compatible machines are bucking the system and they should realize the consequences of doing so. Some people (like myself) get along just fine using an Atari even in the current state of the Atari market. If you accept the fact that Atari will most likely never hold a signifigant of the mainstream PC market then it might be a bit easier to own one. I don't know what anyone else on this net uses thier computer for so I can't very well pass judgment on whether or not they should be happy with an Atari.

>BobR

oracle@iastate.edu
--

||| | >>> oracle@iastate.edu <<<
/ | \ | "Friends don't let friends use MS-DOS"
----

161. Re: Notator Logic upgrade - $299 worth it?

Newsgroup: comp.sys.atari.st
Date: 1993-10-04 08:53:03 UTC
From: em09@liverpool.ac.uk
Message-ID: <CED7CG.KA2@liverpool.ac.uk>
Source record: 200137

Steven Selick (selick@csa.bu.edu) wrote:

: I finally received an advertising packet from E-Magic, after months of
: faxes and phone calls, and it seems that they want $299 US for the upgrade
: from the C-Lab Notator. The big question is, is this really worth it? I
: mean, what can I do with this program that I can't do with the other
: Notator? I suppose the only real reason to do this is so that I can insure
: support for my $699 Notator program. Boy, this is a sleezy industry! And
: they make it out to look like I'm getting such a bargain..."Save $599 to
: $900" and so on...

I went to an exhibition on Saturday where a guy was demonstrating this
software. The posters said it was an OOP package and I expected it to
be a C++ library. But, when I asked the demonstrator, he said "It makes
Notator look like CUBASE." As a CUBASE user, I just walk away and had a
little chuckle to myself.
--

John Boyes My employer is not a person and thus can not
Liverpool University hold any opinions. Therefore all expressed
em09@liverpool.ac.uk opinions are mine alone (and possibly wrong)
---

162. Re: Gemulator

Newsgroup: comp.sys.atari.st
Date: 1993-10-04 08:59:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A53314@SL.maus.de>
Source record: 200092

In article CECDuy.Ioo@csn.org Kevin Fason wites:

K>Gemulator. I have a friend who is interested in it. He has a 486SX/25.

If the Ststistics from Gembench 3.22 are real, I only can say: Forget about
that. The Average Speed of this Emulator (working in a 486/66) is almost the
same like an old 8MHz ST ...
On a 486SX/25 it should be like a ST with MultiTOS and four Applications
running ;-(

Bye
Stefan

===
Stefan_Damerau@sl.maus.de

163. Re: Problem Downloading s/w

Newsgroup: comp.sys.atari.st
Date: 1993-10-04 09:31:00 UTC
From: Carsten_Tolkmit@ki.maus.de
Message-ID: <A13490@KI.maus.de>
Source record: 200041

XM>The atari drive cannot read MSDOS formated disks can it?
Oh no. The atari drive can read MSDOS DD(!!) formatted disks! And TOS has absolutely no problems. (If you have an Atari with a HD-Floppy (e.g. Falcon) yor Atari reads MSDOS HDs as well.)

Ciao,
Carsten

164. nethack GEM 3.1.3

Newsgroup: comp.sys.atari.st
Date: 1993-10-04 09:35:07 UTC
From: dominik@d255s228.sni.de
Message-ID: <CED9Ao.3KI@snimucgw.stm.mchp.sni.de>
Source record: 200135

I downloaded nh313gem.zoo from atari.archive but I can't get it to run on my ST (3 MB yes, correct 3 MB RAM) TOS 1.04, even if I don't boot any accs or auto folder progs. I get an addressing exception very early in startup, even before anything shows up upon the screen. The first problems I had were config errors in nethack.cfg, which gave bus errors when the paths for DATA and SAVE weren't correct and the .RSC file couldn't be found. But I overcame these probs.

The addressing error doesn't vanish. Anybody out there who knows a solution. The error occurs in all ST resolutions (high, medium, low).

Thanx
Dominik

165. Re: Notator Logic upgrade - $299 worth it?

Newsgroup: comp.sys.atari.st
Date: 1993-10-04 09:40:10 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <CED9Iy.KFs@cs.ruu.nl>
Source record: 200136

In <28hojh$7pn@news.bu.edu> selick@csa.bu.edu (Steven Selick) writes:

>I finally received an advertising packet from E-Magic, after months of
>faxes and phone calls, and it seems that they want $299 US for the upgrade
>from the C-Lab Notator. The big question is, is this really worth it? I
>mean, what can I do with this program that I can't do with the other
>Notator? I suppose the only real reason to do this is so that I can insure
>support for my $699 Notator program. Boy, this is a sleezy industry! And
>they make it out to look like I'm getting such a bargain..."Save $599 to
>$900" and so on...

Those prices are criminal and should be forbidden by law. Get yourself
an illegal copy for the sake of Justice. (no smiley)
--
Annius V. Groenink phone (private) +31 30 895261
Mathematics/Computer Science e-mail: avgroeni@cs.ruu.nl
University of Utrecht groenink@math.ruu.nl
Netherland ZFC Computing annius@zfc.nl (dreamtime only)

166. BLOW UP'030 for Falcon!!

Newsgroup: comp.sys.atari.st
Date: 1993-10-04 10:52:03 UTC
From: Lexicor@world.std.com
Message-ID: <CEDCus.BI1@world.std.com>
Source record: 200138

For all you enthusiastic Falcon'030 User's, Lexicor SOftware is now distributing the BLow Up'030 from the German Acher & Eberl & Seibert GbR.

(Only North AMerica)

It's basically available in 3 versions..Software, Hardware I and Hardware II. It has received excellent reviews in the past eg. ST Magazine and is an excellent addition to your falcon to expand it's screen.

Prices start as low as 24.99 U$D for the Software version which alone can go upto 896 x 544 non-interlaced with 53.4 Hz upto 256 Colors or in the TC mode upto 448 x 544...in the software version only. Upgrade possible from Software to Hardware versions costing 74.99 U$D for the Hardware I version and 99.95 for the Hardware II versions. Go as high as 1280x1024 or get virtual resolutions upto over 5000x5000!

Blow Up'030 Falcon Screen Expander!! By Lexicor (510) 848-7621

Ok! enough hype! it's great though...for more info at inet email:

Lexicor@world.std.com to get more info on this new and very able Falcon Screen Expander!

Sincerely

167. Re: Installing a new system font...

Newsgroup: comp.sys.atari.st
Date: 1993-10-04 11:22:18 UTC
From: schorr@rbg.informatik.th-darmstadt.de
Message-ID: <28p11aINNq3b@rs18.hrz.th-darmstadt.de>
Source record: 200139

Hi!

There are many ways to set a new AES-Font:

a) as GDOS-Font for each GDOS-supporting-applikation
b) as systemfont with NVDI
c) with SETFONT from the Mortimer-set (OMIKRON, GERMANY)
d) some PDs
e) as AES-Font with MultiTOS or TOS >=4.01

--
---------------==========**---------------
! INGENIUM - Software, Roland Schorr, Draisstrasse 21, 69502 Hemsbach (6944) !
! Roland Schorr @ HD (MausNet) /|\ schorr@rbg.informatik.th-darmstadt.de !
! Maus @ HD: Germany - (06201) 47 72 74, 18:00 - 19:00 Uhr Maustauschzeit !
---------------==========**---------------

168. Re: fax software

Newsgroup: comp.sys.atari.st
Date: 1993-10-04 11:38:00 UTC
From: error@stack.urc.tue.nl
Message-ID: <28p1uo$lgh@tuegate.tue.nl>
Source record: 200141

jonal@dhhalden.no (JON ARVID LOVSTAD) writes:

>Does anyone know if these faxapps will work from a cli? I might have need
>for something like that to be included in a script...

I heard that COnnect supports calling Qfax from a script. But I am not
really sure if Qfax already supports this. Maybe Wolfgang can shed some
light into the matter.

Erlend.

169. Re: Installing a new system font...

Newsgroup: comp.sys.atari.st
Date: 1993-10-04 11:39:49 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <28p225INN2qiq@rs1.rrz.Uni-Koeln.DE>
Source record: 200140

In <28obgrINN7pg@uwm.edu> mode@convex.csd.uwm.edu (modE) writes:

>I've come across a font file (.fnt) that I would like to use to replace the
>system font. Is there a program out there I can maybe put in my AUTO folder
>or something to change the system font?

I cannot think of any method of doing this. Except, if you have
NVDI, you can do that by placing an "s" in the first column of
the assign.sys file where you install the font.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

170. Re: Notator Logic upgrade - $299 worth it?

Newsgroup: comp.sys.atari.st
Date: 1993-10-04 11:49:39 UTC
From: error@stack.urc.tue.nl
Message-ID: <28p2kj$liq@tuegate.tue.nl>
Source record: 200142

avgroeni@cs.ruu.nl (Annius Groenink) writes:

>In <28hojh$7pn@news.bu.edu> selick@csa.bu.edu (Steven Selick) writes:

>>they make it out to look like I'm getting such a bargain..."Save $599 to
>>$900" and so on...

>Those prices are criminal and should be forbidden by law. Get yourself
>an illegal copy for the sake of Justice. (no smiley)

Hey Annius, if you think the price is too high, than just use another program. And if you think that other programs are not good enough for you, then they obviously have a reason for asking such a price haven't they?
If they were asking more than necessary obviously you have a great market opportunity there. No really, if you are a professional musician you would have the money for the program. You don't suppose professional musicians use a $200 synth either do you? A $5,000,000 company doesn't use a $50 program for their financial administration, but they use a program which costs more, a lot more, but has excellent support and is very very complete. The same way if you need Notator Logic, buy it. If you don't buy something else.

Erlend.

171. Re: UPGRADE NOTICE __WARP 9-- to version 3.80

Newsgroup: comp.sys.atari.st
Date: 1993-10-04 12:22:16 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1471@usdtsg.DaytonOH.NCR.COM>
Source record: 200148

In article <15750@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
[STuff deleted]

>Geneva doesn't provide preemptive multitasking without MiNT. Warp-9 doesn't
>work with MiNT (except for 0.95 and earlier).

This is something I have found a little questionable lately. With
most of my setups, I'd agree that MiNT and Warp9 (3.75) don't like each
other. However, at least one of the configurations I use it seems
to work together. I'll have to see how I have that set up (I can't
recall if I load Warp 9 in before or after MiNT 1.08, however)...

Oh well, good programs both...

Robert.Anisko@daytonoh.ncr.com
R.ANISKO@genie.geis.com

"I'm not myself today..."
"who are you?"

172. Re: MiNT & TCSH novice questions

Newsgroup: comp.sys.atari.st
Date: 1993-10-04 12:58:03 UTC
From: mh1@irz.inf.tu-dresden.de
Message-ID: <28p6kr$pb@irz205.inf.tu-dresden.de>
Source record: 200051

In article <289g8r$ohc@hermod.uio.no>, CHRISTOPHG@BIOMED.UIO.NO (Christoph Gartmann) writes:

> I've just installed MiNT V0.95 and TCSH for MiNT. Now I have a few questions:
> - cshrc.csh contains a line to set the prompt which has no effect. Any other
> commmand in there is executed properly. If I try to do a source on this
> file the "set prompt" isn't performed either. What's wrong?

Perhaps your "set prompt=..." statement is in an "if" clause which is never touched? ... Anyway, that's not enough information to begin with. What's the exact statement you try to set the prompt with? (What version of `tcsh' do you use?

> - somewhere in the readme of TCSH is stated that cursor up is or can be mapped
> to previous command (CRTL-L). How?

If your /etc/termcap is correct, `tcsh' will map the cursor up/down keys to the up-history/down-history commands at startup. If that doesn't work for you, try the following:

```
bindkey '^[A' up-history
bindkey '^[B' down-history
```

Michael
--
Internet: hohmuth@freia.inf.tu-dresden.de

173. ASSEMBLY PROGRAMMERS

Newsgroup: comp.sys.atari.st
Date: 1993-10-04 13:21:34 UTC
From: anthony@concave.cs.wits.ac.za
Message-ID: <28p80u$pmq@caesar.wits.ac.za>
Source record: 200150

Are there any 68000 programmers out there who wouldn't mind sharing their expertise????? I am only interested in really in-depth advanced stuff...
(Forget simple scrollers, but how do you do 3D scroll bars etc...)
(Algorithms for real-time compression stuff)
(It's really the algorithms I need... coding is easy)
(Playing sound out the STE is simple... but how do you mix two sounds at ANY time?? are there algorithms which use the blitter chip to mix sounds... I know you can't use it to average memory...)... So anyone who can share really expert in-depth knowledge, please mail me! thanks

Anthony Spirou : anthony@cs.concave.wits.ac.za

174. Re: the Atari TT line

Newsgroup: comp.sys.atari.st
Date: 1993-10-04 13:34:19 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Oct4.133419.5315@newshost.lanl.gov>
Source record: 200052

In article 9563@news.eng.convex.com, ehood@convex.com (Earl Hood) writes:
>
> Is Atari still supporting the TT line (i.e. are they still be
> manufactured)?

The TT is no longer being manufactured, unfortunately. Your best bet is to try to find one used, but they are in demand so look hard.

>The Mega STe is not worth the cost for the increase in performance, ...

Well, I wouldn't be so sure. The MSTE is no longer being manufactured either so you have to buy used and you can find some very good deals on complete systems from time to time. I've seen MSTE 4/50 systems with both monitors, modem, software and other stuff for as low as $750. Ain't a bad price and the MSTE is a sweet little machine, IMHO.

>and I'm not sure about the Falcon

Why not? It's just a 'super' ST, if you will. The TT has more raw computing power available but the Falcon is a great consumer machine. All depends on what you need it for, right?

Good luck shopping!

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____

175. Re: Notator Logic upgrade - $299 worth it?

Newsgroup: comp.sys.atari.st
Date: 1993-10-04 13:58:08 UTC
From: mmartin@neumann.une.edu.au
Message-ID: <mmartin.749743088@neumann.une.edu.au>
Source record: 200084

error@stack.urc.tue.nl (Erlend Nagel) writes:

>avgroeni@cs.ruu.nl (Annius Groenink) writes:

>>In <28hojh$7pn@news.bu.edu> selick@csa.bu.edu (Steven Selick) writes:

>>>they make it out to look like I'm getting such a bargain..."Save $599 to
>>>$900" and so on...

>>Those prices are criminal and should be forbidden by law. Get yourself
>>an illegal copy for the sake of Justice. (no smiley)

>Hey Annius, if you think the price is too high, than just use another
>program. And if you think that other programs are not good enough for
>you, then they obviously have a reason for asking such a price haven't
>they?

Well I can see Annius' point here. This software is in the highest price bracket and I wonder just how realistic these prices are. I know that huge quantities of time and effort have gone into creating these programs but I also know that there is a hell of alot of people using them. In Australia, Atari computers are still very popular in home and semi-pro studios, they have certainly lost it as far as the professional market goes (perhaps the Falcon could change that). It is now quite easy to run $900 software on a $300 computer (used 1040ST). In fact if you want software with any power at all you have to spend big money. Is this cost really set by the market? With only two main players (Emagic and Steinberg) it is easy to have an artificially inflated price. Take the prices for Emagic software in Australia at the moment:

Creator $499 (was $699 last year)
Notator $799 (was $1099 last year)
Notator Logic $1300
upgrade from Notator to Logic $679 (!!!??)
upgrade from Creator to Notator $399

So let's say that, like me, you bought Creator in the late '80s and upgraded to Notator some time later. Creator cost around $600 (easy), ugrade costs $400 that's $1000 so far. Now if you want to go to Notator Logic you're up to $1700 dollars. Is this realistic? Well it's well beyond the budget of alot of home studios, that's for sure. Prices for Cubase and Cubase Audio are, and I think have always been, slightly lower. It was only recently that the prices for this type of software dropped as economic times got tougher and the market really did influence prices.

>If they were asking more than necessary obviously you have a great
>market opportunity there. No really, if you are a professional musician
>you would have the money for the program. You don't suppose professional
>musicians use a $200 synth either do you?

As I said before, the pro market (yes, that includes musicians) has
really gone to the mac here and I suspect elsewhere as well.

>A $5,000,000 company doesn't
>use a $50 program for their financial administration, but they use a
>program which costs more, a lot more, but has excellent support and is
>very very complete. The same way if you need Notator Logic, buy it. If
>you don't buy something else.

Yeah, that's the bottom line, unfortunately there's not really much
choice.

>Erlend.

Mark.

176. Re: fax software

Newsgroup: comp.sys.atari.st
Date: 1993-10-04 14:10:56 UTC
From: garth@splunge.uucp
Message-ID: <1993Oct4.141056.327@splunge.uucp>
Source record: 199902

I use STraight FAX! from Toad Computers in the USA (they're the official distributors of STraight FAX!). The programmer of STraight FAX! recently announced an upgrade to version 2, which amongst other things will now support Group One fax modems/protocols.

Putting the Supra FAXModem v.32bis/v.42 together with STraight FAX! has been one of the best things I ever did with my Mega STe, besides getting Calamus SL for it. And there's good support for STraight FAX! on GEnie and CompuServe, too -- oftentimes, the original author of the software will answer your questions, and if there's anything about FAXmodems that he *doesn't* know, I'm not aware of it.

Version 2's more costly than version 1.07 (around $100.00 US), but it's worth it. The programming is solid and elegant, the interface is easy to use, and I've sent and received hundreds of FAXes with it and have been extremely pleased with the results. The FAXes I send to clients almost look as good as laser output, because it's direct-from-digital (no scanning artifacts to leave "mouse droppings" all over the FAX). Buy STraight FAX! -- you won't regret it. Toad Computers can be reached at:

556 Balt. Annap. Blvd.
Severna Park, MD 21146-3818
USA
Tel: 1-410-544-6943

They also have a 1-800 number for orders only, but I don't use it, since it doesn't work outside of the USA (I'm in Canada).

Regards,
Garth

--
| "Life is a swirling, sucking eddy of despair
| filled with small moments of false hope in
| an ever-blackening universe."
Garth E.T. Wood | "Geez, Dad, if you don't want me to borrow

177. Re: ISHAR 2 (Falcon version?)

Newsgroup: comp.sys.atari.st
Date: 1993-10-04 14:31:40 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <28pc4c$ajc@vishnu.jussieu.fr>
Source record: 200053

Ishar 2 doesn't exist yet in a specific Falcon version.
Llamazap looks great...in fact, it's presentation page, since I haven't seen
more, coz' looks like one need the new controller to test it?? Am I right ???

Marc BOURLON

178. Re: Stuck in Warhead

Newsgroup: comp.sys.atari.st
Date: 1993-10-04 14:49:58 UTC
From: everling@iis.fhg.de
Message-ID: <everling.749746198@mw004>
Source record: 200054

Christiaan_Kamstra@p1.f503.n285.z2.fidonet writes:

<My previous Gefasel deleted >

>I tried... I got blown up before my stingers, MDC or even probes got to it!
>(so I got blown away by a big UNKNOWN (though I still think it is a
>"pseudo-stellar missile")

What about the method of shooting his missiles with your gun ?
And btw: try another autopilot mode. As far as I remember mode 1 stops
you the moment you stop pushing the throttle, while mode 4 (or 8, I don't
remeber anymore) keeps your momentum, thus allowing far greater speeds.
Of course you have to break a lot more... :-)

C U l8r
Dirk
--
Dirk Everling | Fraunhofer Gesellschaft IIS | Phone: +49-9131-776-380
everling@iis.fhg.de | Wetterkreuz 13 | FAX: +49-9131-776-399
| D-91058 Erlangen |

179. Re: Stuck in Warhead

Newsgroup: comp.sys.atari.st
Date: 1993-10-04 14:56:14 UTC
From: everling@iis.fhg.de
Message-ID: <everling.749746574@mw004>
Source record: 200055

Christiaan_Kamstra@p1.f503.n285.z2.fidonet writes:

>In a message of <Wed 22 Sep 93 17:17>, erkamp (2:281/202.0) writes:

> e> Someone posted a way to do this. You need to get fire everything
> e> you've got at the Berserker and get him to follow you and then use
> e> Quadspace to get to the black hole and the Berserker will hopefully
> e> follow you and get sucked in while you escape because you move faster.

>I thought that was the *final* mission? You must only do that when the
>Berserker enters the solar system!?!? And I'm still getting killed at XI
>(some zillion lightyears from earth)

The last mission is to destroy the planet of these wormthingies, erm to
escort the destroyers towards this planet.
Lots of pursuit and combat ahead you. There's even a mission
where you HAVE to use the escape pod. After a long, long pursuit...
C u
Dirk
--
Dirk Everling | Fraunhofer Gesellschaft IIS | Phone: +49-9131-776-380
everling@iis.fhg.de | Wetterkreuz 13 | FAX: +49-9131-776-399
| D-91058 Erlangen |

180. Bye Bye My Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-10-04 16:36:28 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CEDsss.Bxt@newcastle.ac.uk>
Source record: 200061

Well - here's a word of warning to those of you who are using extended screen modes on your falcons - 800*600 has just blown the video chip in mine...bye bye :(

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 2737650
Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
----------/__\----------
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

181. Re: ISHAR 2 (Falcon version?)

Newsgroup: comp.sys.atari.st
Date: 1993-10-04 16:41:06 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Oct4.164106.1695@unix.brighton.ac.uk>
Source record: 200059

Yes, you need a new controller to play Llamazap. At around 30.00 pounds for the game and the same for controller thats a bit expensive in my view.

--
+---+
| You are knowing it is a rock when it is falling on your head. |
| |
| Michael May, Brighton University, Sussex, England |
| HND Computing Year 2, Software Engineering Stream |
| mm68@uk.ac.bton.unix |
+---+

182. Re: Need to hook up a high speed modem to my Mega STe (Supra)....

Newsgroup: comp.sys.atari.st
Date: 1993-10-04 17:10:49 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.768093@cix.compulink.co.uk>
Source record: 200056

In article <CECEwB.17E@mailer.cc.fsu.edu>, boyd@gauss.math.fsu.edu (Mickey Boyd) writes:
>
>Uniterm would be considerably faster than Connect, as it uses the TOS style
>textual interface as opposed to GEM windows.
>
Unless you have NVDI installed, in which case Connect will probably be
faster.

Ofir ogal@cix.compulink.co.uk

183. Re: Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-10-04 17:10:50 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.768095@cix.compulink.co.uk>
Source record: 200057

In article <2caf04ba@stacken.ct.se>, patrik.sanfridsson@stacken.ct.se (Patrik Sanfridsson) writes:
>
>True indeed! BTW, do you happen to know where I can order Llamazap and Ishar 2
>for the Falcon? Preferably VISA.
>
Sorry, I don't know, but I'm sure you will be able to find out in the UK mags.

Ofir ogal@cix.compulink.co.uk

184. Motif, Unix and X

Newsgroup: comp.sys.atari.st
Date: 1993-10-04 17:18:16 UTC
From: vctec@westminster.ac.uk
Message-ID: <CEDuqJ.19s@westminster.ac.uk>
Source record: 200058

Dear friends,

Thanx to all the people who answered my query about Unix Windows.

It was quite amusing to see how my original question, in the process of being answered, became a topic of discussion about implementing X on the ST.

I read somewhere (I think something like a Dr Dobbs journal thing on X windows) a few weeks ago......well did not read, but scanned while in a newsagents. I gathered something about how Motif was very successful, and so, it would be released into the public domain. Now, I do not claim this to be true. It is only the impression I got when I scanned the mag. I could not read the whole article.

If this is true, then does that mean that the source code will be available, and so can be ported over to the Atari ST? OK, maybe not the full blown version, but maybe just a smaller version?

These are just my thoughts. I am new to programming and am starting with C. OK, not new to programming, but the first language I learnt over the past year was Prolog, but it is totally different to C and such. I would love to learn how to port software. All I can do for now is be patient and carry on learning ;-)

Again, Thanks to all those people who replied, either directly to me, or through this newsgroup.

-Danny.

--
****
*
D.Bhabuta (Dan The Man !!) *
vctec@uk.ac.westminster ****

185. Re: Falcon Support (BobR(ude))

Newsgroup: comp.sys.atari.st
Date: 1993-10-04 17:31:48 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Oct4113148@flammulated.owlnet.rice.edu>
Source record: 200062

Discredit anyone..? What gives you that idea..?

You're right, my reply to Kendall was a bit rude.. but he's not the
first to have demonstrated that he has NOT read what I've posted, nor
followed the thread, yet he feels qualified to tell me that since I said
I don't own an Atari, I shouldn't have an opinion.

No, I said that someone who was not an ST owner would have a difficult
time judging the ST market.

I never said that.

???

The first person, who originally posted the first question in this thread
said that *THEY* used to own an Atari ST six years ago.

I've *already* posted in this thread that I own, and like, an Atari ST.

But I'm pretty sure that the message I replied to said you were a
former ST owner... At least that's what I thought at the time.

So, if you can't follow the discussion, why not refrain from criticising
ANYONE, ok..?

I never did, I just laid out how I saw the ST software base.

With the exception of two very good posts about the state of Falcon support
in the United Kingdom, about all I've seen in this "discussion" is a lot
of people whining that they don't like my "style", or they can't bear to
hear anyone say anything that's not gushing roses for Atari.. VERY LITTLE
contribution to the original discussion.

Gee, I never did that, I thought my post had some substance - that the
overall software availiable fot the ST line is much better than what
we had 6 years ago. Is that not relavant to the discussion?

<rest deleted>
--
---> Kendall Gelner (kendall@rice.edu)

186. Re: the Atari TT line

Newsgroup: comp.sys.atari.st
Date: 1993-10-04 17:41:43 UTC
From: Lexicor@world.std.com
Message-ID: <CEDvtL.EEt@world.std.com>
Source record: 200060

In article <1993Oct4.133419.5315@newshost.lanl.gov>,
John Hutchinson <hutch@bellman.lanl.gov> wrote:
>In article 9563@news.eng.convex.com, ehood@convex.com (Earl Hood) writes:
>>
>> Is Atari still supporting the TT line (i.e. are they still be
>> manufactured)?
>
>The TT is no longer being manufactured, unfortunately. Your best bet is to
>try to find one used, but they are in demand so look hard.

Hmm..I heard otherwise..that TT's will be produced again soon...then again,
you never know ;)

You might want to also wait for the coming of the TT-Clones from Germany...
the "Eagle" from GeSOFT and/or Medusa...
>
>>The Mega STe is not worth the cost for the increase in performance, ...
>
>Well, I wouldn't be so sure. The MSTE is no longer being manufactured
>either so you have to buy used and you can find some very good deals on
>complete systems from time to time. I've seen MSTE 4/50 systems with both
>monitors, modem, software and other stuff for as low as $750. Ain't a bad
>price and the MSTE is a sweet little machine, IMHO.
>

Yeah! and you can power it up too with gfx boards..I think even +10 Megs RAM
although I'm not sure on that one.

>>and I'm not sure about the Falcon
>
>Why not? It's just a 'super' ST, if you will. The TT has more raw computing
>power available but the Falcon is a great consumer machine. All depends on
>what you need it for, right?
>

I guess so..although if you need a comp soon....I'd sa the TT is a beauty.

Yat
>Good luck shopping!
>
>_____________________________ John "HUTCH" Hutchinson ____________________________
>_____________________ Fair Dinkum Technologies Member - IAAD _____________________
>_____________________ "No worries, mate... it's from Fair Dinkum!" _____________________
>_____________ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____________
>
>

187. Reading Mac disks

Newsgroup: comp.sys.atari.st
Date: 1993-10-04 19:21:00 UTC
From: dunham@mpd.tandem.com
Message-ID: <1993Oct4.192100.2903@integrity.uucp>
Source record: 200065

SENT 09-14-93 FROM DUNHAM_JERRY

Does anyone know if this works on an ST running one of the MS-DOS
emulators, such as PC-Ditto? It could be rather handy.

--Jerry

------------ REPLY ATTACHMENT --------
SENT 09-14-93 FROM SEQUEIRA_SERGIO @ICON

Hi Franklin,

We use a pcackage from Acute System that reads 1.4MB Mac diskettes
into the PC.

It is the MAC-ETTE.

Directions: Acute System
PO BOX 37
Algonquin, IL 60102

We don't have their telephone number. Hope this will help you.

best regards,
Sergio

------------ FORWARD ATTACHMENT --------
SENT 09-13-93 FROM BROD_CESAR @ICON

Voce nao quer responder para ele?

------------ ORIGINAL ATTACHMENT --------
SENT 09-13-93 FROM SMYTH_FRANKLIN @POST

Greetings:

Somewhere I saw an application that will allow a PC to
read a 3.5 MAC disk. Unfortunately, I cannot locate the
catalog I found it in. Does anyone know of the existence
of such a thing?

Thanks,
Franklin

--
Jerry Dunham DoF #1.5 dunham@mpd.tandem.com
Tandem Computers, Inc., ISD dunham_jerry@tandem.com
Austin, TX hoosier@rider.cactus.org (512)244-8598
It takes a big man to cry, but it takes a bigger man to laugh at that man.

188. Re: Installing a new system font...

Newsgroup: comp.sys.atari.st
Date: 1993-10-04 19:55:21 UTC
From: bwwl@sun.rz.tu-clausthal.de
Message-ID: <1993Oct4.195521.9700@solaris.rz.tu-clausthal.de>
Source record: 200066

```
modE (mode@convex.csd.uwm.edu) wrote:
> I've come across a font file ( .fnt) that I would like to use to replace the
> system font. Is there a program out there I can maybe put in my AUTO folder
> or something to change the system font?
> --

There are several programs to change the system-default VDI-font.
Unfortunatly some applications are ignoring system-settings (example:
the original Atari Desktop - at least my version).
Try some prgs like 'font', 'switchfont' or 'vdi_font'. They are
available via ftp from ftp.tu-clausthal.de (139.174.2.10)
/pub/atari/graphics/fonts/* or via email from 'mail-server@ftp.tu-clausthal.de'

Bye,
Wolfgang.
--
------------------------------------------------------------------------
Wolfgang Ley email: Ley@rz.tu-clausthal.de
Teichstrasse 9
D-38678 Clausthal-Zellerfeld "With workstations you can do a lot of
(Germany) nonsense. With PC's not even that..."
Phone: +49 5323 82132
------------------------------------------------------------------------
To obtain public-pgp-key use 'finger bwwl@sun.rz.tu-clausthal.de'
or query a public-key-server for 'Ley@rz.tu-clausthal.de'.
```

189. Re: Bye Bye My Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-10-04 20:41:10 UTC
From: Lexicor@world.std.com
Message-ID: <CEE44n.327@world.std.com>
Source record: 200063

In article <CEDsss.Bxt@newcastle.ac.uk>,
Craig Graham <Craig.Graham@newcastle.ac.uk> wrote:
>
>Well - here's a word of warning to those of you who are using extended screen modes
>on your falcons - 800*600 has just blown the video chip in mine...bye bye :(

Really? that's really bad...what where you using? i.e. what screen expander?

This really sounds very strange...you are really unlucky....did you use
SOftware or Hardware? versions...

Yat

ps: what about a warranty for such kind of a thing?
>
>Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
>BAe Space Systems || Phone : (UK) 091 2737650
>Stevenage,England.|| Snail-mail: 38 Brighton Grove, Fenham, Newcastle, England.
>-----------------/__\---
> SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....
>

190. Re: it crashed on mine

Newsgroup: comp.sys.atari.st
Date: 1993-10-04 20:45:39 UTC
From: Lexicor@world.std.com
Message-ID: <CEE4C4.3vn@world.std.com>
Source record: 200064

In article <H.eg.fZI&s39XCww@semprini.waterloo-rdp.on.ca>,
Chris Herborth <cherborth@semprini.waterloo-rdp.on.ca> wrote:
>In <28ivmo$ldn@usenet.rpi.edu>, Amalaye Oyake writes:
>>
>> Damn. It looks like I cant get anything to work on My Falcon030.
>>
>> 1) Rufuf crashed completely.
>> 2) Connect does not recognise my async ibx modem

That's odd.....you sure it's not maybe the modem? is it registered?

>> 3) NETHACK ALWAYS CRASHED, NO MATTER WHAT DRIVE I PUT IT IN (HARD DISK)

Really odd...
>> 4) The Omega demo wants sc1224

Oh well....I guess for 640x400 in "TC"

>> 5) Uniterm is a mess
>> 6) Cybersculpt crashes if I click on the palette menu.

Cybersculpt on a faclon will ONLY run well in ST High compat. modes...

>>
>> Hum i seriously wonder ....
>
>I wonder too... Did you try any of these in ST screen modes?

I'd suggest that too...

>
>If NetHack won't work on your machine, you've got _serious_ problems;
>NetHack doesn't do _anything_ machine-specific.
>
>--

Maybe he's got a Rev.2? ;) <grin> oh well...good luck to you!!

Yat
>------------------==------------------
> cherborth@semprini.waterloo-rdp.on.ca
> Chris Herborth

191. Re: Winx woes...

Newsgroup: comp.sys.atari.st
Date: 1993-10-04 21:55:29 UTC
From: mbaffoni@farad.elee.calpoly.edu
Message-ID: <1993Oct04.215529.180797@zeus.aix.calpoly.edu>
Source record: 200067

In article <A5089@wi2.maus.de>,
Martin Osieka <Martin_Osieka@wi2.maus.de> wrote:
>>It is the gemram program that hangs the system when you access the
>>configuration menu. It seems winx has nothing to do with it...
>
>That's right. A new version of GEMRAM (1.6) will come soon (together with WINX
>2.2).

Does WINX(whatever version) work with MTOS? Does it still require
GEMRAM or does it just use the *.sys files?

BTW, I've heard this and that about WINX, but just what are the
advantages to having WINX in a MTOS environment (I already have as many
windows as I want, etc.).

>Martin

-MikeB

192. Re: nethack GEM 3.1.3

Newsgroup: comp.sys.atari.st
Date: 1993-10-04 22:27:29 UTC
From: rvenable@helix.nih.gov
Message-ID: <1993Oct4.222729.10821@alw.nih.gov>
Source record: 200068

In article <CED9Ao.3KI@snimucgw.stm.mchp.sni.de> Dominik.Strasser@mch.sni.de writes:
>I downloaded nh313gem.zoo from atari.archive but I can't get it to run on my
>ST (3 MB yes, correct 3 MB RAM) TOS 1.04, even if I don't boot any accs or
>auto folder progs. I get an addressing exception very early in startup, even
>before anything shows up upon the screen. The first problems I had were config
>errors in nethack.cfg, which gave bus errors when the paths for DATA and SAVE
>weren't correct and the .RSC file couldn't be found. But I overcame these probs.
>The addressing error doesn't vanish. Anybody out there who knows a solution.
>The error occurs in all ST resolutions (high, medium, low).

Not exactly a solution, but that version won't run on normal ST graphics
modes; it requires at least a 640x400 color mode to be playable, according
to one of the README files. I deleted it without trying it, as the file
was quite clear about STmed or STlow being inadequate.

--
Rick Venable (301) 496-1905 |=| "Eschew
FDA/CBER Biophysics Lab HFM-419 |=| Obfuscation"
Bethesda, MD 20892 USA |=|
rvenable@helix.nih.gov |=| -- the Phantom Nerd

193. Re: the Atari TT line

Newsgroup: comp.sys.atari.st
Date: 1993-10-04 22:34:22 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <28q8de$pn0@charm.magnus.acs.ohio-state.edu>
Source record: 200069

> The TT is no longer being manufactured, unfortunately. Your best bet is t
> try to find one used, but they are in demand so look hard.

Atari/Bob Brodie has been saying for several months that the TT has not been cancelled and have ordered another production run. I don't know the current status of the order.

Maybe you have news that's more recent? Considering that one of the Jaguar development systems is a TT, the "reopening the TT production line" announcement didn't surprise me......especially since they've said all along they would eventually make more.

->->->((JP))<-<-<-

If you are given a take-home exam, you will forget where you live.
--- Corollary to the Fifth Law of Applied Terror

194. NeoDesk 4/Geneva (available yet?)

Newsgroup: comp.sys.atari.st
Date: 1993-10-04 23:02:25 UTC
From: kllove@skyraider.ecn.uoknor.edu
Message-ID: <28qa21$er@constellation.ecn.uoknor.edu>
Source record: 200070

I plan to buy the NeoDesk/Geneva combination for my ST and was
wondering if it is shipping (TOAD says, "no"). If not, does anyone
know when it will be shipping?

adTHANKSvance,
Kenneth Love

195. 16 bit trakcer

Newsgroup: comp.sys.atari.st
Date: 1993-10-04 23:14:23 UTC
From: fvkampen@cs.vu.nl
Message-ID: <CEEB80.96B@cs.vu.nl>
Source record: 200075

I heard some rumours about a 16 bit tracker for the Falcon.
I still can't find it on ftp.uni-erlangen.de.?
Am I looking in the wrong place or is something sinister going on?

Looking forward to your responses:

--
+---+
Florentijn van Kampen	"O dear", says God, "I hadn't
fvkampen@cs.vu.nl	thought of that", and promptly
(...) The World is Music (...)	vanishes in a puff of logic"

196. Coleco (was Re: Falcon Support)

Newsgroup: comp.sys.atari.st
Date: 1993-10-04 23:16:48 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.yZ3YcOQ8hUI@semprini.waterloo-rdp.on.ca>
Source record: 199964

In <1468@usdtsg.DaytonOH.NCR.COM>, anisko writes:
> Oh well, the problem with dealing with a company like Atari is that
> they are a smaller company (unlike Microsoft, for instance) and as such
> are limited by that among other things. At least they're trying to
> come out with new things (including the Jaguar). Just be glad you didn't
> get a Coleco Adam computer, Bob (nice system, but is Coleco even around
> anymore? :-)

Coleco pulled an amazingly Tramiel-like move a number of years back, at
the height of the Cabbage Patch Kid craze (remember when moms were
fighting over the things in toy stores?)... they essentially dropped
everything else in favour of concentrating on this market, which dried
up _real_ quick. They're still trying to recover from the fall.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

197. Re: Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-10-04 23:18:00 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.W0K1fpfP3OY@semprini.waterloo-rdp.on.ca>
Source record: 199965

In <memo.763169@cix.compulink.co.uk>, Ofir Gal writes:
> Sorry, I got it confused with someone else. My apologies. Regarding US
> support. I hear that NVDI is now available in the US. You can always order
> stuff from Germany or the UK (where the docs are in English). HiSoft and
> Compo are two companies that have many Falcon compatible or specific
> products. Oh and Cubase Audio.

I don't think Americans like to buy from the UK... They think the
spelling is all wrong... ;-)

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

198. Re: Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-10-04 23:24:46 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.G1ojGeS67&_@semprini.waterloo-rdp.on.ca>
Source record: 199966

In <KENDALL.93Oct3134838@flammulated.owlnet.rice.edu>, Kendall Helmstetter Gelner writes:
> Well, I would say that the dealer network has shrunk somewhat. There
> are still a number of dealers around, though, and almost every dealer
> I knew of 6 years ago is still around... This may vary in your area.

Shrunk somewhat?!? Evaporated would be a better description. In this
area, there used to be quite a few Atari dealers; now you have to drive
at least 45 minutes to get close to one dealer.

> However, I would say that the software base is stronger than it was 6
> years ago - All of the programs are newer, stronger, faster, better.
> The DTP software is just getting better (Calumus SL is amazing, and
> Pagestream 2.2 is pretty nice - I just wish they'd come out with a new
> version...). Music software is continiously improving, and I think

SoftLogik has abandoned PageStream on the Atari platform; 2.2 is the
last version. They're developing it for the Amiga only now.

> the best of any platform. Programming wise, I still prefer my Atari
> over most anything else (and I have extensive programming experience
> on Suns and PC's). And for word processors, well there are so many

I wouldn't program on a PC if you twisted my arm _really_ hard; an 'OS'
that requires the programmer to use "__near" and "__far" pointers, and
worry about "memory models" and whatnot is bad news.

> choices I won't even go into them here... (I really like Atariworks so
> far though... it has the first spelling checker I like as much as

IMHO, most Atari word processors could use a lot of improvement; I
haven't found a good one yet. That's why I use uEMACS. :-)

> WordPerfect's). For almost any software category, equivilent software
> exists on the ST that are on the same level as the stuff on other
> platforms.

I don't think there's anything that even comes close to Mathematica or
Maple. That pretty much locks engineering students, math students, and
science students out of the ST/TT/Falcon market.

> Now you say that you are a FORMER Atari owner. Pretty shaky ground to
> be commenting on the state of software or support, don't you think?

BobR's a _continuing_ Atari owner; he owns and uses an Atari computer.
Like me, he doesn't like people trying to convince the innocent that the
Atari market is in an 'Ok' state. It's very, very sick, and doesn't
seem to be getting any better (that's not to say that it's getting
worse; it's been like this for at least three years now).

So, when's Atari going to release a 68040 machine? Or maybe a PPC601 machine? :-\ If I'm going to spend some $$$ I want a decent amount of power and some decent graphics; I'm one of those mutants that could care less about sound (my volume is always turned off so I can listen to the CD player) or MIDI (my MIDI ports are practically virgins).

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

199. Re: Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-10-04 23:32:20 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.&VZbhR&z9d2@semprini.waterloo-rdp.on.ca>
Source record: 199968

In <1993Oct3.203002.25764@newshost.lanl.gov>, John Hutchinson writes:
> Neither am I arguing with you. Like it or not, I must agree with most of your
> conclusions. I just don't see the need to constantly bash Atari. But I see
> little point in waving the 'I Love Atari' banner while my feet are sinking in
^^^^^^^^^^^^^^^^^^^^^^
> technology quicksand, either. Either extreme is a moot exercise, IMHO.
^^^^^^^^^^^^^^^^^^^

Hey, that's a great analogy Hutch!

> I freely admit I LIKE Atari computers. But hey, I also like (and own) a Mac
> and pc, as well. So sue me. :)

The fundamental problem in this merry flamefest is that Bob _LIKES_ his
Atari; otherwise he would't use it, and he would't post to/read this
newsgroup. The same goes for me as well. We're not about to put up
with the _complacency_ that has allowed Atari to get into the bad, bad
position that it's in now; we want people to wake up and _tell_ Atari
how annoyed we are at their:

a) pathetic marketing
b) lying to the developers/users (remember when the Falcon had a
32-bit bus and FSM-GDOS was delayed due to 'packaging' problems?)
c) producing crippled computers and running around calling them
ground-breaking, state-of-the-art, etc (gee, that's a nice
Falcon030sx they gave us; too bad the DSP is next to useless most
of the time)
d) pathetic documentation
e) pathetic ergonomics (I'm surprised I don't have carpal tunnel
syndrome from this keyboard yet)
f) etc, etc

IMHO, it's not _fair_ to paint a rosey picture of the Atari world to
people who aren't familiar with it, especially when they're considering
dropping $2000 to enter it (which, IMHO, is like jumping with no parachute).

> OK, "The Atari market today is worse than it was six years ago, Atari
> dealers are harder to find and there are fewer software titles available."
> Hey, now _that's_ some ground breaking news, eh? But I _still_ might
> recommend a Falcon purchase to someone if I thought it best for their needs.

This _was_ news to the original poster though; too many people were
pulling punches for Bob's liking. ;-)

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca

Chris Herborth

200. ** INTERLINK HELP **

Newsgroup: comp.sys.atari.st
Date: 1993-10-04 23:38:21 UTC
From: antony@carson.u.washington.edu
Message-ID: <28qc5d$6v0@news.u.washington.edu>
Source record: 200071

Hello,

I've been using INTERLINK for some time and am very pleased with it.
EXCEPT for one major problem! When I use the on-line editor at the
University of Washington - pine - I get these characters at the beginning
of each line.
]K>So that each line
]K>begins with characters
]K>that look like this.

I assume that this is due to faulty terminal emulation (vt100). Does
anyone know if a third party has written a better terminal emulation for
INTERLINK.

Thanks in advance

Tony
antony@u.washington.edu

201. Re: 16-BIT-MUSICEDITOR (FALCON) FINALLY AVAILABLE!!!

Newsgroup: comp.sys.atari.st
Date: 1993-10-04 23:44:32 UTC
From: hbksjsbk@sbusol.rz.uni-sb.de
Message-ID: <28qch0INNk73@sbusol.rz.uni-sb.de>
Source record: 200076

Amalaye Oyake (oyakea@warren1a.its.rpi.edu) wrote:
: What directory is it in ?
: I know a lot of guys who could not find it.

: - Amal

: /* my prob: getting connect to work on IBX 9600buad modem */

hello!
sorry for the inconveniance! there were some problems here!
but yesterday evening, we FINALLY uploaded deluxe mjuzakk zerbastel kit
(mjuzakk.zip) to ftp.uni-erlangen.de
if it is not yet to find in the falcon-directory, you can get it directly
from the atari-incoming-directory, even if its invisible there!!!
just type"get mjuzakk.zip" in the incoming-directory (ca 1.2mb).
we succeded in downloading it although it was invisible.
bye
bern

202. Well-behaved BBS programs

Newsgroup: comp.sys.atari.st
Date: 1993-10-04 23:55:22 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.6IC2gWNo7IY@semprini.waterloo-rdp.on.ca>
Source record: 199967

Does anyone know of a well-behaved BBS program?

Be "well-behaved", I mean that it doesn't do anything bizarre to the screen (just text output, nothing weird), doesn't hog the system, doesn't access the disk erratically, etc, etc... You know, something suitable for use in a TOSWIN window.

Not that I'm planning to start a BBS right now; it'd be quite annoying on a machine with only one serial port.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

203. Re: X11 Speedo Fonts

Newsgroup: comp.sys.atari.st
Date: 1993-10-04 23:58:08 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.skU79BqYhBk@semprini.waterloo-rdp.on.ca>
Source record: 199969

In <A5973@MS.maus.de>, Julian Reschke writes:
> In article <H.eg.Rqd7JjPPFaw@semprini.waterloo-rdp.on.ca>, Chris Herborth
> (cherborth@semprini.waterloo-rdp.on.ca) wrote:
> >I'll agree that it's faster than ATM (since I've used both on the same
> >hardware), but the memory requirements are worse, and Speedo's _really_
> >slow if you have more than about 10 fonts active.
>
> It's possible that some programs are slower during initialization when
> you have many fonts; but I don't believe that it's making a difference
> after that.

With maybe a dozen fonts active, it takes every GDOS program I load a
long time to come up. I have no idea what it's doing, but it
definitely spins the disk a lot. After that, the only wait is for
rendering the onscreen fonts, which is pretty good.

We're talking wait 5-10 _minutes_ if you have 15 or so fonts active.
JUST TO LOAD A GDOS PROGRAM.
--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

204. Re: X11 Speedo Fonts

Newsgroup: comp.sys.atari.st
Date: 1993-10-05 00:01:34 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.9DWviKi0ZmM@semprini.waterloo-rdp.on.ca>
Source record: 199970

In <2cad8f53@p4.troed.ct.se>, Magnus Thylander writes:
> Please, what are you arguing about here? Speedo has over 1000 fonts
> available... So what if there are "thousands" of type-1 fonts.... How many do
> most people need huh? Is there any normal person that requires more than 500
> fonts even?? Grow up, 99.99% of all users don't need half of the amount of
> fonts available...

Yah, I guess I should grow up and only use Times Roman for everything.
No, wait! I should use _Courier_ for everything, since it's the
ultimate font!

Give me a break. People involved in graphic design _need_ lots of
fonts, even if they don't use them all. To your Times may look the same
as Bookman, but they're not; there are situations where you'll want to
use one and not the other.

How much would it _cost_ to collect .5k of Speedo fonts? It cost me
$50US to collect that many type-1 fonts; the ShareWare fonts shall
languish in their unpaid-for state until I use them for something.
--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

205. Atari europe

Newsgroup: comp.sys.atari.st
Date: 1993-10-05 00:02:13 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2cb072cc@troed.ct.se>
Source record: 200078

Wanna get in touch with Atari Europe, have they got an E-Mail address?

If Atari Europe Not Defined, Biggest Atari Office In Europe Will Do.

```
+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+
```

206. Re: Falcon Support (BobR(ude))

Newsgroup: comp.sys.atari.st
Date: 1993-10-05 00:20:01 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <92343@cup.portal.com>
Source record: 200077

That was much better, Jason... now if only everyone who's spent the last week or more criticizing my answer would have just posted their own feelings, we wouldn't have ended up wasting all this time and energy.

Unfortunately, your other comments indicate that you never even read my original answer to the original question.

THAT'S the part I object to. The "you" in "why not refrain from criticizing if you haven't followed the discussion" was intended to be generic.

My original answer to the question of whether Atari support had improved in the past six years was very carefully worded to AVOID pushing anyone's buttons. It was a brief and to the point statement of MY point of view.

(As I've already mentioned, I should have added, "in the U.S.)

There was nothing "over-negative" or "sarcastic" at all, and yet the whiners had to attack my answer instead of giving one of their own.

As for "giving Atari a chance", I think I'll pass on that one..

It would only spark another several weeks of this kind of stuff.

BobR

207. Re: NeoDesk 4/Geneva (available yet?)

Newsgroup: comp.sys.atari.st
Date: 1993-10-05 00:40:48 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenCEEF81.5tE@netcom.com>
Source record: 200079

In article <28qa21$er@constellation.ecn.uoknor.edu> kllove@skyraider.ecn.uoknor.edu (Kenneth L Love) writes:
>
>I plan to buy the NeoDesk/Geneva combination for my ST and was
>wondering if it is shipping (TOAD says, "no"). If not, does anyone
>know when it will be shipping?

NeoDesk 4 isn't out yet.

NeoDesk 3.04 and Geneva are shipping. Get them now and upgrade to NeoDesk 4 later.

Geneva is too cool to wait for.

See my article in an upcoming Atari Explorer Online.
--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

208. UPLOAD: New version of GEM++ - version 1.7

Newsgroup: comp.sys.atari.st
Date: 1993-10-05 01:32:13 UTC
From: warwick@cs.uq.oz.au
Message-ID: <15765@uqcspe.cs.uq.oz.au>
Source record: 200080

A new version of GEM++ has been uploaded to atari.archive.umich.edu
This is version 1.7, and so the file is "gem++17.zoo". It should appear
in the /atari/Programming directory shortly.

NEW TO GEM 1.7 SINCE GEM++ 1.5:

- Flying dialog boxes (both opaque and transparent) (thanks Markus Gutschke)
- GEMactivity::OneDo(int eventmask) - for more powerful event handling
- Hotforms passe more unprocessed keys to DoKey() (esp. arrow keys).
- ForeCol(), BackCol(), BorderCol(), FillPattern() etc methods for GEMobject.
- SetText() and other GEMobject methods debugged.
- GEMobject::SetWidth/SetHeight, "rubberness" added to GEMformwindow.
(this allows self-resizing objects)
- Window colour (TOS >= 2.0) now supported. Thanks Waldi of Nederland!
- Automatic delay on sliders (still needs work - user configurability)
- Conform to further changes to VDI bindings.
- Slider increments and timer delays are user configurable.
- Window slider increments are user configurable.
- Example program updated to demonstrate Flying and Window Colours.
- Bug fixes. Expecially GEMobject attributes (Text(), etc).

For those not familiar with GEM++, here is the introduction manual page:

GEM++ - C++ LIBRARIES FOR GEM/AES/VDI

NAME
GEM++ - C++ Libraries for GEM/AES/VDI

DESCRIPTION
The GEM++ library is a collection of C++ classes that give an
object oriented interface to the GEM environment.

CLASS HIERARCHY
FILE CLASS : BASE DESCRIPTION
-------- -------------------- ---------------------------------------
gemap GEMapplication - One for every program.
gemda GEMdeskaccessory
: GEMapplication - One for every desk accessory.

gemr GEMrsc - Loads and frees RSC files.
gema GEMactivity - A user interaction - the main loop.
geme GEMevent - A GEMactivity generates these.
gemfb GEMfeedback - The result of GEMevent processing.
gemks GEMkeysink - Key event consumer in a GEMactivity.
gemt GEMtimer - Timer event consumer in a GEMactivity.

```
gemw GEMwindow - Standard GEM windows.
gemf GEMform - Standard GEM forms / dialog boxes.
gemm GEMmenu
: GEMform - Standard GEM menus are forms.
gemhf GEMhotform
: GEMform - A GEMform that with extra features.
gemfw GEMformwindow
: GEMwindow, GEMform - A GEMform in a GEMwindow.
gemfiw GEMformiconwindow
: GEMformwindow - Iconifiable GEMformwindow.
gemd GEMdesktop
: GEMformwindow - Standard GEM desktops are forms.

img IMG - Standard GEM image format.

vdi VDI - Standard GEM vdi calls.

gemrawo GEMrawobject - GEMforms are made up of these.
gemo GEMobject - Extensible layer on GEMrawobject.
gemsl GEMslider
: GEMobject - A slider extension.
gemto GEMtextobject
: GEMobject - A text extension.
gemimgo GEMimageobject
: GEMobject, IMG - An extension that displays an IMG.
gemuo GEMuserobject
: GEMobject - Extension with user defined graphics.
gemvo GEMvdiobject
: GEMuserobject - User graphics drawn using a VDI.

gemal GEMalert - Standard GEM alert boxes.
gemfs GEMfileselector - Standard GEM file selector.

gemsb GEMstreambuf
: streambuf - Interprocess communication.
gemrec GEMrecorder - Records GEM events.

USAGE
To use GEM++ with the GNU C++ compiler (G++), add the path of the
GEM++ #include files to the GXXINC environment variable.

Before the library can be used, it needs to be built (unless it
is already in compiled form when you receive it). To build the
library, edit the makefile in the src directory to indicate your
set-up (it should be just a matter of setting $LIBRARY and $INC),
then type "make" in the source directory (this assumes you have
a default.mak consistent with the one that comes with GEM++).
If you do not use make (but you really should!), you can type:

gcc -I../include -O2 *.cc
gnu-ar r ../lib/gem++.olb *.o
gnu-ar s ../lib/gem++.olb
```

EXAMPLES
See the "example" directory for a program that uses GEM++.

FILES
include/*.h - Header files for GEM++
src/*.cc - C++ sources
man/*.man - ASCII documentation
example/* - Example program
etc/default.mak - make rules. (may need to set $MAKEFILES to this file)

SEE ALSO
Class-specific manual entries using the filenames in the table above.

BUGS
Bugs in GEM++ should be reported to warwick@cs.uq.oz.au

AUTHOR
Warwick Allison, 1993.
warwick@cs.uq.oz.au

COPYING
This functionality is part of the GEM++ library,
and is Copyright 1993 by Warwick W. Allison.

GEM++ is free and protected under the GNU Library General Public
License.

You are free to copy and modify these sources, provided you
acknowledge the origin by retaining this notice, and adhere to
the conditions described in the GNU LGPL.
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library
/ * <- Computer Science Department, |||||| GEM++ = C++ GEM library
_.-._/ University of Queensland, _// || _ Both are Free Software
_____ v ___ Brisbane, Australia. ______ |_/ || _| ________________________

209. Re: it crashed on mine

Newsgroup: comp.sys.atari.st
Date: 1993-10-05 01:59:19 UTC
From: warwick@cs.uq.oz.au
Message-ID: <15768@uqcspe.cs.uq.oz.au>
Source record: 200081

oyakea@warren1a.its.rpi.edu (Amalaye Oyake) writes:

>4) The Omega demo wants sc1224

!! The Omega demo runs fine on a TT, which cannot use a sc1224!

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library
/ * <- Computer Science Department, |||||| GEM++ = C++ GEM library
_.-._/ University of Queensland, _// || _ Both are Free Software
_____ v ___ Brisbane, Australia. ______ |_/ || _| ________________________

210. Fonts for Speedo (was Re: X11 Speedo Fonts)

Newsgroup: comp.sys.atari.st
Date: 1993-10-05 02:04:08 UTC
From: rjung@netcom.com
Message-ID: <rjungCEEJ2w.8By@netcom.com>
Source record: 200083

In <A49247@M4.maus.de>, Peter Missel writes:
>If I remember correctly, Bitstream has more than 1000 fonts ready for
>purchase, which will all work fine on SpeedoGDOS.

Okay, I just picked up SpeedoGDOS a few weeks back, and I like it. I would like to buy more fonts, whether from Atari, Bitstream, third-party IBM PC vendors, shareware, whatever.

What I want to know is -- how can I tell what fonts will work with Speedo? I figure I should be looking for some phrase in ads like "Bitstream Outline Font Class XD" or whatever...Someone care to tell me what I need to spot?

Thanks in advance,

--R.J.
B-)

Send mail to rjung@netcom.com Any time, any place, any game -- Lynx Up!

Babs: "I'd be terrific! Colossal! Stupendous! Mediocre even!"
Aide: "You are applying for the position of President of the United States?"
--Buster's Guide to Part-Time Jobs, TINY TOON ADVENTURES

211. Re: Falcon support

Newsgroup: comp.sys.atari.st
Date: 1993-10-05 02:19:00 UTC
From: antti.kovalainen@mpoli.fi
Message-ID: <4862.668.uupcb@mpoli.fi>
Source record: 200093

Yo Ofir Gal, ya scribbled 2 All under discussion of Falcon support

OG> Ignore the rumours, take it from users here: THERE IS PLENTY OF
OG> SOFTWARE FOR THE FALCON.

Naah ... not plenty, but there sure will be ...

-Hype

... MONEY TALKS ... but all mine ever says is GOODBYE!
--- Blue Wave/QWK v2.10

212. Re: Atari europe

Newsgroup: comp.sys.atari.st
Date: 1993-10-05 02:26:20 UTC
From: Lexicor@world.std.com
Message-ID: <CEEK3x.L4r@world.std.com>
Source record: 200082

In article <2cb072cc@troed.ct.se>,
Rickard Troedsson <rickard.troedsson@troed.ct.se> wrote:
>Wanna get in touch with Atari Europe, have they got an E-Mail address?

hmm..Atari Europe = Atari U.K. and/or Benelux, I don't know it off heart..but
I am sure if you send Bob Brodie on GENIE a request for the address of it
he'll email it to you? If not..try A.BENELUX or ATARI.BEN or ATARI.BENELUX
or ATARIBENELUX@genie.geis.com, oh bo..I'm no good at this..someone else help
him out on this...I'm confused ;)

>
>If Atari Europe Not Defined, Biggest Atari Office In Europe Will Do.

proll UK now anywa...will a phone and fax do too?

>
>+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
>+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
>+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
>+ SYNC -------- Opinions expressed are definitely not my own! -------+
>

213. Panasonic KX-P1124 24-pin printer for sale

Newsgroup: comp.sys.atari.st
Date: 1993-10-05 02:32:10 UTC
From: Rob-G@cup.portal.com
Message-ID: <92353@cup.portal.com>
Source record: 200087
Cross-posted to: misc.forsale,misc.forsale.computers.pc-clone,comp.sys.atari.st

For Sale:

My roommate is selling his Panasonic KX-P1124 24-pin, dot matrix printer, so he can get a laser printer. This thing is in pristine condition, with manual, and we think the original box too (the box is in a friend's garage, so we have to look for it).

He's asking $150 plus shipping.

Please send me mail if interested, and I'll pass it onto him. Thanks!

Rob-G@cup.portal.com

214. ST Apps

Newsgroup: comp.sys.atari.st
Date: 1993-10-05 02:46:48 UTC
From: Steve.Basford@mettav.royle.org
Message-ID: <749880604.0@mettav.royle>
Source record: 199913

Instead of buying the drinks on 03 Oct 93, Graham Irvine
said...

> Phone (UK) 0602-410241 , the same place incidently that produce
ST
> Application's ... the best Magazine for the serious Atari user
!

ST Apps... I've heard of it but WHY is it so good? What
subjects
are covered, for example?

Cheers,

```
+-----------------------------------------+-----------------------+
|InterNet: Steve.Basford@mettav.royle.org | NeST 90:102/108
|
+--------------------+---------------------+-----------------------+
|FidoNet 2:440/108.10|AtariNet 51:502/100.10|TurboNet 100:1011/0.10
|
+--------------------+---------------------+-----------------------+
```

This message will self-destruct in 5
seconds...

* Origin: STeve's Cyber-Island
(100:1011/0.10)

215. Re: Bye Bye My Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-10-05 02:56:30 UTC
From: bill@main.morris.org
Message-ID: <28qnou$5q9@c3po.jvnc.net>
Source record: 200085

In article <CEDsss.Bxt@newcastle.ac.uk>, Craig.Graham@newcastle.ac.uk (Craig Graham) writes:
>
>Well - here's a word of warning to those of you who are using extended screen modes
>on your falcons - 800*600 has just blown the video chip in mine...bye bye :(
>

How long did it take to die? What are you using to get 800*600?
I am running that with the ScreenBlaster hardware device, have been for
several months, no problem.

Billy D'Augustine
bill@main.morris.org

Welcome to the USA: government by the rich and privilaged, for the rich
and privilaged, and of the rich and privilaged. Isn't it time for a change?

216. ** COLOR monitor, 3.5 Master Drive, Warp 9, MORE FOR SALE *****

Newsgroup: comp.sys.atari.st
Date: 1993-10-05 02:59:36 UTC
From: carrollw@ucs.orst.edu
Message-ID: <28qnuo$sci@gaia.ucs.orst.edu>
Source record: 200086

I Have the following for sale!!!!

Xtra-RAM delux memory expantion board:
Can add up to 4 Meg using SIMMs

Atari Color Monitor

3.5 DS/DD Master Drive

Word Perfect for the ST (with papers)

Warp 9 (1992 version 2.6) with DOC's

Tweety Board (stereo card)

520 ST

Drive Master Switch Box

Respond to carrollw @ ucs.orst.edu

217. Geneva: A Review

Newsgroup: comp.sys.atari.st
Date: 1993-10-05 03:04:02 UTC
From: phruby@ucrengr.ucr.edu
Message-ID: <28qo72$pa4@galaxy.ucr.edu>
Source record: 200088

Review of Gribnif Software's
Geneva: Multitasking Application Environment
by Paul Hruby October 4, 1993
phruby@ucrengr.ucr.edu

Geneva is a multitasking environment, similar to Multi-TOS, for
the Atari ST/STe/TT/Falcon computers. Some of its features include:

- Cooperative multitasking w/ special handling of problem programs.
- A more compatiable and fast multitasking OS than MTOS.
- An updated AES simular to the Falcon's TOS 4.
- A desk accessory taskmanager
- On-line help
- TOS programs can run in a window on the desktop.
- A much improved item selector

Geneva is easy to set up. All is needed is about 300K of free
disk space. It can be booted off a floppy but a hard drive is the
best way. Geneva will run with as little as 512K but some programs
will not have enough memory to run. Geneva takes up about 150K. This
is pretty amazing considering how much Windows 3.1 takes up. Installation
is done with a install program. It automatically places files in their
correct locations.

Geneva can run without a shell program. Built in is Geneva's
Executive menu. This is always available when Geneva is in memory. It
consists of Geneva's new item selector. The item selector is similar to
Universal Item Selector III and other item selectors. It has features
such as program launching, copy, move, delete, new folder, file info,
find and on-line help is available.

Geneva can be made to run a shell program after booting. Any
MiNT shell can be used as well as MiNTs other tools. Hotwire and NeoDesk 3
can also be used as Geneva's shell. Included are patch programs to update
NeoDesk 3.0x to 3.04. Also NeoCLI much be patched to version 2.2 inorder
to run under Geneva. To my knowledge, there is no way to use the default
GEM desktop as the shell.

When Geneva boots, it reads a file called GEM.CNF. This file is
much like config.sys or autoexec.bat in a MS-DOS machine. Environmental
settings such as path, accessory path, gem & tos extentions, special
program environment variables are all stored here. Programs can be run
before the main shell is loaded. The manual shows an example of running
1stview to read Aladdin messages before the main shell is run. Finally,
the shell path is placed here.

Geneva operates simular to MTOS. Under the far left menu bar option (DESK), the menu is separated into three sections. The first shows the About program option. The next section shows the programs that are currently running in memory. A check mark shows the active active program. A program running in single-tasking mode is listed in small type, while programs that are "sleeping" are in italic. Programs can be switched between by clicking on it in the menu or by clicking on one of it's windows. The process is just like Multi-finder on the Macintosh. Finally, the third section of this menu shows loaded desk accessories. There is no longer a limit to the number of DAs that can be active in memory. The only restraints are memory and compatibility.

Geneva features a task manager program called Taskman. This program can be either a DA or a program. Taskman allows instant switching from one program to another. Programs can be launched, put to sleep and terminated from this DA. The Taskman can be used to set up program parameters (flags) every time a certain program is run. One could limit memory a program uses, limit window handles, multitask or not, clear allocated memory, redraw after exiting, special object types, use AES 4.0 extended messages or not and other flags. This lets Geneva be customized to handle programs that might not work under other multitasking environments.

The Taskman also has options for the keyboard, windows, dialogs, video modes and other options. Keyboard equivalents can be used for various functions. Windows can have special fonts, font sizes and gadget width & height can be modified. TOS versions below 2.05 can now use the window color CPX from the control panel. Dialog boxes can have multicolor buttons. Buttons or boxes can have outlines, shadows, rounded, patterned or even in 3D. Resolution can be easily changed through the Taskman. ST Low, Medium, High and TT Low, Medium, High are available. Miscellaneous options include whether to use pulldown menus, tear-away menus, dialog insert mode active, alerts follow mouse, grow/shrink boxes, window gadget repeat delay and others. Finally, Taskman has on-line help for all of its options.

The on-line help is always accessable by pressing the Help key. When actived, the help brings up a window with the appropriate manual pages. Other help files can be open through the window's own menu bar. Text can be blocked to the clipboard for later or saved. The help window has an option to search for a topic or brings up an index of topics. Font size can also be changed. On-line help also has Hypertext links. This allows one to select a word or phrase and help will display help on that subject.

Geneva allows TOS and TTP programs to execute in their own window. The TOS window menu bar has such options as open a program, copy output to file or take input from a file. Output can be copied to the clipboard or saved as text. Blocks can also be saved. As with the on-line help, one can set fonts, and scrollback over output. Help is, of course, available.

Finally, Geneva's manual includes more than fifty pages of programming instructions and examples. It shows how to take advantage of AES features like 3D buttons, tear-off menus, window management, dialog boxes, sliders, mouse shapes, multitasking calls and on-line help. On disk, there are programming examples of the above. Gribnif included a small program that lets Mouse-ka-mania shapes be used as mouse shapes. The AES also allows for animated mouse shapes.

Geneva is, in my option, the best multitasking environment for Atari computers. It blows MTOS out of the water with its speed, compatibilty and updated AES. The AES is now much like TOS 4 on the Falcon. Geneva is suppost to be 100% compatiable with MTOS-specific programs and even runs programs that MTOS doesn't. (ie. Warp 9 v.3.75)

I have not found any major bugs in Geneva. A minor bug is icon movement under NeoDesk 3.04 only moves half the icon. The icon is fine when the screen is redrawn. This is alittle anoying. It only happens in color ST Low & Medium resolutions. Gribnif has a bug fix (available sometime this week) that fixes it and brings Geneva from version .95beta to 1.01. I highly recommend Geneva. It is fast and small. Geneva is the only way a non-Falcon ST/STe/TT can have a Falcon like desktop. The price is not cheap ($99 US) while MTOS is selling for $49 US but I think the extra features and compatibility Geneva offers more than makes up for the price. Quite a program!

Geneva: Multitasking Application Environment
version 1.0
by Dan Wilga
Released September 17, 1993

Gribnif Software
P.O. Box 779
Northampton, MA 01061
Tel: (413) 247-5620
Fax: (413) 247-5622

218. AES/EBU interface?

Newsgroup: comp.sys.atari.st
Date: 1993-10-05 03:32:37 UTC
From: rosenkra@convex.com
Message-ID: <1993Oct5.033237.28714@convex.com>
Source record: 200090

does there exist an AES/EBU (or even S/PDIF) interface for any atari system (ST, STe, TT, falcon)? also is there any software to drive this, assuming such an interface exists? i'd want to both read from and write to devices like DAT (audio). as far as i know AES/EBU uses balanced XLR connections. i'd prefer both 48k and 44.1k rates, if that matters on the interface.

if not atari, are there interfaces for PC's?

thanx. pls respond by email if possible. i'll summarize responses.

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

219. Calamus Workstation For Sale

Newsgroup: comp.sys.atari.st
Date: 1993-10-05 04:56:19 UTC
From: bmaraldo@watserv1.uwaterloo.ca
Message-ID: <CEEr1w.p6@watserv1.uwaterloo.ca>
Source record: 200091

With all the discussion about Calamus going on, I thought I would
repost my for sale ad but directed more at Calamus. I have used this system
as a Calamus workstation for about a year and before that other atari hardware
and Calamus. THis mega system I am selling works very well for Calamus; here
goes...

I am selling my Mega ST4 system which includes the main cpu, keyboard
ad mouse, internal DS drive and external 115M hard disk. The system also
includes a 2400/9600 data/fax modem and STraight Fax software. Optionally, I
am also selling my Spectre GCR which will run most mac software in a slightly
accelerated mac plus mode (I run QuarkXpress and Adobe Illustrator - on the
atari!). Software (legal copies with original disks and docs) include Calamus
1.09N (I tried SL ansd didn't like it), the Calamus Font Editor and Outline
Art as well as Word Writer, Tempus II and other utilities.
The hard disk will come with Calamus and the other s/w mentioned
installed and ready to run. I will also include a complete working distribution
of Tex and Metafont. Calamus will come with many fonts.
All this works as a system: I frequently boot in Mac mode and work on
my text in Microsoft Word (miles ahead of any atari word processor) then
export the work as a text file. I reboot in atari mode and use the gcr
utility to transfer the mac text file into an atari-useable form. This gets
imported into a Calamus doc and printed or printed to a fax file which I then
fax out using STraight fax. This is how I did a rush-resume and ended up with
a job the next day! They commented on my nice looking fax at the interview.
This system isn't a bunch of stuff thrown together on the hard disk.
Instead it is a fully integrated system that works seamlessly from application
to application. I finally get an atari software/hardware environment that
supports power-use and now I am selling it! :-) I will keep my lowlier atari
system for music, but for the kind of dtp I need I have to go to mac.
The system is for sale for $300US for both the cpu and drive, $200US
for spectre, and $250US for *all* the software (ask for the complete list).
As for monitors, I haven't decided if I am going to sell it with a mono or
colour monitor. Probably mono. That would be another $100US or so.
I will take $1100US for the complete system. I don't mind selling it in bits.
These prices are quite firm. If you buy the whole sha-bang you will have quite
a powerful little system - I have discovered that atari hardware benifits
greatly from the software run on it and how that software is organized.
[I forgot the fax modem and s/w: as a set add $150US - the s/w is legal and the
registration card is fully intact].

brett maraldo

BELOW is a detailed list of the components:

Atari Mega ST4 300US
ICD 115M hard disk 300US
Practical Peripherals PM2400fx96 fax modem 90US great with STraight FAX
Atari SM125 mono monitor 80US either this...
Atari SM1224 colour monitor 120US ...or this
Spectre GCR w/ROMS and s/w 200US w/ software [ready to run]

MichTron Mi-Term $5
MicgTron Hyperfont $7
Neocept Fontz $5
Intersect Revolver $7 I am not going to sell individual
Ditek Masterplan $20 software titles. Instead I will
SOftlab Oscar $5 put a minimum order of $50US on
Looking Glass Alice Pascal $20 this. All titles include the
Kuma K-Roget $20 master disks and original manuals.
Ditek Calamus 1.09N $100
Ditek Calmus Font Editor $35
TImeworks Word WriterST $20
Michtron Tempus II $15
VIP Professional $10
Batteries Included Degas Elite $5
NewStar STraight FAX $70
Prentic-Hall MINIX 1.5 $40
Mark Williams C 3.0.9 with csd $40
Total of Software 400US
Total of System $1490US

--
-------- Unit 36 Research ---------
"Alien Technology Today"
bmaraldo@watserv1.UWaterloo.ca
{uunet!clyde!utai}!watserv1!bmaraldo

220. Re: Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-10-05 08:00:07 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2cb10bb6@troed.ct.se>
Source record: 200094

```
In a message of 04 Oct 93 14:08:24, Chris Herborth wrote:

CH> Warwick's 16-colour GEM version works fine on it.
CH>
CH> What about people with no net access? No Falcon software! Ouch!
What??? I'm used to hear the opposite .. BBS:s has got far more software then
the FTP sites!

(Mine for example ... :-)

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+
```

221. Re: Installing a new system font..

Newsgroup: comp.sys.atari.st
Date: 1993-10-05 08:29:00 UTC
From: Carsten_Tolkmit@ki.maus.de
Message-ID: <A13737@KI.maus.de>
Source record: 200040

M>I've come across a font file (.fnt) that I would like to use to
M>replace the system font. Is there a program out there I can maybe put
M>in my AUTO folder or something to change the system font?
Yes. Two possibilities: Use NVDI (commercial) or use VDI-FONT (freeware)
made by Harald Sommerfeldt. NVDI enhances also the speed of your ATARI's
graphics output. (it's great!)
Both programs were designed in germany.

222. Re: Is CALAMUS ok? What Versions

Newsgroup: comp.sys.atari.st
Date: 1993-10-05 08:45:40 UTC
From: jhelling@cs.ruu.nl
Message-ID: <CEF1o6.6oC@cs.ruu.nl>
Source record: 200095

One problem with Calamus is that they use their own propriary font format, which include a complicated licensing scheme including registrating serial numbers. Whenever you want to upgrade to a new version of Calamus, its serial number changes, and you are forced to buy the whole set of fonts again -- as sombody I know working with Calamus was told by his dealer. Fortunately, the protection scheme, and the propriery format has been puzzled out.

A further problem with the Calamus fonts is that they do not support hinting, which makes the appearance of small letters at low resolutions not at all as good as professionally hinted fonts.

My comments are based on a one year old version of Calamus, and I don't whether the latest versions have removed those faults...

Jeroen

--
Jeroen Hellingman E-mail: <jhelling@cs.ruu.nl>
't Zand 2 Phone: +31-3473-73935 (home)
4133 TB Vianen (18.00--21.00 GMT)
The Netherlands Answer in English, German, or Dutch.

223. Re: Falcons sold

Newsgroup: comp.sys.atari.st
Date: 1993-10-05 08:56:00 UTC
From: jeff.molofee@outlan.ersys.edmonton.ab.ca
Message-ID: <22127.79.uupcb@outlan.ersys.edmonton.ab.ca>
Source record: 199907

Well, I have a Falcon030 as well... it is an INCREDIBLE machine, really impressed my IBM friends (seeing as how I was just about to buy a 486DX2-66 when I came across a local Atari Dealer).

The only thing I dislike about it so far is: 1) the internal speaker
2) the lack of information about it (what does it do!?!)
3) lack of software (when you buy the non-HD model).

So far I have messed up the NVRAM (causing the system to boot in German with a Dutch keyboard), I have crashed about 75% or more of my software on it, and I have been desperatly trying to find software for the system.

The only thing I really get peeved about (on a regular basis) is that alot of the software will ONLY run on a TV (I payed alot of money for a monitor thinking it would give me the BEST picture/resolution and compatibility), and even on my TV (JVC 21"), most the wares wont display properly... seems they wrap off the bottom back to the top. (and there's no way to adjust the TV)... sigh

Grin... I guess what started out a praise may have been turned around, but I really DO love my Falcon, and wouldnt trade it for any other syste m currently on the market. I just wish more people had them, so the software flow would pick up, and Atari could make a come back.

By the way, is there any way you could MAIL me some disks in return for the shipping fee/disk fee?

I need some software.

Grin

Message was posted at outlan.ersys.edmonton.ab.ca
#403-478-4010 HST and v.32bis Try it, you'll like it!

224. gcc and gemini

Newsgroup: comp.sys.atari.st
Date: 1993-10-05 08:57:27 UTC
From: pinstall@dec5.ulb.ac.be
Message-ID: <3110@rc1.vub.ac.be>
Source record: 200098

I have a problem with the environement variable in mupfel. When I try to precompile a program the gcc-cpp.ttp can't find the include files of my e:\include directory. Could someone send me a sample of the mupfel.mup file wich work with gcc ?

Thank you very much by advance.

Patrick (pinstall@vub.ac.be)

225. Re: Falcon Modeditor and Software Modem Questions.

Newsgroup: comp.sys.atari.st
Date: 1993-10-05 08:59:00 UTC
From: jeff.molofee@outlan.ersys.edmonton.ab.ca
Message-ID: <22128.79.uupcb@outlan.ersys.edmonton.ab.ca>
Source record: 199908

I seem to have problems running STe demos (I collect demos). Alot of my games wont even get past the booting phase. I wish I had a HD so running Backward was easier... How does Devpak run on the Falcon, what version are you using... I am just getting back into computers (left for about 2 years... sold all my Atari stuff and did other things), I decided I wanted to get back into it and purchased my Falcon. It's nice but I have about 20 screens of questions for the first person willing to answer. :)

Message was posted at outlan.ersys.edmonton.ab.ca
#403-478-4010 HST and v.32bis Try it, you'll like it!

226. Re: Notator Logic upgrade - $299 worth it?

Newsgroup: comp.sys.atari.st
Date: 1993-10-05 09:08:22 UTC
From: mk@musik.auc.dk
Message-ID: <1993Oct5.090822.27018@vaxc.aud.auc.dk>
Source record: 200097

In article <28hojh$7pn@news.bu.edu> selick@csa.bu.edu (Steven Selick)
writes:
>
> I finally received an advertising packet from E-Magic, after months of
> faxes and phone calls, and it seems that they want $299 US for the
> upgrade from the C-Lab Notator. The big question is, is this really
> worth it? I mean, what can I do with this program that I can't do with
> the other Notator? I suppose the only real reason to do this is so that
> I can insure support for my $699 Notator program. Boy, this is a sleezy
> industry! And they make it out to look like I'm getting such a
> bargain..."Save $599 to $900" and so on...
>
> Later,
> Steve
> selick@csa.bu.edu

For the moment there really aren`t anything you can do with Logic (v1.5)
that can`t be done with the SL-version (except e.g. some very handy
highlevel operations or setting up different environments which is very
nice). But the 2.0 version is supposed to be out around christmas and that
version will defenately mean goodbye to SL, because all the SL-options
will be included on top of all the new, great features of Logic.
Logic is in all a much more intuitive program and the minute all of the
SL-functions are implemented, there`s absolutely no reason to stick with
the old one. You could check out the Mac 1.6 version if you want an
impression of what you can expect.

Martin
--
Martin Knakkergaard, adjunkt, Ph.D.
Dept. of Music and Musictherapy, Aalborg University
Kroghstr. 6, 9220 Aalborg 0
phone +45 98158522 ext. 3113 **** fax: +45 98151382

227. Re: Gemulator

Newsgroup: comp.sys.atari.st
Date: 1993-10-05 09:09:21 UTC
From: martin@maja.nlp.physik.th-darmstadt.de
Message-ID: <28rdk1INNed1@rs18.hrz.th-darmstadt.de>
Source record: 200096

In article <A53314@SL.maus.de>, (Stefan Damerau) writes:
|> In article CECDuy.Ioo@csn.org Kevin Fason wites:
|>
|> K>Gemulator. I have a friend who is interested in it. He has a 486SX/25.
|>
|> If the Ststistics from Gembench 3.22 are real, I only can say: Forget about
|> that. The Average Speed of this Emulator (working in a 486/66) is almost the
|> same like an old 8MHz ST ...
|> On a 486SX/25 it should be like a ST with MultiTOS and four Applications
|> running ;-(
|>
|> Bye
|> Stefan
|>
|> ===
|> Stefan_Damerau@sl.maus.de

I received my Gemulator this weekend, so the following statements are somehow
prelimenary.
My configuration is an ISA 486 DX2/66 with 16MB RAM and an ET4000 card.
Regarding speed the subjective impression is that the speed is in average twice
to three times that of an original 8MHz ST. Nevertheless there are some graphic
operations which are indeed slow, for examle filling.
But most important from my point of view: You can really WORK with Gemulator!
Compatibilty is good, the only program so far reminding me of the good ol' bombs
(remember the atomic type?) is Signum 2. The european distributor told me that
Signum 3 should run. And I can add some programs to the list of compatibility:
Script, Tempus Word, old GfA-Basic V1 and V2 programs... - at least in 640*400
mono mode. If the programs support different screen resolutions you can get a
resolution up to 800*600 with the most common SVGA-cards.
And in all these modes the speed is sufficient for work! Even more, for me,
faithful user of an 8MHz 1985 ST until this summer, there is a speed increase
in every program I use!
And I should mention that the Gemultor works fine under OS/2 2.1, though I
havn't figured out how to have it run in a DOS-Window. So now I always have
to switch the screens to have access to other programs.
But I would agree with Stefan in so far as that a 486SX25 is the minimum you
should consider as a working platform.
As a resumee I'd say that if you already have decided to go into the PC-world,
found out that a TT was no alternative and want to rescue the programs which
you are used to and which you already paid for (except of course for MIDI and
maybe games - don't have any, so I can't say anything about compatability)
- in this case I'd recommend the Gemulator with hardly any restriction.

So long Martin

Martin Wiesenfeldt TH Darmstadt, Inst. f. Angewandte Physik
Tel.: +49-6151-163086 Schlossgartenstrasse 7, D64289 Darmstadt
Fax : +49-6151-164534 email: martin@nlp.physik.th-darmstadt.de

228. This is a try

Newsgroup: comp.sys.atari.st
Date: 1993-10-05 09:19:28 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <28re70$p2q@cismsun.univ-lyon1.fr>
Source record: 200100

```
Sorry, this is just a try.
```

229. Civilization: 2 questions

Newsgroup: comp.sys.atari.st
Date: 1993-10-05 09:22:57 UTC
From: doucet@ripolin.laas.fr
Message-ID: <28redh$42g@laas.laas.fr>
Source record: 199942

Here they are:

-1- Has anybody ever seen corruption in a city ?
(I'm talking about the ST version of Civ.)

-2- Has anybody (the same as above?) ever seen red spaceship's modules:
I know there are such red modules, similar to the blue (people)
and green (life support) modules: sometimes Civ has problems
finding pictures pieces and display pieces from other files;
that's how I saw those red modules...

Thanks in advance.
Have a good day.

--je--

230. Warlords

Newsgroup: comp.sys.atari.st
Date: 1993-10-05 09:26:03 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <28rejb$b3j@sol.ctr.columbia.edu>
Source record: 200099

Is anyone familiar with a game for the PC called Warlords, and Warlords II? If so, is there a program for the ST that is similar? This game has become very addicting, and I would like to find something like it for my ST.

+-------------------------+----------------------+--------------------------+
Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+-------------------------+----------------------+--------------------------+

231. Re: Bye Bye My Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-10-05 09:52:17 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <28rg4hE44h@uni-erlangen.de>
Source record: 199951

Craig.Graham@newcastle.ac.uk (Craig Graham) writes:

>Well - here's a word of warning to those of you who are using extended screen modes
>on your falcons - 800*600 has just blown the video chip in mine...bye bye :(

Well, it's certainly not sure if this has anything to do with this
extended screen (although my Falcon's graphics chip died a while ago, too).

But it's really a problem that noone knows for which clock rates the
chip really is made for. ATARi never claimed it can be used at more than
the internal 25 or 32 MHz. So it's something like these overpowerd 486
PCs that are running on a much too high frequency...
--
Harald Schoenfeld (IRC Nick: Equinoxe) | If it can't be fixed
Harald.Schoenfeld@rzmail.uni-erlangen.de | just ask Scotty

232. Re: Gemulator

Newsgroup: comp.sys.atari.st
Date: 1993-10-05 10:22:14 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.771595@cix.compulink.co.uk>
Source record: 199952

In article <A53314@SL.maus.de>, Stefan_Damerau@sl.maus.de (Stefan Damerau) writes:
>In article CECDuy.Ioo@csn.org Kevin Fason wites:
>
>K>Gemulator. I have a friend who is interested in it. He has a 486SX/25.
>
>If the Ststistics from Gembench 3.22 are real, I only can say: Forget about
>that. The Average Speed of this Emulator (working in a 486/66) is almost the
>same like an old 8MHz ST ...
>On a 486SX/25 it should be like a ST with MultiTOS and four Applications
>running ;-(
>

The stats are real. But they're not as bad as that. Also, NVDI works very
well on the Gemulator, even better than on an ST.

Ofir ogal@cix.compulink.co.uk

233. Falcon DSP JPEG software by Brainstorm

Newsgroup: comp.sys.atari.st
Date: 1993-10-05 10:52:51 UTC
From: imr@cs.bham.ac.uk
Message-ID: <1993Oct5.115251@cs.bham.ac.uk>
Source record: 199953

I've just downloaded the latest version of Gemview for use on my Falcon and have noticed that it can use the Brainstorm DSP JPEG software to decode JPEG's if installed. This naturally is loads faster than using the 030 but my problem is that I don't know where to get hold of the code! Can anyone help me PLEASE ?!?

Thanks in advance

Ian Rae
Software Engineering
University of Birmingham

234. Re: Notator Logic upgrade - $299 worth it?

Newsgroup: comp.sys.atari.st
Date: 1993-10-05 11:04:39 UTC
From: error@stack.urc.tue.nl
Message-ID: <28rkc7$s9j@tuegate.tue.nl>
Source record: 199954

mmartin@neumann.une.edu.au (Mark Martin) writes:

>>very very complete. The same way if you need Notator Logic, buy it. If
>>you don't buy something else.

>Yeah, that's the bottom line, unfortunately there's not really much
>choice.

What not much choice. I am almost completely ignorant when MIDI is
conecerned, but even I have heard of Dr. T.'s midi software and of I
think it was from BreakThru or something. All very much affordable, and
I think that if you are interested in MIDI you will find many more names
of programs in the magazines. So there is a choice, which makes your
argument invalid.

Erlend.

235. Re: ISHAR 2 (Falcon version?)

Newsgroup: comp.sys.atari.st
Date: 1993-10-05 11:11:48 UTC
From: error@stack.urc.tue.nl
Message-ID: <28rkpk$sa3@tuegate.tue.nl>
Source record: 199955

mm68@unix.brighton.ac.uk (Allanon) writes:

>Yes, you need a new controller to play Llamazap. At around 30.00 pounds for
>the game and the same for controller thats a bit expensive in my view.

Didn't Bob Brodie say in an online conference that the new controllers
would include a game, and that Llamazap was the prima candidate for
being included with the controllers?

Erlend.

236. Installing a new system font...

Newsgroup: comp.sys.atari.st
Date: 1993-10-05 11:16:11 UTC
From: Hans_Meijer@p25.f202.n281.z2.fidonet
Message-ID: <2cb168a1@p25.f202.n281.z2.fidonet>
Source record: 199996

Hi mode@convex.csd.uwm.edu,

In a message of <Mon 4 Oct 1993 06:15:00> to All (), you wrote:

m> I've come across a font file (.fnt) that I would like to use to
replace m> the
m> system font. Is there a program out there I can maybe put in my AUTO
m> folder
m> or something to change the system font?
m> --

Moi (dutch dialect) Daniel James Frederiksen,

If you're using NVDI or GDOS (guess you're not) you could change your
ASSIGN.SYS sytem font in the one you like. Else you could use the
VDIFONT.PRG this one goes in your auto folder and you can adjust it with
VDIFONT.ACC/CPX
remember you can only use UNproportional fonts (which I cannot find
anywhere). I found this program on a dutch BBS (+31 23 34077) is not to big
so I could mail it also to you. If you have nice (thin) unproportional GDOS
fonts please let me know!

Groetn (dutch dialect),
+-+-+-

237. Cubase Audio for Falcon ships

Newsgroup: comp.sys.atari.st
Date: 1993-10-05 11:20:19 UTC
From: thumpy@dcs.qmw.ac.uk
Message-ID: <CEF8tw.3yo@dcs.qmw.ac.uk>
Source record: 199956

Hi all,

I just heard on the cubase-users mailing list that Cubase Audio for
the Falcon started shipping out of the doors at Steinberg on Friday
1st Oct. It should be with distributors shortly.
And just when I was starting to see light at the end of my credit card bill...

--
Richard Parr,
Systems Programmer, Department of Computer Science,
Queen Mary & Westfield College, University of London.

238. Re: Warlords

Newsgroup: comp.sys.atari.st
Date: 1993-10-05 11:22:50 UTC
From: error@stack.urc.tue.nl
Message-ID: <28rlea$sbu@tuegate.tue.nl>
Source record: 199957

hwl0978@gemini.tntech.edu (Hiram Lester, Jr.) writes:

>Is anyone familiar with a game for the PC called Warlords, and Warlords II? If
>so, is there a program for the ST that is similar? This game has become very
>addicting, and I would like to find something like it for my ST.

I know the game and I also think the game is very addiciting especially
when played with more than one person. It is also pretty old already. I
have been thinking about writing a similar game for the St, but have got
no time, nor any experience (well apart from some basic mini games on
the c64) in games programming. Good game, I would love to see an ST
version, especially since sound and graphics could be a lot better on
the ST.

Erlend.

239. GEM-View (AGGREMENTS)

Newsgroup: comp.sys.atari.st
Date: 1993-10-05 11:27:04 UTC
From: fiebelko@bonny.informatik.uni-dortmund.de
Message-ID: <28rlm8$eog@fbi-news.informatik.uni-dortmund.de>
Source record: 199958

Hi folks,

o Read "Aggrement.Txt" to inform you wat is allowed to do with GEM-View

o Additionals:
- Cybercube has the exclusive (in the meening of the only one, at the moment) right to distribute GEM-View in North-America (USA & Canada).
- Cybercube can register all interest users in USA & Canada and all people, who have buy anything at cybercube
- GEM-View can put to an utility package on its own disk, if i have it allowed in writing.
ALL FILES MUST ON THE DISK!
- Im interest to have some other "distributors" in other countries, to make it easier for the people to register. Interest ATARI-Users or ATARI computerclubs prefered. WRITE ME A LETTER!

A corrected version follows!

Dieter Fiebelkorn


```
-------------------------------------------------------------------------
| Dieter Fiebelkorn |
| Gruener Weg 29a |
| D-45768 Marl (Germany) +---------------------------+
| | With a rubber duck :-) |
| fiebelko@sally.informatik.uni-dortmund.de | one's never alone! :^{ |
-----------------------------------------------+---------------------------
```

240. Atari Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-10-05 11:42:40 UTC
From: kgrubb@cee.hw.ac.uk
Message-ID: <1993Oct5.114240.16026@cee.hw.ac.uk>
Source record: 199961

Q. Have you seen the Christmas advertising campain on TV for the Jaguar?

A. No? - Neither has anyone else.

241. Where can I get the new controller ???

Newsgroup: comp.sys.atari.st
Date: 1993-10-05 12:23:00 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <28rov4$5r7@vishnu.jussieu.fr>
Source record: 199959

Yes, it's THE question. I'm in France, and NOBODY knows where to get one. The funniest thing is that in the developpers' doc, they say that Falcon games should work with the new controller ONLY, not the old ones. Too funny !!!! Our best wishes are that, as it's the Jag's controller too, one can get some soon after the Jaguar release.

Thanks in advance,

M.Bourlon

242. FPU's for Mega STe

Newsgroup: comp.sys.atari.st
Date: 1993-10-05 12:23:03 UTC
From: mkite@lincoln.gpsemi.com
Message-ID: <CEFBqG.G4u@bailgate.gpsemi.com>
Source record: 199963
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

There's been a bit of discussion about 68881/2 FPU's for the atari range here recently - but I'm still a little unsure.

Which chip will work with a _MEGA STe_ ? Also, a) is it worth it (ie what software will it improve etc.) and b) what sort of cost would it be ?(UK supplier prefered)

Thanks in advance,

Martin

P.S. To save bandwidth - email me and I'll sumarize if necessary. Ta :-)
--

```
=========================================================================
== Martin Kite == G.E.C. Plessey Semiconductors, Lincoln, England ==
== ------------------------------------------------------------------ ==
== Internet e-mail - mkite@lincoln.gpsemi.com ========================
========================== (from Janet - mkite@com.gpsemi.lincoln) ==
=========================================================================
```

... I just work here, I don't speak for G.P.S., and all that disclaimer stuff

243. Re:Falcon DSP JPEG software by Brainstorm. Where to get it.

Newsgroup: comp.sys.atari.st
Date: 1993-10-05 12:36:29 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <28rpod$5r7@vishnu.jussieu.fr>
Source record: 199962

You can't get this routine LEGALLY by now, since it's copyrighted.
The only means to get it are :
- be a developper, and buy the JPEG licence & developping kit (< $100). After that, you can developp software usin it, and spread your soft with the routines.
- Register to GemView. I was at Brainstorm's yesterday, and spoke with the guys. One told me that GemView was going to be released with the routines, which mean, spread with them. The editor has bought the licence.

I also saw their MPEG player. It's incredibly fantastic !!!! I've seen a WHOLE (yes W H O L E) Tex Avery cartoon - the lion who becomes crazy because of a mouse - . It lasts 5 minutes, takes 5Mb, and is played at 8.5 fps !!! In a 160x120 window, in True Color mode. I tell you it's incredible. BUT, you're not about to see any software using it, since NOBODY has bought their licence (for whose interested, it costs 300000 FF, which is nearly $58000). Too bad, when you see what it gives you.
I can't help thinking about the games with cinematic sequences that should be released then on our great machine. So, the solution is simple : if you want games with MPEG cinematic sequences, PRAY...or PAY !!!

M.Bourlon

244. Re: Advice wanted re STe memory

Newsgroup: comp.sys.atari.st
Date: 1993-10-05 13:34:22 UTC
From: doucet@ripolin.laas.fr
Message-ID: <28rt4u$8ng@laas.laas.fr>
Source record: 199941

In article A49937@M4.maus.de, Peter_Missel@m4.maus.de (Peter Missel) writes:
))
))A stock 1040 STE has 4 SIMMs 256 KB each.
))
))It can be upgraded to 2 MB (2 SIMMs 1 MB each) or 4 MB (4x 1 MB).
))
))It can NOT be upgraded to 2.5 MB without having to use special software (and
))even with that piece of software, you won't be able to run your auto-booting
))games).
))
)) [...]
))
))bye, Peter

You can have 2.5 MB on a 520 (or 1040) STE; I do.
Yes, you need a special boot-time program, the marvelous SIMMFIX program
by Matthew Lodge.
Yes, you can run your auto-boot games: a soft reset (Alt+Ctl+Del) does
the job, I know it well...

Ciao.

--je--

245. Falcon Software - Atari List

Newsgroup: comp.sys.atari.st
Date: 1993-10-05 13:45:43 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CEFFK7.1Br@newcastle.ac.uk>
Source record: 199971

```
This is a list of software for the falcon taken from an Atari UK pamphlet, with
a few additions by me...All this software is COMERCIAL

AV = available now
SO = available soon
DV = under developement

PAINT PACKAGES
==============
Prism Paint AV - Was on an ST Format Cover Disc!!!
Synthetic Arts DV
True Paint AV
Chranach Paint AV
Chagall AV - There is a PD demo of this
D2M DV
Merridean DV
Eclipse Paint DV

RAYTRCAING / RENDERING
======================
Phoenix / Xenomorph AV
Chloe DV - There is a PD demo of this
InShape AV - See review in ST USER (UK)

RETOUCHING PROGRAMS
===================
Photo Studio AV
Photo Studio PRO AV
Timix DV
DA's Picture DV

CAD
====
DynaCADD AV
DA's Vector AV

ANIMATION
==========
Autodesk Animator DV - Nice one, port from the PC.
Toki Line Test SO
Toki Story DV - These two will cost you the earth
TokiToons DV - A clipped for home use cheepy
Toki Video DV
Morphing Fun Machine ??
```

VIDEO
======
Screen Blaster AV
Blowup030 AV
FalconScreen DV - Higher resolutions...
Over Genlock SO
Matrix Grabber AV
Home Video Kit DV
JRI Genlock AV
TC Video Digitiser DV
Colour Thing DV - Port of PaintThing from the amiga

MULTIMEDIA
===========
JVC Interface DV
Picture Telephone DV - Video phone in a window!!!
MS Bookshelf DV
Comics Maker AV
Bit Bopper DV - Rave on mate ;)

DEVELOPEMENT TOOLS
==================
HiSoft BASIC 2 AV
DEVPAC 3 AV
Lattice C AV - Hisoft has upgraded all their stuff for the F030
Assemble/ADebug IV SO - 68030 assembler
Pure C/Pure Pascal SO - New versions of the BEST compilers in existence.
GFA Basic 4.0 DV - I thought GFA had abandoned Atari years ago...
FalcOS DV - AMOS / STOS
DSP-MOO DV - OOP DSP design enviroment.

MUSIC & AUDIO
==============
D2D Edit AV
4T FX AV
Notator Logic SO
Cubase Audio SO
DigiTape AV
Planet DV - like CB Audio but cheaper
Musicom AV
SMPTE Track Platinum AV
SPDIO AV
4I/4O SO - 4 stereo in/out audio ports
AD64X AV - 2*16bit sampling at 64*oversample !!!!!

BUSINESS
=========
BlackMail AV - Voice mail from the NextStep enviroment
Atari Works SO - If I ever get a copy....
NVDI AV
Superbase 4.0 DV

GAMES
======
ISHAR AV
Transarctica AV
Llamazap AV - Jeff Minters latest & greatest(see ST Format)
Yuppies Land DV
Vroom II DV
Suriya DV
Black Sect DV
Space Junk SO
Raiden SO - I don't believe them
Road Riot 4WD SO
Steel Talons SO
Cyber Assault DV
Tornado Flight Sim DV
Striker DV
Eclipse DV
Humans DV - I've seen this, it's quite good...
Daughters Of Serpents DV
Rome AD72 DV
Harrier AV8 DV
Chaos Engine DV - The Bitmap Brothers come into the fold...

=======================

Ok, no mention of PD or shareware stuff at all.......there's even more of that!!!

Does this settle the Falcon Software availability debate????

Craig.

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 4883098
Stevenage,England.|| Snail-mail: 2 Sun Street, Suniside, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

246. Re: the Atari TT line

Newsgroup: comp.sys.atari.st
Date: 1993-10-05 14:50:39 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Oct5.145039.18884@newshost.lanl.gov>
Source record: 199973

In article 34DA@austin.ibm.com, gruber@austin.ibm.com (Gruber) writes:
>
>> Hello fellow netters,
>>
>> I have a question:
>>
>> Is Atari still supporting the TT line (i.e. are they still be
>> manufactured)?
>
>
> Yes, It is still being manufactured.

It is??? That's news to me, Gruber. But hey, if YOU are right and I am wrong, that's fine with me but I'll have to have a few harsh words with my contacts at Atari. Last word I got was that TT and MSTE production was kaput. The last few remaining TT's were hoarded for use as Jaguar Development Systems. You can have one for yourself if you sign two pieces of paper: 1) a non-disclosure agreement and 2) a check for $9,000. Line up over there, folks. No shoving. :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____

247. Re: Notator Logic upgrade - $299 worth it?

Newsgroup: comp.sys.atari.st
Date: 1993-10-05 15:30:24 UTC
From: ms20@carson.u.washington.edu
Message-ID: <28s3ug$ik0@news.u.washington.edu>
Source record: 199972

>What not much choice. I am almost completely ignorant when MIDI is
>conecerned, but even I have heard of Dr. T.'s midi software...

I have used both Dr.T's software (KCS) and Steinberg (Cubase). Dr.T's sequencing software is some of the worst software out there. It may be powerful, but the interface is archaic.

The only sensible solution (to a non-pirate) would be to get something like Steinberg's Cubeat (or is it Cubase Jr?), which offers some of the better features of Cubase, minus the complexity (=power) but at a greatly reduced price.

I find the pricing of this software (Emagic's and Steinberg's) too steep as well, especially considering that I don't know very many musicians who are rolling in the dough.

--
ms20

248. Re: Problem Downloading s/w

Newsgroup: comp.sys.atari.st
Date: 1993-10-05 15:43:14 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Oct5.154314.690@newshost.lanl.gov>
Source record: 199975

In article 21791@alw.nih.gov, rvenable@helix.nih.gov (Richard M. Venable) writes:
>
>Always format the diskettes on the DOS machine; just be sure the density
>matches. Double density (~770K) is a good first try; if the DOS drive is
>high density (1.44 MB), you will need to use a command line flag with FORMAT
>to get double density. Sorry, I don't use DOS enough to remember the flag :-)

Use FORMAT B: /F:720 to format a DSDD floppy in drive B, for example.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____

249. Dollars and Sense software question

Newsgroup: comp.sys.atari.st
Date: 1993-10-05 15:59:00 UTC
From: truesdale@trues.wheaton.edu
Message-ID: <5OCT199310595314@wheaton.edu>
Source record: 199979

I recently bought a used copy of Monogram's Dollars and Sense software, and everything seems to work except for printing. I'm supposed to be able to create and send reports to an Epson/compatible printer, and to print what's on the screen. Either method sends my 1040ST to never-never land. I'm trying to print on an FX-85.

I haven't been able to locate Monogram (maybe they don't exist any more?), and the guy I bought it from hasn't answered email. The reviewer in Antic way back when seemed to be able to print, albeit with some quirkiness.

Can anyone shed any light?

Thanks,

250. Re: Need info on Quantum LPS105S

Newsgroup: comp.sys.atari.st
Date: 1993-10-05 16:26:53 UTC
From: randyh@sad.hp.com
Message-ID: <CEFn0u.En9@srgenprp.sr.hp.com>
Source record: 199974

Thanks to all who responded to this post and sent me email.
The Quantum LPS105S is on it's way!

Randy
--
/*****************************/*****************************/
// |\ | | _ | // Randy Hosler //
// |/ |-| /\ < | [] /\ // randyh@hpsad.sad.hp.com //
// |\ . | | \/ _> | _ | // 707-794-3677 //
/*****************************/*****************************/

251. Re: How do I split files?

Newsgroup: comp.sys.atari.st
Date: 1993-10-05 16:29:52 UTC
From: Steve.Basford@mettav.royle.org
Message-ID: <749880604.1@mettav.royle>
Source record: 199914

Instead of buying the drinks on 29 Sep 93, Gar Brannigan
said...

> Hello ye all!
> I've been getting a couple of demos from wuarchive. Problem is
the
> files are
> big.
> eg. chaos.msa is 850k
> How/what do I do to get this split this onto floppies.

You need to grab hold of a program called Magic Shadow
Archiver...
should be available at most places...

Cheers.

```
+-----------------------------------------+-----------------------+
|InterNet: Steve.Basford@mettav.royle.org | NeST 90:102/108
|
+--------------------+---------------------+-----------------------+
|FidoNet 2:254/108.10|AtariNet 51:502/100.10|TurboNet 100:1011/0.10
|
+--------------------+---------------------+-----------------------+
```

You always find something the last place you
look

* Origin: STeve's Cyber-Island (100:1011/0.10)

252. Re: Notator Logic upgrade - $299 worth it?

Newsgroup: comp.sys.atari.st
Date: 1993-10-05 16:44:10 UTC
From: tjl@siva.bristol.ac.uk
Message-ID: <CEFntM.77@info.bris.ac.uk>
Source record: 199976

```
In article <CED9Iy.KFs@cs.ruu.nl>, avgroeni@cs.ruu.nl (Annius Groenink) writes:
|>Xref: bsmail comp.sys.atari.st:30113
|>Newsgroups: comp.sys.atari.st
|>Path: bsmail!warwick!doc.ic.ac.uk!pipex!uknet!mcsun!sun4nl!ruuinf!avgroeni
|>From: avgroeni@cs.ruu.nl (Annius Groenink)
|>Subject: Re: Notator Logic upgrade - $299 worth it?
|>X-Occupations: Mathematics, Computer Science, Software Development, Music
|>Message-ID: <CED9Iy.KFs@cs.ruu.nl>
|>X-Favourite-Drinks: Espresso Coffee, Grolsch, Guinness
|>Sender: usenet@cs.ruu.nl (Six O'Clock News)
|>X-Favourite-Tv-Station: BBC 2
|>Reply-To: avgroeni@cs.ruu.nl, groenink@math.ruu.nl
|>Organization: Utrecht University, Dept. of Computer Science
|>References: <28hojh$7pn@news.bu.edu>
|>X-Instruments: HP4000 Digital Piano, JUNO-2 Synth, MT-32, Fender Calif. series
|>Guitar
|>X-Computer: Atari TT030/3.6/2+4Mb/170Mb/1152x910x256
|>Date: Mon, 4 Oct 1993 09:40:10 GMT
|>X-Music-Styles: Contemporary Jazz/Synthesizer Film Music
|>Lines: 20
|>
|>In <28hojh$7pn@news.bu.edu> selick@csa.bu.edu (Steven Selick) writes:
|>
|>
|>>I finally received an advertising packet from E-Magic, after months of
|>>faxes and phone calls, and it seems that they want $299 US for the upgrade
|>>from the C-Lab Notator. The big question is, is this really worth it? I
|>>mean, what can I do with this program that I can't do with the other
|>>Notator? I suppose the only real reason to do this is so that I can insure
|>>support for my $699 Notator program. Boy, this is a sleezy industry! And
|>>they make it out to look like I'm getting such a bargain..."Save $599 to
|>>$900" and so on...
|>
|>
|>Those prices are criminal and should be forbidden by law. Get yourself
|>an illegal copy for the sake of Justice. (no smiley)
|>--
|>Annius V. Groenink phone (private) +31 30 895261
|>Mathematics/Computer Science e-mail: avgroeni@cs.ruu.nl
|>University of Utrecht groenink@math.ruu.nl
|>Netherland ZFC Computing annius@zfc.nl (dreamtime only)
|>
--
```

Look Annius I BOUGHT Notator SL and my friends and acquaintances laugh at me and tell me I have wasted my money coz everyone and their dog has got a cracked copy of Cubase (V1 and now V2 but not V3 yet). In fact apparently the cracked Cubase's work better than some early releases.

However, I am laughing myself because

(1) I have a manual. As someone who works extensively with computers (mainly OpenVMS and ataris, but *nix and Pc's and Mac's too) and who has read to Notator 3.1 manual cover to cover I certainly wouldn't be as productive with a cracked copy. I decided to buy Notator because I'd got as far as I could with budget and PD sequencers and don't have time to waste. I am still learning Notator shortcuts that you don't stand a chance of discovering by the "suck it and see" approach (ever thought about why Cubase/Notator don't have some form of online help?)

(2) Compared to other sequencers I have tried, Notator is pretty rock solid. Any crashes I've experienced are generally due to hardware problems (eg bad earthing on my extra-ram deluxe) not s/w. OK Notator 3.16 has a few VERY annoying bugs. If you are running a cracked copy then it could go down on you anytime and its your own fault.

(3) It is also illegal to pirate such s/w

(4) ...

There are plenty of PD and budget sequencers out there if you don't need or can't afford the features of the likes of Notator (Logic) and Cubase.

Tim Llewellyn - Zeus-UK VMS guru - Soukous Addict
HEPNET/SPAN ZEUS02::TJL,BRSPVA::TJL
Internet TJL@ZEUS02.DESY.DE,TJL@SIVA.BRIS.AC.UK

253. Re: QWK Offline Readers.

Newsgroup: comp.sys.atari.st
Date: 1993-10-05 16:50:05 UTC
From: ep93dha@tex2.se
Message-ID: <1993Oct5.165005.27786@t.hfb.se>
Source record: 199977

In article 097z@tbag.tscs.com, c.mother@tbag.tscs.com (Clifton Mothershed) writes:
> What are all of the names to the Atari ST QWK Offline Readers.

I use CQWK, it works just fine.

/
/ Daniel

254. Re: 16-BIT-MUSICEDITOR (FALCON) FINALLY AVAILABLE!!!

Newsgroup: comp.sys.atari.st
Date: 1993-10-05 16:50:09 UTC
From: hbksjsbk@sbusol.rz.uni-sb.de
Message-ID: <28s8k1INNnij@sbusol.rz.uni-sb.de>
Source record: 199978

hello, maybe for the last time.
finally,the program lies in pub/atari/falcon/sound of ftp.uni-erlangen.de!
it is called mjuzakk.zip (use zip 2.x) and is around 1.2 MB long.
sorry for all this trouble.
bye bern

255. Re: 16-BIT-MUSICEDITOR (FALCON) FINALLY AVAILABLE!!!

Newsgroup: comp.sys.atari.st
Date: 1993-10-05 18:09:36 UTC
From: oyakea@warren1b.its.rpi.edu
Message-ID: <28sd90$395@usenet.rpi.edu>
Source record: 199980

One question, is it in english ??? I can't read German ..
and alot of these nice programs are in german. It really wastes a lot of my
time downloading these programs when you can't use them ...

256. Re: Problem Downloading s/w

Newsgroup: comp.sys.atari.st
Date: 1993-10-05 18:10:49 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1473@usdtsg.DaytonOH.NCR.COM>
Source record: 199983

In article <1993Oct5.154314.690@newshost.lanl.gov> hutch@bellman.lanl.gov ("Hutch") writes:
>
>Use FORMAT B: /F:720 to format a DSDD floppy in drive B, for example.

And for any of you that have used FDFORMAT on the PC (a TSR that acts like a patch, allowing PC's to handle and format up to 1.72meg high density. These disks also work with the Atari (well, double density drives can handle the 820k mode, anyways; the 1.72 works on my HD drive)...

The extra 300k is nice for storage :-)

Rob
Robert.Anisko@daytonoh.ncr.com
R.ANISKO@genie.geis.com

"didn't Price Charming marry BOTH Cinderella and Snow White? Hmmmmm....."

257. Re: Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-10-05 18:15:24 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <CEFs1p.FG@jonh.wimsey.bc.ca>
Source record: 199993

patrik.sanfridsson@stacken.ct.se (Patrik Sanfridsson) writes:

>The Falcon is selling (at least in Europe), more hardware and software is
>appearing faster than I can keep track of and more happy users are doing great
>things with their new Falcons! Why not join in the fun instead of trying to
>write down Atari on every opportunity? You sound like you could need to cheer
>up and relax.

This has always been the bone of contention in this newsgroup.
Europeans (and formerly us] Canadians, before Atari down sized Atari
Canada out of existence) always had a much healthier Atari scene than
the US. It's difficult to realize just how bad it is in the US, but as
an example, my city of Vancouver once had more dedicated Atari dealers
than New York city.
Now I hear from my German correspondents that Atari is slowly
vanishing there as well, and of course the Canadian scene is just about
dead.
I'm glad to hear Sweden and the Netherlands seem to have a healthy
scene going, but please don't imagine that because you do, everyone who
complains is just whining.
I know when it came time for me to look at a more powerful computer,
that nothing Atari makes was in the running, and unfortunately, this
seems to be the case around here. The Falcon can not hold it's own in
it's price class, no matter how much people would like it to. If Atari
had released math libraries in the Dev knit that took advantage of the
DSP, then you might make a case for the added speed of the DSP making a
difference, but when extra thought has to go into programming for it,
especially on a multi-platform piece of software, I can guarantee there
is not enough money in the Falcon sales to do a special port
Anyway. To make a long story short, can _any_ Atari enthusiast
honestly tell a North American who was disappointed with Atari support 6
years ago that things have improved now? If you're lucky enough to have
a dealer nearby, (s)he's likely to be dedicated and enthusiastic, and
you'll get good service. If you don't, I hope you like mail order.
A local dealer just got hit with a real zinger by Atari, or so I've
been told. Atari, in their infinite wisdom, has decided to fold
repair/warrantee work back to the home office. This dealer, who went to
the trouble of buying the Atari service pack and hiring a tech to do
warrantee work is no longer able to. With Falcon sales so abysmal, this
means the main bread and butter of the dealer is toast. He's looking
around for a store that costs 1/2 as much in rent, as he can't keep up
with his former rent.
As a former contract programmer for an Atari developer, I can also
say that Atari isn't very helpful there either.
Oh sure, they've helped arrange some cross license deals for the

euros, but try to get them to do the same for the US programmers. We had one package ignored because the fellow in charge of that aspect of development said he couldn't figure what the package did from the box. This in spite of a press kit including among other things, a 2 page review in Electronic Musician, including a side-bar listing all the reasons you could not do without this package for live work. (Music junkies will know the importance of that.
This plus a mailing to every major music store in NA netted us ZERO enquiries, except from Lexicon, who's product we were supporting in a new product. To succeed in the Atari Market, you've now got to write into other markets first.even .01% sales in the DOS market will net more than the best selling ST program.
And unless our music store is a fluke, counting on sales from music stores is a joke. If music stores carry and sell the Falcon, they will package one major title with the Falcon, usually Cubase or Notator, When the DTD stuff arrives, maybe it will get a boost. Otherwise, the huge midi market is a bust. There are no utilities sold in music stores that we take for granted, like UIS, or Warp9/NVDI. As someone involved heavily in professional music, I'm amazed at the number of musicians who know how to run one program on their ST, and that's it. Not a lot of inspiration for someone trying to program something new and different,

--
John Henders GO/MU/E d* -p+ c+++ l++ t- m--- s/++ g+ w+++ -x+
Segments are for Worms

258. Re: Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-10-05 18:18:06 UTC
From: kendall@hawk.owlnet.rice.edu
Message-ID: <KENDALL.93Oct5121806@hawk.owlnet.rice.edu>
Source record: 199988

In article <H.eg.G1ojGeS67&_@semprini.waterloo-rdp.on.ca>
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

In <KENDALL.93Oct3134838@flammulated.owlnet.rice.edu>, Kendall Helmstetter Gelner writes:
> Well, I would say that the dealer network has shrunk somewhat. There
> are still a number of dealers around, though, and almost every dealer
> I knew of 6 years ago is still around... This may vary in your area.

Shrunk somewhat?!? Evaporated would be a better description. In this
area, there used to be quite a few Atari dealers; now you have to drive
at least 45 minutes to get close to one dealer.

Like I said, this may vary in your area. All of the ST dealers I knew
of in Colorado are still there, and Houston has dropped by one... I
was just giving my experience.

> However, I would say that the software base is stronger than it was 6
> years ago - All of the programs are newer, stronger, faster, better.
> The DTP software is just getting better (Calumus SL is amazing, and
> Pagestream 2.2 is pretty nice - I just wish they'd come out with a new
> version...). Music software is continiously improving, and I think

SoftLogik has abandoned PageStream on the Atari platform; 2.2 is the
last version. They're developing it for the Amiga only now.

Well, this is annoying to me, but like I said Calmus is really really
good, although I think harder to use than Pagestream (although in
truth I have only played around with it for a little while)

> the best of any platform. Programming wise, I still prefer my Atari
> over most anything else (and I have extensive programming experience
> on Suns and PC's). And for word processors, well there are so many

I wouldn't program on a PC if you twisted my arm _really_ hard; an 'OS'
that requires the programmer to use "__near" and "__far" pointers, and
worry about "memory models" and whatnot is bad news.

Hey, I didn't say I enjoyed it!! When I get out of school, I'm going
to try to land a better job programming UNIX systems. Or maybe OS/2,
that doesn't look so bad to program.

> choices I won't even go into them here... (I really like Atariworks so
> far though... it has the first spelling checker I like as much as

IMHO, most Atari word processors could use a lot of improvement; I
haven't found a good one yet. That's why I use uEMACS. :-)

Well, what do you want in a word processor? Like I said, the
Atariworks word processor is pretty nice, and has a good spelling
checker (my primary feature in a wordprocessor). It even supports
nifty things like annotation in the margins, both text and audio.
It lets me do simple stuff quickly that looks rather nice.

I also have had WordPerfect for some time, and I still like it a lot.
Its spelling checker still, I think, is the best of any I've ever seen
(in the interface area, that is).

Now my favorite text editor ever is of course GnuEmacs, so you are not
far wrong in your choice of editors... And this is all you really
need anyway if you use LaTeX.

See, the Atari has pretty good simple word processors, and everyone
knows that any real textual project requires TeX, so all bases are
covered here... :-)

> WordPerfect's). For almost any software category, equivilent software
> exists on the ST that are on the same level as the stuff on other
> platforms.

I don't think there's anything that even comes close to Mathematica or
Maple. That pretty much locks engineering students, math students, and
science students out of the ST/TT/Falcon market.

I believe that in fact you can get Maple for the ST line... Now it is
true that Mathmatica is nowhere to be found, and there really is
nothing like it on the Atari (so far as I know).

> Now you say that you are a FORMER Atari owner. Pretty shaky ground to
> be commenting on the state of software or support, don't you think?

BobR's a _continuing_ Atari owner; he owns and uses an Atari computer.
Like me, he doesn't like people trying to convince the innocent that the
Atari market is in an 'Ok' state. It's very, very sick, and doesn't
seem to be getting any better (that's not to say that it's getting
worse; it's been like this for at least three years now).

I apologize for ever mistaking him for a former atari owner, I really
really thought I had read that somewhere!!!!!!!

So, when's Atari going to release a 68040 machine? Or maybe a PPC601
machine? :-\ If I'm going to spend some $$$ I want a decent amount of
power and some decent graphics; I'm one of those mutants that could care
less about sound (my volume is always turned off so I can listen to the
CD player) or MIDI (my MIDI ports are practically virgins).

Well, I myself really like the audio features, and really think that audio is one of the last unexploreed features of user interface design - I find SAM (system audio manager) very handy, because I can wander off and cook and listen for windows opening or alert boxes coming up without having to look at the screen. Now I'm just waiting for more programs to offer SAM support... And if I can figure out how to do it, I'd like to have SAM tell me stuff like when a prt of a compile is done, or when some process has finished.

I myself don't pretend that the Atari market is in a wonderful state, but I do find that for just about any need I have there is software to meet that need. And who knows, perhaps things will get better - they probably are planning a Falcon040 (I dream of a PowerFalcon, but even I concede that this may take some time if ever!!), but I don't expect to see it for awile. In the meantime, I really enjoy my Falcon!! The larger screen area especially is just so much nicer than my old STE...

One other consideration is that anyone who reads this newsgroup can get a lot of Atari help just by asking here, I know I have!! So while I may not reccomend that someone who really has little computer knowledge get an Atari without a dealer and users group nearby, I feel pretty safe in advocating its purchase to someone who already has enough knowledge and access to read this newsgroup.

Well, I better stop here, I apologize for the length to those who pay for this stuff!

--
---> Kendall Gelner (kendall@rice.edu)

259. ATARI ST FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1993-10-05 18:20:52 UTC
From: jim@ppg.com
Message-ID: <9310051808.AA20626@moe.com>
Source record: 199981

***** COMPLETE ATARI ST SYSTEM FOR SALE ******

Atari 520ST CPU
Atari Two-button mouse
Atari 360K Single-sided 3.5" floppy w/cable
Toshiba 720K Double-sided 3.5" floppy w/cable (Also works on IBM PCs)
Atari Monochrome Monitor w/cable
Commodore 1084 Color Monitor* w/cable for 520ST
Atari RF Modulator built-in
Atari SX212 Modem
+ Plus all original documentation for the above hardware

Plus lots of software too numerous to detail, including:
--Macintosh Emulator
--IBM PC Emulator
--Compilers & Interpreters (C, Pascal, Lisp, Basic, Assembly)
--Word Processors
--Graphics, Drawing, CAD, and Paint Programs
--Terminal Emulation
--Piles of Games
--Loads of Utilities
(Some manuals have been lost)

Also Includes the following books:
--Atari ST Internals (Abacus)

I'll send you the entire package (I won't break it up) C.O.D.
It all goes to the highest bidder! Make me an offer!

Interested parties please contact:

Jim Sisul (800)334-7272 ext. 7181 (days)
(913)339-6801 (evenings)
sisul@bmskc.PPG.COM (Internet)
{...}!uunet!bmskc!sisul (uucp)

There are machines at both numbers; be sure to include a daytime
phone number!

*All hardware is in excellent working order, much of it rarely used, except
the Commodore Monitor, which works fine 80% of the time. A connection on
the main video board in this monitor comes loose sometimes, causing the
picture to go blank until you wiggle it. Anyone handy with a soldering iron
should be able to fix this. A few local repair shops said it could be fixed,
but I didn't because I only use it for games (and I was going to sell it).

260. Re: Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-10-05 18:32:50 UTC
From: kendall@hawk.owlnet.rice.edu
Message-ID: <KENDALL.93Oct5123250@hawk.owlnet.rice.edu>
Source record: 199989

In article <H.eg.&VZbhR&z9d2@semprini.waterloo-rdp.on.ca>
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

In <1993Oct3.203002.25764@newshost.lanl.gov>, John Hutchinson writes:
> Neither am I arguing with you. Like it or not, I must agree with most of your
> conclusions. I just don't see the need to constantly bash Atari. But I see
> little point in waving the 'I Love Atari' banner while my feet are sinking in
^^^^^^^^^^^^^^^^^^^^^^
> technology quicksand, either. Either extreme is a moot exercise, IMHO.
^^^^^^^^^^^^^^^^^^^^

Hey, that's a great analogy Hutch!

> I freely admit I LIKE Atari computers. But hey, I also like (and own) a Mac
> and pc, as well. So sue me. :)

The fundamental problem in this merry flamefest is that Bob _LIKES_ his
Atari; otherwise he would't use it, and he would't post to/read this
newsgroup. The same goes for me as well. We're not about to put up
with the _complacency_ that has allowed Atari to get into the bad, bad
position that it's in now; we want people to wake up and _tell_ Atari
how annoyed we are at their:

a) pathetic marketing

Too true!! Although I wonder if they are yet producing more units
than dealers can sell? If so then I GUESS I can see some point in
holding off (though I do think they need to advertise some!!)

b) lying to the developers/users (remember when the Falcon had a
32-bit bus and FSM-GDOS was delayed due to 'packaging' problems?)

Yeah, that is annoying...

c) producing crippled computers and running around calling them
ground-breaking, state-of-the-art, etc (gee, that's a nice
Falcon030sx they gave us; too bad the DSP is next to useless most
of the time)

When is that time? The DSP already gives me nice fractals, and
decompresses JPEG's pretty quickly, as well as doing nifty sound
effects. MPEG stuff is already around, and I'm sure other
applications will develop.

d) pathetic documentation

This is also true, they espescially need better docs for MTOS!!

e) pathetic ergonomics (I'm surprised I don't have carpal tunnel
syndrome from this keyboard yet)

Yup, I do wish for an external keyboard.

f) etc, etc

I agree and disagree. :-)

IMHO, it's not _fair_ to paint a rosey picture of the Atari world to
people who aren't familiar with it, especially when they're considering
dropping $2000 to enter it (which, IMHO, is like jumping with no parachute).

More like $1500 (Falcon 4/80 + monitor), but I do think that someone
should play around with a Falcon before they purchase one, and try
running some software they'll be using on it. This is where the
shortage of dealers hurts the most.

> OK, "The Atari market today is worse than it was six years ago, Atari
> dealers are harder to find and there are fewer software titles available."
> Hey, now _that's_ some ground breaking news, eh? But I _still_ might
> recommend a Falcon purchase to someone if I thought it best for their needs.

This _was_ news to the original poster though; too many people were
pulling punches for Bob's liking. ;-)

Are there really fewer software packages? I'm not sure, but I would
say that the stuff around now has really come a long way in terms of
quality. Now it is true that we have lost some big names (like
WordPerfect) over the years, but there is still some software around.

I admit that I am perhaps a little bit biased twords (sp?! now you see
why Spell Checkers are so important to me) the Atari, but then someone
needs to be in order to keep the Universal in balance!! :-)

--
---> Kendall Gelner (kendall@rice.edu)

261. Re: the Atari TT line

Newsgroup: comp.sys.atari.st
Date: 1993-10-05 18:35:40 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <93278.143540STIRRE31@MAINE.MAINE.EDU>
Source record: 199985

A recent Dateline Atari! with Bob Brodie made it clear that the TT
is going back into production. In the recent issue of Current Notes
Computer Studio ran an ad saying that they expected a new shipment.
-st

262. Re: Atari Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-10-05 18:43:57 UTC
From: richards@sulu.orl.mmc.com
Message-ID: <1993Oct5.184357.2072@iplmail.orl.mmc.com>
Source record: 199909

In article <1993Oct5.114240.16026@cee.hw.ac.uk>, kgrubb@cee.hw.ac.uk (Kevin J Grubb) writes:
|>
|> Q. Have you seen the Christmas advertising campain on TV for the Jaguar?
|>
|> A. No? - Neither has anyone else.
|>

Does this person have a point to make about the ST???

I have a couple of suggestions for ya:

1) The ST is a 680xx based computer, the Jaguar is a dedicated game machine. Don't pass out such useless info here.

2) How about posting this in rec.video.games.misc where is belongs, and where the many Jaguar fans will be more than happy to politely flame you off the net!

263. prices

Newsgroup: comp.sys.atari.st
Date: 1993-10-05 19:03:18 UTC
From: dmn@kepler.unh.edu
Message-ID: <199310051903.AA28029@kepler.unh.edu>
Source record: 199982

I'm looking to buy a new (if I can find one at close-out rates)
or used Atari ST for MIDI sequencing. Do I need a 1040ST for most sequencing
programs or will a 520 do? Is the only difference between the two machines
memory capacity? Which would be cheaper... buying a 520 and upgrading to
a meg of memory or buying a 1040 ST. Do the STs accept SIMMS?

What's out there in shareware for sequencers? There's no way in hell
I'm going to pay more than $50 for a piece of software (on a budget, here folks)What's out
there for 8-bit sampling cards for the ST and what are the
prices? (used, preferably) Is there a magazine that's devoted to Atari
products? I remember there used to be, but it seems no magazine stores
carry them (or they folded).

Thanks,

Dana

P.S. What's the cheapest price I'll likely find a used 512 or 1040ST for?
I do _not_ need a color monitor. Can I hook up my own TV to it
(I don't need great graphics resolution) or is there a cheap
black and white monitor I can use?)

264. Atari ST (2.5meg RAM/48 meg HD) system for sale

Newsgroup: comp.sys.atari.st
Date: 1993-10-05 19:15:33 UTC
From: janovetz@eehpx19
Message-ID: <28sh4l$knk@vixen.cso.uiuc.edu>
Source record: 199984

Greetings. This is the first time I have been in this nn group, since another recommended it as a place to sell my stuff. If this is not an appropriate place to sell this, please let me know. I apologize.

I have an Atari 1040ST system for sale. In general this is the stuff I have for it. There is more, I just don't remember it.

Atari 1040ST - no built in Power Supply. It only takes about 30 watts of +5 and +12vdc. If you want, I'll throw in a 200 watt PC supply I have.
JRI SIMM board installed so I have 2.5 meg RAM
Seagate 44 meg SCSI hard drive
ICD Advantage PLUS DMA->SCSI adapter.
SC1224 color monitor
A couple of mouses and a couple of joysticks. Of these, I am not sure which one's work, but it is only a matter of bad wires on the optical mouse. The other mouse works fine.

DEKA keyboard adapter to use PC keyboards with the Atari.

There is also a 1.5'x2'x8" (approx) box filled with software including Word Perfect, PageStream, about 15 Infocom games, DevPac assembler, OSS Pascal,i FAX software, etc.

PLEASE!! If you read this message, you were interested in some capacity. Therefore, please press the key to mail me immediately on your News Reader. Mail me ANY offer. I won't guarantee acceptance, but it's worth a shot, isn't it? I HAVE to get rid of this to pay some tuition/rent/food!

Shipping will probably cost about $50 for everything. (There's a lot of shit!) If you only want bits and pieces, LET ME KNOW!!!

/
/ * / Jake Janovetz
* * (217) 351-6448
janovetz@coewl.cen.uiuc.edu

PS Is looking for $500 good/bad too high/too low? Thanks.
PPS Please mail me, as I'm not a frequenter of this group.

--
janovetz@coewl.cen.uiuc.edu | "Growing up leads to growing old, then to dying.
| and dying to me don't sound like all that much
University of Illinois | fun." -John "Cougar" Mellencamp (Authority Song)
Urbana - Champaign |

265. Mac pic convertor

Newsgroup: comp.sys.atari.st
Date: 1993-10-05 19:17:02 UTC
From: thopman@herman.cs.uoguelph.ca
Message-ID: <28sh7e$kte@nermal.cs.uoguelph.ca>
Source record: 199986

A short while ago someone posted a message asking for a program on the Mac that would convert ST pictures to Mac formats. There's a program called Imagery (I don't know where you can get it, sorry...) and it'll handle most of the standard ST picture formats, including IMG and SP?, as well as formats from other platforms like .BMP and .IFF.

THeo

266. Re: X11 Speedo Fonts

Newsgroup: comp.sys.atari.st
Date: 1993-10-05 19:42:38 UTC
From: aspect@cats.ucsc.edu
Message-ID: <28sine$8bd@darkstar.UCSC.EDU>
Source record: 199987

don't know what problem you are having, but on my SpeedoGDOS with over 60 fonts loaded, it only takes me an extra 10 to 15 SECONDS to load. Do you have the width tables turned on? If you do, that will slow things down. Some older GDOS programs require them, but most are better off without.

~Chris

267. Re: Atari ST (2.5meg RAM/48 meg HD) system for sale

Newsgroup: comp.sys.atari.st
Date: 1993-10-05 20:06:35 UTC
From: oracle@iastate.edu
Message-ID: <oracle.749851595@pv0a27.vincent.iastate.edu>
Source record: 199991

In <28sh4l$knk@vixen.cso.uiuc.edu> janovetz@eehpx19 (Jacob W Janovetz) writes:

> Shipping will probably cost about $50 for everything. (There's a lot of
>shit!) If you only want bits and pieces, LET ME KNOW!!!

I'd be interested in the monitor if the price is right... What would you take
for it?

--
==
= Electrical Engineers do it with Power,= oracle@iastate.edu =
= Computer Engineers do it with Logic! = I.S.U. Computer Engineering =
==

268. X11 Speedo Fonts

Newsgroup: comp.sys.atari.st
Date: 1993-10-05 20:34:23 UTC
From: phruby@ucrengr.ucr.edu
Message-ID: <28slof$216@galaxy.ucr.edu>
Source record: 199990

I remember we talked about the slow loading time of SpeedoGDOS fonts. The problem is you need to go into the not the printer control program but the other one. (the outline program) and turn off one of the switches. I wish I could remember which one. Fonts should load then in only a few seconds, not minutes. Does anyone remember which button this is?

--Paul
phruby@ucrengr.ucr.edu

269. TT Availability?

Newsgroup: comp.sys.atari.st
Date: 1993-10-05 20:56:11 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Oct5.205611.4012@newshost.lanl.gov>
Source record: 199997

I have it on good authority that TT's are still (back?) in production. I recently posted otherwise so if that was in error, I apologize. I'm still not 100% sure, however. Anyone else know the truth?

Thanks,

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____

270. WINX2.1

Newsgroup: comp.sys.atari.st
Date: 1993-10-05 21:04:24 UTC
From: foster@rufus.nsc.com
Message-ID: <1993Oct5.210424.27143@berlioz.nsc.com>
Source record: 199992

I have read the manual on this several times and cannot seem to get it to work.

I have a FALCON030 4mb ram tos 4.04.
I have winx.prg in my auto folder after gemram and I have a tosimage made.

I do use superboot8.1 and this may be the problem but I don't see why.

problem: It keeps asking me to make a tos image (endless loop)
and the winx.cpx says nicht vorhsomething.

Thanks in advance for any help.

P.s. also with all the goofing I have doing with my falcon I found that you can delete the desktop and run programs by the file selector.
Weird huh?
Anyway it seems that although the desktop is gone it doesn't free the memory.

Thanks again,

Paul F.

271. Re: Falcon Software - Atari List

Newsgroup: comp.sys.atari.st
Date: 1993-10-05 23:50:46 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <92405@cup.portal.com>
Source record: 199998

>Does this settle the Falcon Software availability debate????

Sure does, if you're talking about stuff under development or RSN..

Take out the stuff that you can't get, and the list becomes an awful
lot shorter.

By the way, Atari Works should be AV as it's in the stores now.

BobR

272. Bye Bye My Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 00:00:07 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2cb119ca@troed.ct.se>
Source record: 199994

```
In a message of 05 Oct 93 02:20:12, Craig Graham wrote:

CG> Well - here's a word of warning to those of you who are using extended
CG> screen modes
CG> on your falcons - 800*600 has just blown the video chip in mine...bye bye
CG> :(

More info, and proof that the 800*600 mode did it.

I've been running mine in 800*600 since I got it. (Months ago)

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+
```

273. Re: Falcon + Space Junk Demo = WOW!

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 00:00:07 UTC
From: magnus.thylander@p4.troed.ct.se
Message-ID: <2caebbcd@p4.troed.ct.se>
Source record: 199995

> I just downloaded the demo of the game 'Space Junk' for the Falcon.
> All I have to say is W O W ! If this is the type of game that it going
> to be released for the Falcon then I'm glad I have one!
>
> Full motion video! Stereo sound! Spectacular Graphics! (And it
> appears it will have pretty good gameplay as well!)
>
> Anyway, I've uploaded the demo to 'atari.archive.umich.edu' and
> 'ftp.uni-kl.de' so check it out and tell me what you think! The demo
> is 4 meg zipped and 7+ meg unzipped!

What are the filenames? Is it one huge 4Mb file or splitted so one can put it
on regular 1,44Mb disks?

```
************************************
* GREETZ, Magnus Thylander..... *
* .... ******************************************
* ..... .. CoSysOp * UseNet: magnus.thylander@p4.troed.ct.se *
* . ... .. * FidoNet: 2:200/612.4 *
* .. .....XISTENCE * FujiNet: 7:102/102.4 *
* ....ARCASTIC * NeST: 90:1101/112.4 *
************************************************************
```

274. Re: Is CALAMUS ok? What Versions

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 00:10:04 UTC
From: ehood@convex.com
Message-ID: <1993Oct6.001004.20850@news.eng.convex.com>
Source record: 199999

In article <2cad494a@p1.f503.n285.z2.fidonet> you write:
>In a message of <Wed 29 Sep 93 21:29>, Chris L. Willison (2:281/202.0)
>writes:
>
> CL> I was thinking of picking up CALAMUS, but I know nothing about it
> CL> other than it is a Desktop Publishing program of some sort. What
> CL> printers does it support; Only Laser, or EPSON?? Can it import
> CL> .GIF pictures. Does it require 1MEG or more. Does it require >
> CL> TOS 1.0, or a H.D.??
> CL> any info would be appreciated!
>
>Calamus is a really GREAT program. There are three versions:

What about Pagestream? Is Soft-Logik still supporting it?

Pagestream (at least 2.1) will run on 1 Meg, and it supports color
images and Postscript (Postscript support is built in).

--ewh
--
Earl Hood | CONVEX Computer Corporation
ehood@convex.com | 3000 Waterview Parkway
Phone: (214) 497-4387 | P.O. Box 833851
FAX: (214) 497-4500 | Richardson, TX 75083-3851

275. Re: prices

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 00:12:32 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <92409@cup.portal.com>
Source record: 199901

Used ST systems are plentiful these days, for some reason.

As for prices, it all depends on what comes with the system. I've seen 520STs for as low as $50 for the computer itself. A few hundred dollars for a 1040 with monitor and external drive, or possibly a small hard drive would be what I'd expect to see.

About memory, you'll need as much as you can get if you intend to do anything of any size or length. The 520ST and 1040ST are not easily upgradable unless you like to hack and slash the insides of computers to get a reliable memory expansion. The 1040STe <--(note the "e") IS easily upgradable because it uses SIMMs (the other older models use soldered in DIPs).

The maximum memory you can use in an ST is 4 Megs, limited by the system design.

None of the ST models are currently in production, so unless you can find an STe at a dealer (if you can find a dealer), posting a "wanted" ad to the net would be your best. Also, if you can find a local BBS that has an Atari section, or better still if there's an Atari user group in your area, they may have some leads on systems for sale.

Monitors: Some models do have RF outputs for use with a TV, but you wouldn't want to use if for anything like music notation programs. The resolution on a TV is OK for game, but not much else. Luckily Atari monochrome monitors are excellent, and not very expensive. Most "serious" software runs in mono.

Magazines: Almost all dead. There are a few exceptions, but you won't find them on newsstands. Imported magazines from Germany and the UK are available, although they too are a dying breed. Atari dealers sometimes stock them, otherwise you'll have to subscribe.

Software prices: Music is not my forte, but I don't think you're going to find professional music programs for $50. A recent thread of articles here is questioning whether the *upgrade* to a popular notation program is worth $299.

The Atari ST is a great system for musical applications, but you're going to be on your own for a lot of things. It's best to realize that going into it. If you can find a local users group you'll be way ahead, and online support areas like this one will be invaluable.

BobR

276. Atari 1040 STF for sale

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 00:25:29 UTC
From: rkrii@cco.caltech.edu
Message-ID: <28t39pINN8fq@gap.caltech.edu>
Source record: 200000
Cross-posted to: misc.forsale.computers.other,comp.sys.atari.st

I would like to sell the following system:

Atari 1040 STF (1 meg, 3.5" Internal Double Sided Disk Drive)
includes mouse, joystick, and all cables/manuals
Atari SC1224 RGB Monitor
includes all cables

Software:
Standard Package Stuff (BASIC, STWRITER)
Flight Simulator II
Planetfall
Base Two Database
Degas Elite
Procopy ST
Word for Word:a computer crossword game
Oids
Pinball Wizard
Interlink
Arkanoid
GFA Basic
includes original disks and documentation

Please, serious offers only. Shipping/handling costs negotiable.

Please email offers to

Robert Rickenbrode: rkrii@cco.caltech.edu

--
Robert Rickenbrode
(rkrii@cco.caltech.edu)

277. X11 Speedo Fonts

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 00:47:00 UTC
From: dirk.vandenheuvel@nezuld.com
Message-ID: <5765.1288.uupcb@nezuld.com>
Source record: 199931

>How much would it _cost_ to collect .5k of Speedo fonts? It cost me
>$50US to collect that many type-1 fonts; the ShareWare fonts shall
>languish in their unpaid-for state until I use them for something.
>cherborth@semprini.waterloo-rdp.on.ca
>Chris Herborth
Well the Speedo fonts I've bought (the starter pack, newsletter pack,
and the Wordperfect set) are all excellent quality. Compare that to the
multitude of easily obtained, but low-quality, True-Type and Type 1
fonts. If you want GOOD fonts they cost whether you buy Postscript,
Calamus or now Speedo. I like the fonts I got and when more programs
come out using Speedo (and coming with more fonts) I think you'll agree.
Of course if you're just sore 'cause the fonts you already have don't
work-sorry but no one said they would.
--Dirk--

---
* UniQWK v2.0 * The Solution for Multilingual Messages

278. Re: Atari Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 01:52:21 UTC
From: rjung@netcom.com
Message-ID: <rjungCEGD7A.5GI@netcom.com>
Source record: 199905

In article <1993Oct5.114240.16026@cee.hw.ac.uk> kgrubb@cee.hw.ac.uk (Kevin J Grubb) writes:
> Q. Have you seen the Christmas advertising campain on TV for the Jaguar?
> A. No? - Neither has anyone else.

I don't know what time zone you live in, Kev, but my calendars here say it's only October. And besides, unless you're living in San Francisco, Dallas, or New York, you probably won't see those commercials this year, since you can't buy a Jaguar anyway unless you're in one of those cities.

If you're going to continue this pointless thread ("Look, ma, flame-bait"), at least take it out of comp.sys.atari.st and over to rec.games.video.misc... You can always bug 3DO people as well while you're at it.

--R.J.
B-)

////////////////////////////////////|\\
Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
---------------------------------------+------------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were chosen because you are the class clown and frankly, you're expendable."

279. STE Stereo Sound

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 01:59:20 UTC
From: stevew@stoner.eps.mcgill.ca
Message-ID: <1993Oct6.015920.21302@sifon.cc.mcgill.ca>
Source record: 199903

I recently obtained speakers that I can plug into my 1040STe, but when I do, the sound still comes out of the monitor speaker and not out of the speakers. Is there something else that must be done to re-route the sound out to the speaker jacks at the back of the unit? The speakers are supposed to be O.K. for computers, but they are joined together and only have one input jack so that I must use a splitter to plug into both the right and left stereo inputs. Any sound advice appreciated!

280. Re: Falcon Software - Atari List

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 02:14:48 UTC
From: Lexicor@world.std.com
Message-ID: <CEGE8q.E7L@world.std.com>
Source record: 199904

In article <CEFFK7.1Br@newcastle.ac.uk>,
Craig Graham <Craig.Graham@newcastle.ac.uk> wrote:

Let me do a few additions and correctios to this list! :)

>
>This is a list of software for the falcon taken from an Atari UK pamphlet, with
>a few additions by me...All this software is COMERCIAL
>
>AV = available now
>SO = available soon
>DV = under developement
>
>PAINT PACKAGES
>===============
>Prism Paint AV - Was on an ST Format Cover Disc!!!
Prism Paint 1.1...however Prism Pain 1.5 was commercial..and Prism Paint II
is out now and has over 113 new functions, modular etc. etc. it's on
atari.archive.umich.edu as prismdem.zip

>Synthetic Arts DV
>True Paint AV
>Chranach Paint AV
>Chagall AV - There is a PD demo of this
>D2M DV
>Merridean DV
>Eclipse Paint DV
>

and Studio Photo, and seurat (I think) and Pixart

>RAYTRCAING / RENDERING
>=======================
>Phoenix / Xenomorph AV - See Review in STFORMAT (UK), ST Computer (DE)
>Chloe DV - There is a PD demo of this
>InShape AV - See review in ST USER (UK)
>

Raystart AV - demo available too..

>RETOUCHING PROGRAMS
>====================
>Photo Studio AV
>Photo Studio PRO AV
>Timix DV
>DA's Picture DV

I'd put chagall here more than in th painting pacakges...I'd say...

>
>CAD
>====
>DynaCADD AV
>DA's Vector AV

Da's Vector is NOT really CAD....Cbersculpt runs on Falcon in SThigh
>
>ANIMATION
>==========
>Autodesk Animator DV - Nice one, port from the PC.
>Toki Line Test SO
>Toki Story DV - These two will cost you the earth
>TokiToons DV - A clipped for home use cheepy
>Toki Video DV
>Morphing Fun Machine ??
>

grin you seem to have putten all of those from that Falcon List huh? well
Autodesk is really unsure...as the company listed is "dancing flame" and that
is Jim Kent's own made company...I doubt that autocad will allow him to port
it..anwas!!! in Animations CHRONOS-3D can do complex animations..works too
on the Falcon with Math Co-Pro and allows morphing, ke-frame 3D animation!!
Uses Phoenix/Xenomorph as a rendering engine....Xenomorph itself can do very
simple ke-frame animations...so can Inshape.

>VIDEO
>======
>Screen Blaster AV
>Blowup030 AV
>FalconScreen DV - Higher resolutions...
>Over Genlock SO
>Matrix Grabber AV
>Home Video Kit DV
>JRI Genlock AV
>TC Video Digitiser DV
>Colour Thing DV - Port of PaintThing from the amiga
>

The AVERKEY is also available for Falcon and allows crips output onto Video
or SVHS...better than te standard thing...

>MULTIMEDIA
>==========
>JVC Interface DV
>Picture Telephone DV - Video phone in a window!!!
>MS Bookshelf DV
>Comics Maker AV
>Bit Bopper DV - Rave on mate ;)
How about the DOA? stuff

>
>DEVELOPEMENT TOOLS
>==================
>HiSoft BASIC 2 AV
>DEVPAC 3 AV
>Lattice C AV - Hisoft has upgraded all their stuff for the F030
>Assemble/ADebug IV SO - 68030 assembler
>Pure C/Pure Pascal SO - New versions of the BEST compilers in existence.
>GFA Basic 4.0 DV - I thought GFA had abandoned Atari years ago...
>FalcOS DV - AMOS / STOS
>DSP-MOO DV - OOP DSP design enviroment.
>
>MUSIC & AUDIO
>==============
>D2D Edit AV
>4T FX AV
>Notator Logic SO
>Cubase Audio SO
>DigiTape AV
>Planet DV - like CB Audio but cheaper
>Musicom AV
>SMPTE Track Platinum AV
>SPDIO AV
>4I/4O SO - 4 stereo in/out audio ports
>AD64X AV - 2*16bit sampling at 64*oversample !!!!!
>
>BUSINESS
>=========
>BlackMail AV - Voice mail from the NextStep enviroment
>Atari Works SO - If I ever get a copy....
>NVDI AV
>Superbase 4.0 DV
>

You forgot quite a bit there.....I guess ou could include OUSIDE the VMM,
DGraph, GMAN, SCI_Lab, Script, Papyrus, Tempus, 1st word (smile), That's Write,
Calamus, Pagestream, oh! the list is incredible! :) I can't name all of them
<grin>

>GAMES
>======
>ISHAR AV
>Transarctica AV
>Llamazap AV - Jeff Minters latest & greatest(see ST Format)
>Yuppies Land DV
>Vroom II DV
>Suriya DV
>Black Sect DV
>Space Junk SO
>Raiden SO - I don't believe them
>Road Riot 4WD SO
>Steel Talons SO

>Cyber Assault DV
>Tornado Flight Sim DV
>Striker DV
>Eclipse DV
>Humans DV - I've seen this, it's quite good...
>Daughters Of Serpents DV
>Rome AD72 DV
>Harrier AV8 DV
>Chaos Engine DV - The Bitmap Brothers come into the fold...
>
>=======================
>
>Ok, no mention of PD or shareware stuff at all.......there's even more of that!!!
>
>Does this settle the Falcon Software availability debate????
>

I'm not doubting the software availability!! :) you just scratched the surface
of available commercial software here!

CHRONOS-3D, Phoenix/Xenomorph, Prism Paint, Meridian, Raystart, Averkey, Render
24, Video Roaster.

are all available by Lexicor Software and are Lexicor products..for more
info (except raystart averkey) email Lexicor@world.std.com!

you're in the UK right..well 16/32 handles our stuff at (634) 710 788 :)

Yat @ Lexicor
Lexicor@world.std.com

>Craig.
>
>Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
>BAe Space Systems || Phone : (UK) 091 4883098
>Stevenage,England.|| Snail-mail: 2 Sun Street, Suniside, Newcastle, England.
>-----------------/__\---
> SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....
>

281. Re: NetHack

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 03:22:26 UTC
From: warwick@cs.uq.oz.au
Message-ID: <15784@uqcspe.cs.uq.oz.au>
Source record: 199906

patrik.sanfridsson@stacken.ct.se (Patrik Sanfridsson) writes:

>Thanks, I'll have a look at it tonight. Sounds a bit like the old Ultima series
>adventures of the 8-bit Atari. Re keyboard commands... Any plans to make it
>mouse operated?

GEM NetHack can be played with the mouse, but you'll soon tire of that.
I still use the mouse for selecting rarely-used commands from the menubar,
such as Wipe-Face, and it is excellent for beginners, but when you have
DOZENS of commands available, keyboard is the way to go.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library
/ * <- Computer Science Department, |||||| GEM++ = C++ GEM library
_.-._/ University of Queensland, _// || _ Both are Free Software
_____ v ___ Brisbane, Australia. ______ |_/ || _| ________________________

282. Re: the Atari TT line

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 04:20:43 UTC
From: rcollins@magnus.acs.ohio-state.edu
Message-ID: <28th2r$sv9@charm.magnus.acs.ohio-state.edu>
Source record: 199910

Call 1-800-253-0201, Computer Studio, their September add in Current Notes says, "Atari TT030, new shippment expected this month. Call for information and pricing"

Remember folks only the Falcon 030 is restricted on mail order.
I hope netters and Atari mavens get the hint.

Raymond Collins

283. Hard Drive help, please...

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 04:26:24 UTC
From: awest@ub.d.umn.edu
Message-ID: <28thdg$7mg@ub.d.umn.edu>
Source record: 199911

Hi all,

I have a problem with one of my hd partitions. I find that I have a bad sector in the root directory of my E: partition or something like that, and my ICD program tells me that I must reformat to recover this.

My question is, is there anyway to format just that partition, and not the whole hd? I tried rebuilding it with the various ICD utilities, but nothing seems to work...

Just an interesting note, the bad sectors are in a small section of the drive all arranged in a periodic pattern...is this a sign that there is a physical problem (such as a scratch...) on my drive?

If it helps, I have a MiniScribe 3650 with Adaptec 4000/4070/5??? controller, and the ICD AdSCSI host adaptor. It is running as a 64 Mb with four 16Kb partitions (C, D, E, F...pretty generic).

Any and all advice truly appreciated...

--
^ ^ "Never tease a weasel" | Andrew West (aka "The Piano Man")
(o o)\ -Jean Conder Soule | University of Minnesota-Duluth
\ /\ "Cool!" -Beavis | GEnie: A.WEST@genie.geis.com
v \ "Heh heh!" -Butthead | internet: awest@d.umn.edu

284. Re: 16-BIT-MUSICEDITOR (FALCON) FINALLY AVAILABLE!!!

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 05:55:14 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <28tmk2$orc@elroy.jpl.nasa.gov>
Source record: 199912

In article <28sd90$395@usenet.rpi.edu>,
Amalaye Oyake <oyakea@warren1b.its.rpi.edu> wrote:
> One question, is it in english ??? I can't read German ..
>and alot of these nice programs are in german. It really wastes a lot of my
>time downloading these programs when you can't use them ...

It's only in German. Unfortunate. Also, I was expecting to find a sample
editor, which this program isn't. It's really a song editor, i.e., it lets you
arrange a bunch of individual samples into a song.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

When they said "here's your chance to grab the brass ring" he thought they said
"wax ring." -- so what happened? -- he asked if it met Mil Spec TT-P-1536A

285. Atari FAX System For Sale

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 06:13:09 UTC
From: bmaraldo@watserv1.uwaterloo.ca
Message-ID: <CEGp9x.Kut@watserv1.uwaterloo.ca>
Source record: 199915

I am selling my Practical Peripherals 2400/9600 fax modem and
STraight Fax software. This system is a ready to run fax configuration for
any atari st system. It supports 9600 baud send and receive fax at both
resolutions. The software features a nice screen viewer/editor, file
conversions (fax, img, degas, text), osrtable phone list, multiple fax,
fax scheduler and sedn/receive log. The software will also print faxes to
a printer. It comes with drivers for popular dtp programs so, for example,
calamus pages can be printed directly to fax. The system includes all the
original disks and manuals. The modem is like new. Asking $130US.

brett maraldo

--
-------- Unit 36 Research ---------
"Alien Technology Today"
bmaraldo@watserv1.UWaterloo.ca
{uunet!clyde!utai}!watserv1!bmaraldo

286. Atari Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 07:38:14 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2cb25c5e@troed.ct.se>
Source record: 199916

In a message of 05 Oct 93 14:08:02, Kevin J Grubb wrote:

KJ> Q. Have you seen the Christmas advertising campain on TV for the
KJ> Jaguar?
KJ>
KJ> A. No? - Neither has anyone else.

Is it Christmas already? I must have been sleeping ...

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

287. Re: Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 07:38:14 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2cb25cce@troed.ct.se>
Source record: 199917

```
In a message of 05 Oct 93 16:10:04, Chris Herborth wrote:

CH> c) producing crippled computers and running around calling them
CH> ground-breaking, state-of-the-art, etc (gee, that's a nice
CH> Falcon030sx they gave us; too bad the DSP is next to useless most
CH> of the time)

Since when!

The DSP is USEFUL most of the time ..

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+
```

288. Well-behaved BBS programs

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 07:38:14 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2cb25d20@troed.ct.se>
Source record: 199918

In a message of 05 Oct 93 16:10:04, Chris Herborth wrote:

CH> Does anyone know of a well-behaved BBS program?
CH>
CH> Be "well-behaved", I mean that it doesn't do anything bizarre to the
CH> screen (just text output, nothing weird), doesn't hog the system,
CH> doesn't access the disk erratically, etc, etc... You know, something
CH> suitable for use in a TOSWIN window.
CH>
CH> Not that I'm planning to start a BBS right now; it'd be quite annoying
CH> on a machine with only one serial port.

RATSoft is the best BBS program for the Ataris .. at the moment it will not run in TosWin, but if people are interested the authour will make the next version Geneva compatible ..

(and with the new MultiTOS maybe)

For more info on RATSoft, Email me, or call my BBS.

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

289. Re: 16-BIT-MUSICEDITOR (FALCON) FINALLY AVAILABLE!!!

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 07:38:15 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2cb25dec@troed.ct.se>
Source record: 199919

In a message of 05 Oct 93 20:40:51, Amalaye Oyake wrote:

AO> One question, is it in english ??? I can't read German ..
AO> and alot of these nice programs are in german. It really wastes a lot of
AO> my
AO> time downloading these programs when you can't use them ...

Not to mention that the "demo song" consists of a few smaples, the loud ones
consists of the authour rapping in GERMAN ...

Just what I wanted to show off my Falcon to Amigoids .. right ..

Someone Emailed me and said he was working on a translation ..

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

290. gif->pi?, high-res???

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 07:55:52 UTC
From: c-hjr@math.utah.edu
Message-ID: <C-HJR.93Oct6015553@solitude.math.utah.edu>
Source record: 199922

Hello!

I have been looking all over for a program to convert gif's to a pi? format. The only ones I have been able to find will not work in high res 8-(. Any help would be appreciated.

Jeff Healey
akcs.spirit@hpcvbbs.external.hp.com
spirit@physics.utah.edu
c-hjr@math.utah.edu
73061.2223@compuserve.com

291. Autobooting a HD with 1040ST

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 07:59:48 UTC
From: tpearson@titan.trl.OZ.AU
Message-ID: <1993Oct6.075948.17371@trl.oz.au>
Source record: 199921

I recently replaced the 20 Mb drive in a SH205 HD with an 80Mb drive. I formatted it and partioned it with HDX 5.04 (80 Mb partition) and used the latest AHDI (6.?) Now I cant get it to run any programs in the auto folder when it boots. It takes ages to boot from the HD, seems to hang when checking the drive, then comes back with unrecognized drive. It then boots OK including accessories but not programs in the auto folder. I tried 5 16Mb partitions but there was no diference. If I put the 20 Mb drive back everything works fine. Can anybody tell me what I am doing wrong? BTW the drive works fine apart from this, also I am using TOS 1.02 still (I know I should upgrade TOS but I doubt this is the problem).

Trevor.

292. Re: Gemulator

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 08:13:57 UTC
From: schaedle@kbomfg.enet.dec.com
Message-ID: <1993Oct6.072608.581@decuk.uvo.dec.com>
Source record: 199920

```
In article <CECDuy.Ioo@csn.org>, kfason@csn.org (Kevin Fason) writes...
>
>I am looking for info on the Gemulator. I have a friend who is interested
>in it. He has a 486SX/25. He wnats to know what does doesnt run, cost,
>how it plugs in, software, etc... or in other words, any information...
>
>Also, if anyone knows Dereks address, that would be helpful too...
>
>
>-Kevin Fason
>
> ------------------------------------------------------------------------
> | Atari Mega/STe 4-95 w/ FPU | Contact Info: |
> | US Robotics 16800 Dual Standard | kfason@Lamar.ColoState.EDU |
> | Multi Game Hunter ASIC 24Mbit | kfason@CSN.ORG |
> ------------------------------------------------------------------------
>
>

I'm also interessted in such kind of infos about the Gemulator.
Could you please forward the informations you get to me.
Would be nice.
Thanks in advance,

Wolfgang

- - -

Wolfgang Schaedle (DEC, Kaufbeuren, Germany)

E-mail: schaedle@kbomfg.enet.dec.com
or schaedle@console.abg.sub.org
```

293. Re: Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 08:47:56 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CEGwFw.74t@newcastle.ac.uk>
Source record: 199927

>In article <2caf04ba@stacken.ct.se>, patrik.sanfridsson@stacken.ct.se (Patrik
Sanfridsson) writes:
>>
>>True indeed! BTW, do you happen to know where I can order Llamazap and Ishar 2
>>for the Falcon? Preferably VISA.
>>

Llamazap is distributed under the ATARI label - so contact atari themselves....

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 4883098
Stevenage,England.|| Snail-mail: 2 Sun Street, Suniside, Newcastle, England.
-----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

294. Q: Patches for latest AHDI

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 08:52:32 UTC
From: ft1wf@ft1sparc.ft1.tu-harburg.de
Message-ID: <4907@rztsun.rz.tu-harburg.de>
Source record: 199929

Hi!

Does anybody know how to patch the latest AHDI (6.xx) so that

- I can use two drives in a Megafile 60
- I can have gaps in the ACSI adresses i.e. ACSI 0,3,4...

Or is there any documentation on how to configure AHDI (I think there
are some configuration bytes in there...)?

Werner

--
* Werner Fleck * email: Fleck@tu-harburg.d400.de *
* Arbeitsbereich Fertigungstechnik I * pgp public key on request *
* Technische Universitaet Hamburg-Harburg *---------------------------------*
* Denickestrasse 17 * Tel.: +49 40 7718-3286 *
* 21071 Hamburg * Fax: +49 40 7718-2500 *

295. Re: ST Apps

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 09:14:26 UTC
From: richara@westminster.ac.uk
Message-ID: <CEGxo3.IKG@westminster.ac.uk>
Source record: 199923

```
: ST Apps... I've heard of it but WHY is it so good? What
: subjects
: are covered, for example?

Splendid indepth reviews, a regular (detailed) programmers forum
, how-to articles, and best of all (from a serious viewpoint)
its in black and white with no games

--
************************************************************
From : Alan Richardson
The Centre for Parallel Computing
The University of Westminster
```

296. Re: STE Stereo Sound

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 09:15:02 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <28u2am$m89@cismsun.univ-lyon1.fr>
Source record: 199924

In article <1993Oct6.015920.21302@sifon.cc.mcgill.ca> stevew@stoner.eps.mcgill.ca (Steve Whittaker) writes:
> I recently obtained speakers that I can plug into my 1040STe, but when I do, the sound still comes out of the monitor speaker and not out of the speakers. Is there something else that must be done to re-route the sound out to the speaker jacks at the back of the unit? The speakers are supposed to be O.K. for computers, but they are joined together and only have one input jack so that I must use a splitter to plug into both the right and left stereo inputs. Any sound advice appreciated!

These outputs are line outputs, NOT amplified sound outputs. You must use
an amplifier between your STE and the speakers, to obtain a sufficient
volume. I use it hooked to my HIFI set and it's really great like this.
Furthermore the sound will still go through the Monitor speaker...

Regards,
Patrice

297. Re: Hard Drive help, please...

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 09:27:43 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <28u32f$mes@cismsun.univ-lyon1.fr>
Source record: 199925

In article <28thdg$7mg@ub.d.umn.edu> awest@ub.d.umn.edu (The Piano Man) writes:
>Hi all,
>
>I have a problem with one of my hd partitions. I find that I have a bad
>sector in the root directory of my E: partition or something like that, and
>my ICD program tells me that I must reformat to recover this.
Some utilities may be able to mark the sectors as bad and delete the corres-
ponding files without reformating the whole partition. Check out...
>
>My question is, is there anyway to format just that partition, and not the
>whole hd? I tried rebuilding it with the various ICD utilities, but nothing
>seems to work...
Use ICDFMT, and when you're at the partition table screen, select the
desired partition and click on Rebuild this partition only (if your version
is high enough). It will check and map bad sectors for this partition and
high-level format it. (I think) Anyway, you still can try, what is sure is
that it won't touch any of thye other partitions.
>
>Just an interesting note, the bad sectors are in a small section of the drive
>all arranged in a periodic pattern...is this a sign that there is a physical
>problem (such as a scratch...) on my drive?

Suppose your drive contains one disk, it has two sides, and several sectors
on each track of each side. The sectors are sorted on the disk like this:
S0,T30 S1,T30, S0,T31, S1,T31, S0,T32, S1,T32 .....
If one side only is scratched, the sectors that are on this side only are
bad. Interlaced you'll find the safe sectors of the other side...
The same way if you have more than 1 disk, i.e. 2 sides.
>
>If it helps, I have a MiniScribe 3650 with Adaptec 4000/4070/5??? controller,
>and the ICD AdSCSI host adaptor. It is running as a 64 Mb with four 16Kb
>partitions (C, D, E, F...pretty generic).
>
>Any and all advice truly appreciated...
>

Bye

Patrice

298. RGB Monitor,50pounds

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 10:20:21 UTC
From: kiddlejc@vax.sbu.ac.uk
Message-ID: <1993Oct6.102021.3366@vax.sbu.ac.uk>
Source record: 199928

For sale, Microvitec CUB COLOUR MONITOR.

I can supply the relevant cable to attach it to any Atari,
Commodore, PC etc etc. Will connect to most computers. RGB
analogue or TTL. Good picture, I use one myself and
I've got one spare.

If you want to use it with CUBASE or similar high resolution
software, I can supply a Public Domain mono emulator accessory
that gives you a very useable picture on a colour monitor.

If you play a lot of games, a monitor like this could
definately help improve the health of your poor eyes...

Delivery within a reasonable radius of Peckham or Ladbroke Grove
can be arranged free of charge.

50 pounds, including cable and
delivery, or nearest offer.

Now you can't say fairer than that, can you.

Leave a message on 081-693-2846 and Ill get back to you
as soon as possible.....

KIDDLEJC@uk.ac.sbu.vax | Jason C. Kiddle | "The Assault Technician"

--

KIDDLEJC@uk.ac.sbu.vax | Jason C. Kiddle | "The Assault Technician"

...or if you prefer analogue communications: London (+44) 81 693 2846...
---

299. RGB Monitor,50pounds

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 10:22:27 UTC
From: kiddlejc@vax.sbu.ac.uk
Message-ID: <1993Oct6.102227.3376@vax.sbu.ac.uk>
Source record: 199926

For sale, Microvitec CUB COLOUR MONITOR.

I can supply the relevant cable to attach it to any Atari,
Commodore, PC etc etc. Will connect to most computers. RGB
analogue or TTL. Good picture, I use one myself and
I've got one spare.

If you want to use it with CUBASE or similar high resolution
software, I can supply a Public Domain mono emulator accessory
that gives you a very useable picture on a colour monitor.

If you play a lot of games, a monitor like this could
definately help improve the health of your poor eyes...

Delivery within a reasonable radius of Peckham or Ladbroke Grove
can be arranged free of charge.

50 pounds, including cable and
delivery, or nearest offer.

Now you can't say fairer than that, can you.

Leave a message on 081-693-2846 and Ill get back to you
as soon as possible.....

KIDDLEJC@uk.ac.sbu.vax | Jason C. Kiddle | "The Assault Technician"

--

KIDDLEJC@uk.ac.sbu.vax | Jason C. Kiddle | "The Assault Technician"

...or if you prefer analogue communications: London (+44) 81 693 2846...

---

300. Re: Falcon + Space Junk Demo = WOW!

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 11:14:31 UTC
From: andrew@minster.york.ac.uk
Message-ID: <749906071.14535@minster.york.ac.uk>
Source record: 200001

Well, I downloaded the demo, put it together, unzipped it and ran it on
my Falcon with SVGA monitor and got a load of junk.
Aha I thought, yet another demo that requires me to plug into my TV.

Now the game looks good and impressive and witty but on a TV it looses
something with the resolution. Also, green writing on black background
doesn't show up very well. Neither does red, and neither does blue! Okay,
maybe having an SVGA monitor and a TV is a bad combination and I ought to get
an RGB monitor to avoid the bad resolution problem. But don't RGB monitors
flicker or do I have to get a NonInterlaced RGB monitor. (Perhaps someone
could e-mail me a comparison of monitors for the Falcon!)

The game is interesting but the main character could walk a bit
faster (more like Guybrush from Monkey Island perhaps). At the
moment the animation is like Captain Pugwash with bits of arms and
legs just shifting around! The video is good and I like the face masks!

How much will it cost and will it come on 50 disks that are HD installable!

-Andrew

Andrew Hague -- Researching Methods for Motivating Learners with CAI
Department of Computer Science. University of York, YORK. Y01 5DD
Tel: (+44/0)904 432762 E-MAIL: andrew@minster.york.ac.uk

301. STE questions

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 12:07:53 UTC
From: eaeg254@orion.oac.uci.edu
Message-ID: <eaeg254.749909153@orion.oac.uci.edu>
Source record: 199932

I have two questions that relate to STEs. First, do they use the six chipset ROMs like STFMs do, or the two chipset ROMs. And if they use the two chips, can I just plug in the two TOS 2.06 chips I have? Second, what sort of Ram do STEs use, SIMMs or SIPPs?

Thanks,
Matt Koundakjian (eaeg254@orion.oac.uci.edu)

302. Re: TT Availability?

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 12:10:21 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1474@usdtsg.DaytonOH.NCR.COM>
Source record: 199936

In article <1993Oct5.205611.4012@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>I have it on good authority that TT's are still (back?) in production. I
>recently posted otherwise so if that was in error, I apologize. I'm still not
>100% sure, however. Anyone else know the truth?

From one of the last Bob Broadie RTC's on GEnie I got the impression
that he said that TT's were back in production. Best place might be
to check in one of the latest issues of Atari Explorer Online (since
they usually carry the RTC transcripts)...

Rob
Robert.Anisko@daytonoh.ncr.com
R.ANISKO@genie.geis.com

"but officer, I WAS only going one way down the street (not the right
way, but one way)..."

303. Re: Falcon Software - Atari List

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 12:18:25 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1475@usdtsg.DaytonOH.NCR.COM>
Source record: 199937

In article <92405@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>
>By the way, Atari Works should be AV as it's in the stores now.

Excuse my lack of memory (hey, I'm 23, so that memory loss... :-)

Anyways, does Atari Works include a database module? I know that
it has a word processor and spreadsheet, which I could definitely use,
but a database module would be helpful to me as well. I'll probably
get AW regardless, but this might give me an added incentive to buy
it earlier.

If it does have a database module, can it load in a pure data file
(perhaps assuming "Columns 1-10 in field 1" etc?). I have my
entire CD collection in a text file, and am trying to find the
easiest way to put it in a database format (without having to retype
it all)...

If nothing else, I assume it supports the clipboard? It would be
nice as some programs like CoNnect, Edhak (,Gemini?) support it -
makes life easier (for some of us lazy folks :-)

Rob
Robert.Anisko@daytonoh.ncr.com
R.ANISKO@genie.geis.com

Q: "What does the show "Get Smart" and Wayne Gretzky have in common?"
A: "99"

304. Re: Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 12:21:00 UTC
From: Bernd_Schmidt@sl.maus.de
Message-ID: <A53492@SL.maus.de>
Source record: 200044

> I don't think there's anything that even comes close to Mathematica
or
> Maple. That pretty much locks engineering students, math students,
and
> science students out of the ST/TT/Falcon market.
> ----------
>
> I believe that in fact you can get Maple for the ST line... Now it is
> true that Mathmatica is nowhere to be found, and there really is
> nothing like it on the Atari (so far as I know).

Yes, there is a Maple for the ST line, but it is only version 4.2, without GEM. You can't get the actual version 5.2 for the ST, but for the PC, Mac and Amiga ! The version 4.2 looks against the version 5.2 for the Mac like a very old, poor and dirty programm. And the ST version 4.2 don't run on the TT.
This and the lack of speed is one of the reasons, why I'm looking for another computer.

Bernd

305. Re: STE Stereo Sound

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 12:23:59 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1476@usdtsg.DaytonOH.NCR.COM>
Source record: 199938

In article <1993Oct6.015920.21302@sifon.cc.mcgill.ca> stevew@stoner.eps.mcgill.ca (Steve Whittaker) writes:
>
> I recently obtained speakers that I can plug into my 1040STe, but when
>I do, the sound still comes out of the monitor speaker and not out of the
>speakers. Is there something else that must be done to re-route the sound
>out to the speaker jacks at the back of the unit? The speakers are supposed
>to be O.K. for computers, but they are joined together and only have one
>input jack so that I must use a splitter to plug into both the right and left
>stereo inputs. Any sound advice appreciated!
^^^^^

Ouch - bad pun :-)

Anyways, you *might* need to have the computer fed through an amplifier
and then into the speakers. I haven't tried connecting speakers
directly to my computer (I might try it to see if I get the same result),
but I normally have my MSTE RCA jacks connected to my stereo (which
would then play the sounds through the speakers).

As far as the monitor speaker, I think they'd play out of there
regardless...

Rob
Robert.Anisko@daytonoh.ncr.com
R.ANISKO@genie.geis.com

"the new Dr Seuss HMO for those who can't stop rhyming..."

306. Re: gif->pi?, high-res???

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 12:26:07 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.778203@cix.compulink.co.uk>
Source record: 199930

In article <C-HJR.93Oct6015553@solitude.math.utah.edu>, c-hjr@math.utah.edu (Jeffrey Ray Healey) writes:
>Hello!
>
>I have been looking all over for a program to convert gif's to a pi? format.
>The only ones I have been able to find will not work in high res 8-(. Any
>help would be appreciated.
>
ImageCopy 2 from the ST Club does the job.
The ST Club
2 Broadway
Nottingham
NG1 1PS
+44 602 410241

Ofir ogal@cix.compulink.co.uk

307. Re: Atari Compendium question

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 13:19:33 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <CEH90M.6Iw@cs.bham.ac.uk>
Source record: 200038

```
In article <2caf053a@p12.f202.n281.z2.fidonet>
p12.f202.n281.z2.fidonet!Jan_Willekens@nextjk.wlink.nl writes:
>In a message of <Sat 2 Oct 93 01:24>, Howard Chu (2:281/202.0) writes:
>
> HC> that book is named, it's a British title...) you're completely
> HC> covered. The OS coverage is, without a doubt, incomparable. Complete
> HC> info on GEMDOS, GEM, BIOS/XBIOS, including MiNT and MetaDOS
> HC> extensions, MultiTOS/Multi-AES, and AES features up to the stuff to
> HC> be released in TOS 5.0. (Yeah, I bought a copy of the book at the
> ^^^^^^^^^^^^^^^^^^^^^
> HC> Glendale show...) --
>
>Which are...???
>

I can't tell from the posting: is this HiSoft's book, or is this the
SDS book? (For the uninformed, Hisoft are advertising a book on said
topics, which will also be bundled with Lattice 5.6 and Devpac 3.1 and
probably Basic whatever)

--Chris
```

308. Re: X11 Speedo Fonts

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 13:38:46 UTC
From: gerrymon@eng.umd.edu
Message-ID: <28uhp6INNeat@mojo.eng.umd.edu>
Source record: 199934

In article <H.eg.skU79BqYhBk@semprini.waterloo-rdp.on.ca>
cherborth@semprini.waterloo-rdp.on.ca writes:
>
>With maybe a dozen fonts active, it takes every GDOS program I load a
>_long_ time to come up. I have no idea what it's doing, but it
>definitely spins the disk a lot. After that, the only wait is for
>rendering the onscreen fonts, which is pretty good.
>
>We're talking wait 5-10 _minutes_ if you have 15 or so fonts active.
>JUST TO LOAD A GDOS PROGRAM.

Chris,

Try turning the Font Width table OFF. I have about 75 Speedo fonts
installed and it takes less than a minute for my GDOS programs to
load.

When the Font Width table is ON, everything takes forever to load...

--Gerry

309. Re: Fonts for Speedo (was Re: X11 Speedo Fonts)

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 14:07:37 UTC
From: gerrymon@eng.umd.edu
Message-ID: <28ujf9INNel4@mojo.eng.umd.edu>
Source record: 199935

In article <rjungCEEJ2w.8By@netcom.com> rjung@netcom.com (Robert A. Jung) writes:
>
> Okay, I just picked up SpeedoGDOS a few weeks back, and I like it. I would
>like to buy more fonts, whether from Atari, Bitstream, third-party IBM PC
>vendors, shareware, whatever.
>
> What I want to know is -- how can I tell what fonts will work with Speedo?
>I figure I should be looking for some phrase in ads like "Bitstream Outline
>Font Class XD" or whatever...Someone care to tell me what I need to spot?
>
> Thanks in advance,
>
> --R.J.
> B-)

Robert,

Bitstream has a package called something like "WordPerfect 6.0
Bitstream Font Package" that's available at EggHead Software for
around $20. It contains 50 fonts that is usuable with SpeedoGDOS.

It's a great deal! The fonts are really nice looking and it works
great with AtariWorks. Hope this helps.

--Gerry

310. Re: Bye Bye My Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 14:10:45 UTC
From: acher@Informatik.TU-Muenchen.DE
Message-ID: <1993Oct6.141045.18424@Informatik.TU-Muenchen.DE>
Source record: 199933

In article <CEDsss.Bxt@newcastle.ac.uk>, Craig.Graham@newcastle.ac.uk (Craig Graham) writes:
|>
|> Well - here's a word of warning to those of you who are using extended screen modes
|> on your falcons - 800*600 has just blown the video chip in mine...bye bye :(

We (the developers of BlowUP030) are working more than a half year with the extended modes (eg. 1024*768,104hz interlaced, 50Mhz pixel clock) and no problems at all occurred. Sure, the video chip temperature is growing, but not much. If you use no external hardware, damage is just ATARIs fault...(the ST-compatible modes run with 32Mhz!)
BTW: the name 'BlowUP' has nothing to do with 'just blown the video chip' :-)

Bye
Georg Acher
+---+
| Georg Acher, acher@informatik.tu-muenchen.de |
| "Oh no, not again !" The bowl of petunias |
+---+

311. Re: Bye Bye My Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 14:19:20 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.cagCzqWM2xE@semprini.waterloo-rdp.on.ca>
Source record: 200007

In <CEDsss.Bxt@newcastle.ac.uk>, Craig Graham writes:
>
> Well - here's a word of warning to those of you who are using extended screen modes
> on your falcons - 800*600 has just blown the video chip in mine...bye bye :(

OUCH! This means you need to _replace_the_entire_motherboard_, doesn't
it? Surface-mount parts are nice if nothing ever breaks... :-(

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

312. Re: Fonts for Speedo (was Re: X11 Speedo Fonts)

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 14:26:38 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.1cJjTb9GPDw@semprini.waterloo-rdp.on.ca>
Source record: 199947

In <rjungCEEJ2w.8By@netcom.com>, Robert A. Jung writes:
> Okay, I just picked up SpeedoGDOS a few weeks back, and I like it. I would
> like to buy more fonts, whether from Atari, Bitstream, third-party IBM PC
> vendors, shareware, whatever.
>
> What I want to know is -- how can I tell what fonts will work with Speedo?
> I figure I should be looking for some phrase in ads like "Bitstream Outline
> Font Class XD" or whatever...Someone care to tell me what I need to spot?

I'm pretty sure you can buy any BitStream font pack for the PC, and use
those fonts. You may have problems reading the 1.44M floppies, but
that's easily solved if you know someone with a PC...

Don't get the Mac ones (are there any? Macs use the better ATM for
everything.), you won't be able to read the disks...
--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

313. Re: Motif, Unix and X

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 14:34:54 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.Bsxm8u2VqJ6@semprini.waterloo-rdp.on.ca>
Source record: 199948

In <CEDuqJ.19s@westminster.ac.uk>, Denesh Bhabuta writes:
> I read somewhere (I think something like a Dr Dobbs journal thing on X windows)
> a few weeks ago......well did not read, but scanned while in a newsagents. I
> gathered something about how Motif was very successful, and so, it would be
> released into the public domain. Now, I do not claim this to be true. It is
> only the impression I got when I scanned the mag. I could not read the whole
> article.

Well, there's a really huge problem with trying to port Motif to the
ST/TT/Falcon... it's just a window manager that runs on top of X. X
can't be ported (yet) because MiNT doesn't (yet) support sockets, and X
uses sockets for everything on Earth. It'd also be unusable on an ST
due to the memory limitations (and it'd be annoying because of the
screen sizes).

Full source for X11R5 is available if you feel like starting a port! :-)
--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

314. GEM NetHack (was Re: NetHack)

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 14:37:14 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.0HaNqEACICM@semprini.waterloo-rdp.on.ca>
Source record: 199949

In <2caf07b5@stacken.ct.se>, Patrik Sanfridsson writes:
[re: Warwick's GEM NetHack 3.1.x]
> Thanks, I'll have a look at it tonight. Sounds a bit like the old Ultima series
> adventures of the 8-bit Atari. Re keyboard commands... Any plans to make it
> mouse operated?

Blasphemy! :-) Actually, Warwick's GEM port has menu items for all of the
commands; it's much, much faster to just use the keyboard though (well,
once you know the commands).

Beware... once you start playing NetHack, you'll never stop!

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

315. Re: nethack GEM 3.1.3

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 14:39:50 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.JQJaTeb05m6@semprini.waterloo-rdp.on.ca>
Source record: 199950

In <1993Oct4.222729.10821@alw.nih.gov>, Richard M. Venable writes:
> In article <CED9Ao.3KI@snimucgw.stm.mchp.sni.de> Dominik.Strasser@mch.sni.de writes:
> >I downloaded nh313gem.zoo from atari.archive but I can't get it to run on my
> >ST (3 MB yes, correct 3 MB RAM) TOS 1.04, even if I don't boot any accs or
> >auto folder progs. I get an addressing exception very early in startup, even
> >before anything shows up upon the screen. The first problems I had were config
> >errors in nethack.cfg, which gave bus errors when the paths for DATA and SAVE
> >weren't correct and the .RSC file couldn't be found. But I overcame these probs.
> >The addressing error doesn't vanish. Anybody out there who knows a solution.
> >The error occurs in all ST resolutions (high, medium, low).
>
> Not exactly a solution, but that version won't run on normal ST graphics
> modes; it requires at least a 640x400 color mode to be playable, according
> to one of the README files. I deleted it without trying it, as the file
> was quite clear about STmed or STlow being inadequate.

It will play fine in STMed or STLow; unfortunately, the screen is
seriously scrunched. It's ok in STHigh. Naturally, it's designed for
at least 640x400x16 (Warwick got a TT recently...).

I think Dominik's problem is due to a bug in the nh313gem.zoo
distribution; look for nh313gemb.zoo (the ultimate, latest version) on
atari.archive and it's mirrors.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

316. Well-behaved BBS programs

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 14:57:34 UTC
From: Lars-Erik.Osterud@f100.n30.z47.byte.bbs.no
Message-ID: <749952813.AA00651@byte.bbs.no>
Source record: 200019

>Does anyone know of a well-behaved BBS program?

Why not try MiniBBS (my own BBS-program for Atari ST)
It's ShareWare, small but powerful, easy to use...
Can be tried (and downloaded) from ABK-BBS....
It even supports fax-receiving on fax-modems
(nice if you only have one line for bbs & fax)

Lars-Erik 0sterud / E-mail: lars-erik.osterud@byte.bbs.no
SysOp ABK-BBS / ABK-BBS: +47 67132659 V.32bis Data+Fax

-- ReadMail ST

317. Mega STE TOS version???

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 15:09:22 UTC
From: richardson@vaxr.sscl.uwo.ca
Message-ID: <1993Oct6.110922.1@vaxr.sscl.uwo.ca>
Source record: 199944

I was curious about part of the "hardware FAQ". I noted that the TOS version attributed to the Mega STE range was TOS 2.06...I am looking into purchasing a mega STE and when I checked out the machine it has TOS 2.05??? Should I be worried? I simply ran Maxifile as a program and checked the TOS version from within maxifile. Is there any MAJOR difference between 2.05 and 2.06? Thanks in advance for any help :^)

--
T.T.F.N.
JR.

+--------------------------------+ +--------------------------------------+
John Richardson		"An animal psychologist is a person
Dept. of Psychology		who pulls habits out of rats!"
University of Western Ontario,		
London, Ontario		- ANON.
CANADA	+-+--------------------------------------+
+--------------------------------+ +-*-+- +--------------------------------+
+-----------------------------------+--+	The preceding opinions do not
e-mail: RICHARDSON@VAXR.SSCL.UWO.CA		necessarily reflect those of
		the Dept. of Psychology, or
phone: (519) 657-5102		UWO...unless by coincidence!!
+-----------------------------------+ +--------------------------------+

318. Re: the Atari TT line

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 15:09:29 UTC
From: gruber@austin.ibm.com
Message-ID: <CEHE3t.3nF5@austin.ibm.com>
Source record: 199939

> >> Is Atari still supporting the TT line (i.e. are they still be
> >> manufactured)?
> >
> >
> > Yes, It is still being manufactured.

> It is??? That's news to me, Gruber. But hey, if YOU are right and I am wrong,
> that's fine with me but I'll have to have a few harsh words with my contacts
> at Atari. Last word I got was that TT and MSTE production was kaput. The last
> few remaining TT's were hoarded for use as Jaguar Development Systems. You
> can have one for yourself if you sign two pieces of paper: 1) a non-disclosure
> agreement and 2) a check for $9,000. Line up over there, folks. No shoving. :)
>

John Hutch,
I'll agree with you that for little while ago they no doubt
were not being manufactured anymore, but my comment was based
on Bob Brodie's conference I think on Genie not too long ago
that his comment was the TT is being put into production again.

Unless his words are un-true?! But I don't think so.

Scott Gruber

**Disclaimer - The opinions of this post are of the poster and not
of IBM in any way shape or form

319. Spectre GCR for sale...

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 15:21:35 UTC
From: lucasl@aix02.ecs.rpi.edu
Message-ID: <28unpv$ip6@usenet.rpi.edu>
Source record: 199945

Spectre GCR for sale, complete and ready to run. Includes original disks, packaging, manuals, etc. Price... $250.

If you're interested, contact me using the info below; please note that I am posting this from a friend's account, so don't "reply"!

--- Jim O'Donnell
abjod@stdvax.gsfc.nasa.gov
(301) 530-9134

320. Falcon contacts

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 16:05:00 UTC
From: Carsten_Tolkmit@ki.maus.de
Message-ID: <A14018@KI.maus.de>
Source record: 200043

Hit out there!

My Name is Carsten and I'm looking for Falcon030 contacts all over the world. I'm programming this great machine and I am interested to get into contact with people who do the same. Write to me!

My MausNet-Adress is: Carsten Tolkmit @ KI
My UseNet-Adress is: Carsten_Tolkmit@KI.MAUS.DE
My ZerberusNet-Adress is: ENERGY@FREEWAY

Please contact me via MausNet or UseNet if possible, I read there regularly.

Ciao,
Carsten

(Net)

321. Jaguar delayed?

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 16:07:06 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Oct06.160706.26791@rchland.ibm.com>
Source record: 199856
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

```
- Sunnyvale, CA JAGUAR TO BE DELAYED 'TILL AFTER CHRISTMA
-------------

Our ever vigilant observers have reported the Jaguar is now expected to
ship shortly AFTER Christmas 1993. This is in direct contradiction to t
plans announced detailing a drive to ship to New York City and Los Angel
in time for Christmas. While some observers where somewhat disturbed by
this news others shrugged it off with the comments; "So what else is new
with Atari? They're running true to form!"

------------------------------

There are several rumours starting to fly about possible Jaguar
delay.

DISCLAIMER:

This are so far unconfirmed rumours, although they seem to start
materializing (from different sources, same thing). I am also interested
in seeing the Jaguar rolling out. This could be true or false, although
seems more likely to be true.

-------> BTW, release date for CD-32 is October 1993.

Safe Harbor expects it sometime this month and they are
going to sell it for $385 US dollars.

--------------------------------------------------------------------------
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<
```

322. BlowUP030-Demo

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 16:12:55 UTC
From: seibert@Informatik.TU-Muenchen.DE
Message-ID: <1993Oct6.161255.22119@Informatik.TU-Muenchen.DE>
Source record: 199940

Hi Falcon-users!

I just uploaded the demo of BlowUP030 to
ftp.e-technik.tu-muenchen.de (atari/Falcon/demos/blowUP_D.lzh)
atari.archive.umich.edu (New).

This Demo may be copied and spread for free. It enables you to test the
abilities of the resolution-expansion BlowUP030 it's virtual screen and it's
screen-saver (that speeds up the Falcon up to 70%). The demo only works in
16-color-mode.
For further information write or mail to:

UK: ssolutions@cix.compulink.co.uk
U.S.A: Lexicor@world.std.com

rest of the world to my e-mail adress.

Have fun and tell us you Ideas and wishes.

--
==========
seibert@informatik.tu-muenchen.de ist
Ewald Seibert, Herschelstr.1 85057 Ingolstadt, 0841-86480
Dont't blame ATARI for things, the GURU told you from the ARABIAN NIGHTS

323. Re: Falcon Software - Atari List

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 16:37:48 UTC
From: gruber@austin.ibm.com
Message-ID: <CEHI70.4F4E@austin.ibm.com>
Source record: 199946

> Anyways, does Atari Works include a database module? I know that
> it has a word processor and spreadsheet, which I could definitely use,
> but a database module would be helpful to me as well. I'll probably
> get AW regardless, but this might give me an added incentive to buy
> it earlier.
>

Yes it does have a DB module I believe is dBase compatable

> If it does have a database module, can it load in a pure data file
> (perhaps assuming "Columns 1-10 in field 1" etc?). I have my
> entire CD collection in a text file, and am trying to find the
> easiest way to put it in a database format (without having to retype
> it all)...

Don't know

Toad Computers in Maryland has this software amoung others.

Scott

***Disclaimer - this post reflects that of the poster not of
IBM in any way shape or form.

324. Re: Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 16:45:03 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1993Oct6.114503.17666@cobra.uni.edu>
Source record: 199943

In article <2cb25cce@troed.ct.se>, rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:
> In a message of 05 Oct 93 16:10:04, Chris Herborth wrote:
>
> CH> c) producing crippled computers and running around calling them
> CH> ground-breaking, state-of-the-art, etc (gee, that's a nice
> CH> Falcon030sx they gave us; too bad the DSP is next to useless most
> CH> of the time)
>
> Since when!
>
> The DSP is USEFUL most of the time ..

Not as useful as the AV Macs are.

>
> + _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
> + SYNC -------- Opinions expressed are definitely not my own! -------+
>

Peter Sinclair-Day
University of Northern Iowa

325. Re: How do I split files?

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 16:46:05 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <CEHIKu.I25@mailer.cc.fsu.edu>
Source record: 200002

Steve Basford (Steve.Basford@mettav.royle.org) wrote:
> > Hello ye all!
> > I've been getting a couple of demos from wuarchive. Problem is
> > the files are
> > big.
> > eg. chaos.msa is 850k
> > How/what do I do to get this split this onto floppies.

> You need to grab hold of a program called Magic Shadow
> Archiver...
> should be available at most places...

I think it likely that the question was a different one, i.e. "how do I get them home to run MSA on them?" There are a number of answers, but one of the easiest is to use uuencode/uudecode. If you are on a Unix system, you will have these two commands by default. What you will need are versions for the ST (available from atari.archive.umich.edu).

Basically, a uuencoded file consists only of visible ASCII characters (it is usually slightly larger than the file it is encoding). After you convert a file to a uuencoded entity, you can split it up like any text file, use multiple floppy disks to get it home, reconnect them with a text editor (or with a Unix-like cat command for the ST), and uudecode them. You will need a hard disk or a big RAM disk for the latter (I did this for years with a 1.5mb RAM disk and no hard disk).

If you have troubles, feel free to email.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

326. Lexicor and Graphics list opened!!

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 17:09:20 UTC
From: Lexicor@world.std.com
Message-ID: <CEHJnL.49s@world.std.com>
Source record: 200005

Ok..the Lexicor list and Atari Graphics mailing list is now opened! if you want to join then send email to:

lgsl-request@world.std.com with the title subscribe and your email address!

Falcon, TT, ST all and around graphics Q & A

327. Re: gif->pi?, high-res???

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 18:02:18 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1477@usdtsg.DaytonOH.NCR.COM>
Source record: 200003

In article <C-HJR.93Oct6015553@solitude.math.utah.edu> c-hjr@math.utah.edu (Jeffrey Ray Healey) writes:
>Hello!
>
>I have been looking all over for a program to convert gif's to a pi? format.
>The only ones I have been able to find will not work in high res 8-(. Any
>help would be appreciated.

I believe View GIF 1.2 will allow you to do this (as well as
save in MAC format, and one or two others). It's been awhile since
I've checked...

Rob
Robert.Anisko@daytonoh.ncr.com
R.ANISKO@genie.geis.com

"uh, I'm not in charge of the 'Buck Stops here' campaign - uh, try
that person over there..."

328. Re: Falcon Software - Atari List

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 18:06:28 UTC
From: wilsont@rahul.net
Message-ID: <CEHMAt.6y7@rahul.net>
Source record: 200017

In <CEGE8q.E7L@world.std.com> Lexicor@world.std.com (Yat W Siu) writes:

>>MULTIMEDIA
>>===========
>>JVC Interface DV
>>Picture Telephone DV - Video phone in a window!!!
>>MS Bookshelf DV
>>Comics Maker AV
>>Bit Bopper DV - Rave on mate ;)
^^^^^^^^^
Since I'm the (new) guy writing this one, I can say you only have to wait
a month to see it. (PLUG PLUG)

>>BUSINESS
>>=========
>>BlackMail AV - Voice mail from the NextStep enviroment

this is availible? whats their phone number?

>>Atari Works SO - If I ever get a copy....

That should be AV.

>>GAMES
>>======
>>Llamazap AV - Jeff Minters latest & greatest(see ST Format)

I've only seen a beta version, is this being sold?

>>Steel Talons SO

6 months to go on this one I hear.

>>Humans DV - I've seen this, it's quite good...

I saw a beta of it. really close.

>CHRONOS-3D, Phoenix/Xenomorph, Prism Paint, Meridian, Raystart, Averkey, Render
>24, Video Roaster.

According to John, the video roaster was deep sixed. did you work out the
interlace bug?

>are all available by Lexicor Software and are Lexicor products..for more
>info (except raystart averkey) email Lexicor@world.std.com!

--
Timothy Wilson ~-~Dark Oak Software~-~- Atari Explorer Online
wilsont@rahul.net <--Mail me at--> AEO.8 on GEnie

::
I walk the path Electronic.

329. Re: Falcon Software - Atari List

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 19:01:35 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Oct6130135@flammulated.owlnet.rice.edu>
Source record: 200006

In article <1475@usdtsg.DaytonOH.NCR.COM> anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:

Anyways, does Atari Works include a database module? I know that
it has a word processor and spreadsheet, which I could definitely use,
but a database module would be helpful to me as well. I'll probably
get AW regardless, but this might give me an added incentive to buy
it earlier.

Yes, it has a pretty good database module...

If it does have a database module, can it load in a pure data file
(perhaps assuming "Columns 1-10 in field 1" etc?). I have my
entire CD collection in a text file, and am trying to find the
easiest way to put it in a database format (without having to retype
it all)...

This should be easy, I just loaded in Atari Works for a sec, and the
database can import tab seperated, comma seperated, and DBASE files.
So, a line for your CD collection might look like:

TITLE,TIME,COMMENT,SONG1,SONG2...

and so on (note one nice thing is that each entry can be as long or as
short as you like). I'm sure if you spend enough time with SED and
AWK you can massage your textfile into something like that... :-)

If nothing else, I assume it supports the clipboard? It would be
nice as some programs like CoNnect, Edhak (,Gemini?) support it -
makes life easier (for some of us lazy folks :-)

I think it does, but I'm not sure. I never have figured out how to
use the clipboard in other programs...

--
---> Kendall Gelner (kendall@rice.edu)

330. Re: Gemulator

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 19:19:32 UTC
From: gbennett@friendly.es.com
Message-ID: <28v5o4$5bo@cnn.sim.es.com>
Source record: 200004

In article <A53314@SL.maus.de>, Stefan_Damerau@sl.maus.de (Stefan Damerau) writes:
> In article CECDuy.Ioo@csn.org Kevin Fason wites:
>
> K>Gemulator. I have a friend who is interested in it. He has a 486SX/25.
>
> If the Ststistics from Gembench 3.22 are real, I only can say: Forget about
> that. The Average Speed of this Emulator (working in a 486/66) is almost the
> same like an old 8MHz ST ...
> On a 486SX/25 it should be like a ST with MultiTOS and four Applications
> running ;-(

That's strange, I am running Gemulator 3.0 on a 486DX33 and the statistics
show that I'm running ~1.3 times the speed of a standard ST. Did your
friend run it with quick turned on? Also was he running it with the SVGA
drivers loaded. If I run the benchmark with SVGA resolution and in 16
colors I notice quite a slowdown.

Greg Bennett A.K.A. 'The Friendly User' (.).) { Belgium! *}
gbennett@friendly.sim.es.com ^ '
Evans & Sutherland Simulation Division ___/
My opinions are my own, nobody else wants them!

* See Hitchhiker's Guide to the Galaxy (US version)

331. Re: Falcon + Space Junk Demo = WOW!

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 19:25:46 UTC
From: b_kirsch@mubo.saar.de
Message-ID: <1993Oct6.192546.13134@mubo.saar.de>
Source record: 200029

Rickard Troedsson (rickard.troedsson@troed.ct.se) wrote:

: JB> released for the Falcon then I'm glad I have one!
: JB>
: JB> Full motion video! Stereo sound! Spectacular Graphics! (And it appears
: JB> it
: JB> will have pretty good gameplay as well!)
: JB>

i just downloaded it and succeded in hanging it together again :-)
a really fantastic demo!
but i fear, we have to buy a cd-rom to play the final game.
or how do you thinkthey want to distribute it? on twohundred 1.4mb-disks :-\
bye bern

332. Seeking Software

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 20:15:10 UTC
From: jeff@leda.arizona.edu
Message-ID: <1993Oct6.131511.4761@arizona.edu>
Source record: 200009

I'm a US Falcon owner who would like to take advantage of the UK software market.
Does anybody know how I can:
1) Get UK Atari Mags (I don't know titles or anything else)
2) Get specific dealer software listings
3) Purchase software overseas (Of course, it's probably illegal)
4) Whether or not UK software works on US Falsons without glitches.

I would appreciate any input, but would especially like to know if anyone in the US has bought software from outside the country.

It's frustrating waiting for my dealer to get any of the things described on the internet. Overall, the average wait has been about 10 months for the two products to get through.

Thanks again!
Jeff
P.S. Please do not use my inquiry as grounds for any more Falcon wars. It's just a question.

333. Re: Is CALAMUS ok? What Versi

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 20:41:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A50680@M4.maus.de>
Source record: 199675

>All versions of Calamus run in monochrome only. Screen-enlarging hardware
>and such IS supported.

This is wrong, of course. Calamus S and SL run fine on all kinds of color screens or cards; the latest update even includes Falcon030 256 color mode.
Screen enlarging stuff like Overscan for STs or BlowUP030 is supported, that's right :-)

334. Re: Bye Bye My Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 20:43:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A50681@M4.maus.de>
Source record: 199678

>>Well - here's a word of warning to those of you who are using extended
>screen
>modes
>>on your falcons - 800*600 has just blown the video chip in mine...bye
>bye :(
>>
>
> How long did it take to die? What are you using to get 800*600?
>I am running that with the ScreenBlaster hardware device, have been for
>several months, no problem.

me too - our demo unit has been doing 832x624 with 100 Hz interlaced for
several weeks now, and now smoke arised as yet.

Many Falcon units we sold are BlowUP equipped - software and hardware -
and we got none back for video chip repairs.

335. Re: AES/EBU interface?

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 20:46:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A50682@M4.maus.de>
Source record: 199674

>does there exist an AES/EBU (or even S/PDIF) interface for any atari
>system
>(ST, STe, TT, falcon)? also is there any software to drive this, assuming
>such an interface exists? i'd want to both read from and write to devices
>like DAT (audio). as far as i know AES/EBU uses balanced XLR connections.
>i'd prefer both 48k and 44.1k rates, if that matters on the interface.

For the Falcon030, there are two digital DAT interfaces, one from TradeiT,
one from SoundPool, both have software available, too.

336. Re: gif->pi?, high-res???

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 20:46:23 UTC
From: aspect@cats.ucsc.edu
Message-ID: <28vaqv$819@darkstar.UCSC.EDU>
Source record: 200008

In article <memo.778203@cix.compulink.co.uk> ogal@cix.compulink.co.uk writes:
>
>
>In article <C-HJR.93Oct6015553@solitude.math.utah.edu>, c-hjr@math.utah.edu (Jeffrey Ray Healey) writes:
>>Hello!
>>
>>I have been looking all over for a program to convert gif's to a pi? format.
>>The only ones I have been able to find will not work in high res 8-(. Any
>>help would be appreciated.
>>
>ImageCopy 2 from the ST Club does the job.
>The ST Club
>2 Broadway
>Nottingham
>NG1 1PS
>+44 602 410241
>
>Ofir ogal@cix.compulink.co.uk

Distributed in the US By the Codeheads. If you don't have their number already
I'm sure someone here can give it to you.

~Chris

337. Re: Is CALAMUS ok? What Versio

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 20:47:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A50683@M4.maus.de>
Source record: 199679

>One problem with Calamus is that they use their own propriary font
>format,
>which include a complicated licensing scheme including registrating
>serial
>numbers. Whenever you want to upgrade to a new version of Calamus, its
>serial
>number changes, and you are forced to buy the whole set of fonts
>again -- as
>sombody I know working with Calamus was told by his dealer. Fortunately,
>the
>protection scheme, and the propriery format has been puzzled out.

That's untrue. When you update your Calamus to S or SL, you'll get the
same version number again, all your fonts will instantly work.

bye, Peter

338. FTP-Sites

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 20:50:00 UTC
From: Carsten_Tolkmit@ki.maus.de
Message-ID: <A14022@KI.maus.de>
Source record: 200045

Hi Out There!

I'm new to Mailbox-Systems, so I have a question:

How do FTP-sites work, i.e. how can I use them?

Ciao,

Carsten_Tolkmit@KI.MAUS.DE
(Net)

339. Re: Falcon Software - Atari List

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 20:50:27 UTC
From: aspect@cats.ucsc.edu
Message-ID: <28vb2j$87b@darkstar.UCSC.EDU>
Source record: 200011

in AtariWorks, under "Import File" in the Database Module (yes, it hs one) it allows import of Comma delimited text, Tab delimited text or .DBF files.

~Chris

340. Re: X11 Speedo Fonts

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 20:51:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A50684@M4.maus.de>
Source record: 199676

>With maybe a dozen fonts active, it takes every GDOS program I load a
>_long_ time to come up. I have no idea what it's doing, but it
>definitely spins the disk a lot. After that, the only wait is for
>rendering the onscreen fonts, which is pretty good.
>
>We're talking wait 5-10 _minutes_ if you have 15 or so fonts active.
>JUST TO LOAD A GDOS PROGRAM.

Maybe you should upgrade your TOS. I'd bet you're using 1.00 or 1.02!

341. PGP for ST?

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 21:05:35 UTC
From: cse0947@desire.wright.edu
Message-ID: <1993Oct6.160535.13916@desire.wright.edu>
Source record: 200010

Does anyone know where I could obtain the ST port of Pretty Good
Privacy(PGP) that is described in the PGP documentation. I have not been able
to locate it with archie as of yet.
Big Guy
cse0947@desire.wright.edu

342. Re: Mega STE TOS version???

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 21:32:58 UTC
From: thopman@herman.cs.uoguelph.ca
Message-ID: <28vdia$81k@nermal.cs.uoguelph.ca>
Source record: 200012

John Richardson (richardson@vaxr.sscl.uwo.ca) wrote:
: I was curious about part of the "hardware FAQ". I noted that the TOS version
: attributed to the Mega STE range was TOS 2.06...I am looking into purchasing a
: mega STE and when I checked out the machine it has TOS 2.05??? Should I be
: worried? I simply ran Maxifile as a program and checked the TOS version from
: within maxifile. Is there any MAJOR difference between 2.05 and 2.06? Thanks
: in advance for any help :^)
I believe the only difference between 2.05 and 2.06 is that 2.06 will run
on machines that don't have STe hardware (ie Megas and regular ST's). You
shouldn't be worried, since 2.05 and 2.06 have all the same features.

THeo

343. Re: Falcon Software - Atari List

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 21:46:38 UTC
From: Lexicor@world.std.com
Message-ID: <CEHwHr.I4C@world.std.com>
Source record: 200020

>>>Bit Bopper DV - Rave on mate ;)
> ^^^^^^^^^
>Since I'm the (new) guy writing this one, I can say you only have to wait
>a month to see it. (PLUG PLUG)

Cool! any info on what it does?

>this is availible? whats their phone number?

DOA is in Houston...uhm.....I'll mail you their phone number..I saw it live
in action in Germany at the CeBIT.

>
>>CHRONOS-3D, Phoenix/Xenomorph, Prism Paint, Meridian, Raystart, Averkey, Render
>>24, Video Roaster.
>
>According to John, the video roaster was deep sixed. did you work out the
>interlace bug?

JR is nearly finished with it...we've already got a demo machine...it was
stopped for a while..but I guess JR thought now that it would be worthwhile
to make it...after all the delays of the other products. I dunno about
the status of the bug..I do know of the status of the genlock..that it will
be available soon.

Once I know more...I'll tell ya! or I guess you'll find out anyway :)

Yat @ Lexicor

344. Infocom adventure game interpreter for Atari ST (

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 21:50:00 UTC
From: christopher.browne@canrem.com
Message-ID: <60.38112.4514.0N1856F1@canrem.com>
Source record: 200018

See also at atari.archive.umich.edu; I did ports (using GCC) of two other Infocom interpreters. Zmachine and Pinfocom, to be specific. They should be kicking around in the games subdirectory. I don't have Internet access (i.e. via Telnet/ftp) anymore, so it's going to be a little difficult to provide any additional support. But they did work, the last time I ran 'em.

345. Falcon/ST Compatibility Questions

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 22:07:59 UTC
From: rost@tecrus.enet.dec.com
Message-ID: <CEHvHL.376@ryn.mro4.dec.com>
Source record: 200013

I finally made it to a local dealer who had a Falcon set up for a demo. It was nice, not earth-shattering, but seeing as it has four times the memory of my 1040 and a hard disk (not to mention running quite a bit faster), it's almost cost-effective *if* it runs all my current SW.

Anyway, questions to Falcon owners:

1. Anybody using the MDisk ramdisk accessory on a Falcon? Mine is v6.0, is there a newer one out there? I use it mostly for formatting and copying floppies. What ramdisks *do* work OK on the Falcon?

2. Is there a problem with using DD floppies in the HD drive and can these floppies be read in a DD drive (i.e. I will still have an ST in use and want to be able to swap disks between the two)?

3. Can I get medium and low res on the mono monitor now? I know you can get high res (interlaced...ugly) on the color monitor.

4. Can the D2D software be run under MTOS together with a MIDI sequencer or is this expecting too much?

5. I have only heard the D2D output over cheap speakers, is it really squeaky clean (i.e. no hums, buzzes, etc.)?

6. Does the VKiller virus protection software run OK on the Falcon?

Brian Rost @tecrus.enet.dec.com

508-568-6115

```
**************************************************
* *
* The above does not reflect the opinions of *
* my employer. *
* *
* If music is outlawed, only outlaws will be *
* musicians. *
* *
**************************************************
```

346. wanted 520st

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 22:10:09 UTC
From: mrsma@uno.edu
Message-ID: <1993Oct6.221009.27264@cs.uno.edu>
Source record: 200014

```
greetings:

i would like to purchase a 520st .
send me your price
thanx
```

347. Re: Falcon Software - Atari List

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 22:51:39 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <28vi5r$kpr@elroy.jpl.nasa.gov>
Source record: 200015

In article <CEHMAt.6y7@rahul.net>, Timothy Wilson <wilsont@rahul.net> wrote:
>In <CEGE8q.E7L@world.std.com> Lexicor@world.std.com (Yat W Siu) writes:
>>>BUSINESS
>>>=========
>>>BlackMail AV - Voice mail from the NextStep enviroment

>this is availible? whats their phone number?

I guess that's a bit premature, the official release is set for this November
(at Comdex, I believe. But don't quote me on it...).
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

When they said "here's your chance to grab the brass ring" he thought they said
"wax ring." -- so what happened? -- he asked if it met Mil Spec TT-P-1536A

348. Re: gif->pi?, high-res???

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 22:54:23 UTC
From: c-hjr@math.utah.edu
Message-ID: <C-HJR.93Oct6165423@solitude.math.utah.edu>
Source record: 200026

Thanks, both of you. I am hoping to find one that is available on the internet. Are these commercial programs?

Jeff Healey

349. Re: STE Stereo Sound

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 22:58:10 UTC
From: hsp4@namaste.cc.columbia.edu
Message-ID: <28vii2$5gp@apakabar.cc.columbia.edu>
Source record: 200016

In article <28u2am$m89@cismsun.univ-lyon1.fr>,
Patrice.Lacouture <Patrice.Lacouture@aedi.insa-lyon.fr> wrote:
>In article <1993Oct6.015920.21302@sifon.cc.mcgill.ca> stevew@stoner.eps.mcgill.ca (Steve Whittaker) writes:
>> I recently obtained speakers that I can plug into my 1040STe
[message deleted]
>These outputs are line outputs, NOT amplified sound outputs. You must use
>an amplifier between your STE and the speakers, to obtain a sufficient
>volume. I use it hooked to my HIFI set and it's really great like this.
>Furthermore the sound will still go through the Monitor speaker...

Not only are they line-level, but their voltage level is low compared to most components. I find that since the line-level amps driving the outputs are vastly underpowered, I can't operate my MSTE cleanly at anything above 32 (on Xcontrol) with a slight bass boost, and I usually keep it at 29. This, of course, means that I have to ramp up the input gain on my stereo's input where I have the computer connected.

The Monitor speaker problem is easy enough to fix--turn it all the way down. However, if you set the levels so that it won't clip through your stereo, you can't hear it through te monitor (with the monitor turned up, of course) because anything below full blast (40/40) is very hard to hear through the monitor speaker.

I love Atari architecture... Then again, doing DTP with Orion blasting through my speakers (it's not that I like MEtallica, it's just that that's an amazing MOD), makes it all worth it (my comment about Ataris was sarcastic, obviously).
****
H. Solomon Poretsky **"Greed is good! Greed is right!
hsp4@columbia.edu ** Greed works! Greed will save the
hsp4@namaste.cc.columbia.edu (talk) ** USA!"--Gordon Gecko, Wall Street

350. Re: Mega STE TOS version???

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 23:07:54 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1478@usdtsg.DaytonOH.NCR.COM>
Source record: 200021

In article <1993Oct6.110922.1@vaxr.sscl.uwo.ca> richardson@vaxr.sscl.uwo.ca (John Richardson) writes:
>I was curious about part of the "hardware FAQ". I noted that the TOS version
>attributed to the Mega STE range was TOS 2.06...I am looking into purchasing a
>mega STE and when I checked out the machine it has TOS 2.05??? Should I be
>worried? I simply ran Maxifile as a program and checked the TOS version from
>within maxifile. Is there any MAJOR difference between 2.05 and 2.06? Thanks
>in advance for any help :^)

I think the major practical difference is that TOS 2.06 will properly
format 1.44 disks to be PC compatible (apparently the 2.05 doesn't do it
PC compatible). Other than that, there should be no compatibility
problems. My MegaSTe4 with TOS 2.05 has worked with about everything
I've thrown at it...

Rob
Robert.Anisko@daytonoh.ncr.com
R.ANISKO@genie.geis.com

"beep beep buzzz"

351. prices

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 23:14:00 UTC
From: dirk.vandenheuvel@nezuld.com
Message-ID: <5847.1288.uupcb@nezuld.com>
Source record: 200027

```
B.>The Atari ST is a great system for musical applications, but you're go
B.>be on your own for a lot of things. It's best to realize that going i
B.>If you can find a local users group you'll be way ahead, and online su
B.>areas like this one will be invaluable.
B.>
B.>BobR
B.>
Bob, this is the most helpful, well thought out, and smack dab accurate
post I've seen you leave. I am glad I've never flamed you 'cause I
think I'd regret it after reading that post. Thank you.

--Dirk--

--- WinQwk 2.0 a#0
```

352. fax software

Newsgroup: comp.sys.atari.st
Date: 1993-10-06 23:16:00 UTC
From: dirk.vandenheuvel@nezuld.com
Message-ID: <5848.1288.uupcb@nezuld.com>
Source record: 200028

For those with Class 1 fax machines, or just for those who want an alternative, you might want to track down TeleOffice the "other" fax program for the Atari. I got my copy from System Solutions in the UK and except for the fact that I am still waiting for my updated GDOS/now Speedo Drivers I love it.
--Dirk--

--- WinQwk 2.0 a#0

353. How much for...

Newsgroup: comp.sys.atari.st
Date: 1993-10-07 00:25:25 UTC
From: smiller@farad.elee.calpoly.edu
Message-ID: <1993Oct07.002525.163055@zeus.aix.calpoly.edu>
Source record: 200022

How much do you people think I could get for a 1 1/2 YO Atari PTC1426
and a 1 YO Atari TTM195 monitor?

I would like to get a multisync for a future graphics card upgrade.

Also can any of the multisynchs do the TT high rez? I know the NEC's have
a 135Mhz bandwidth.... ?

finally... I would like to ask Lexicor and Cybercube if they would not
mind putting up the specs on their respective boards so that people could
compare them... I would like to know because a color board is in my
future... (Lexicor, if you could post the specs of the Nova and the
SuperNova that would be great!)

Thanks all!

*steve

|T| |T|I am one of a few, but proud of it!
|0|3|0| Steve Miller, Cal Poly Electronics Engineering
/ /| |\ \ smiller@farad.elee.calpoly.edu or semiller@flute.calpoly.edu
/_/ | | _\ 'I am a PhD in superficial knowledge!' :^P

354. Re: Falcon Support (BobR(ude))

Newsgroup: comp.sys.atari.st
Date: 1993-10-07 01:09:27 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <28vq87$3vr@news.dmpe.CSIRO.AU>
Source record: 200024

Look guys,

You were having an intelligent conversation there for a while, now it's very quickly degrading into a pile of insults ....

TAKE THIS FLAME WAR OVER to ADVOCACY!!!!!!

Some of us don't want to be reading your insults to each other, if we do, we'll look in .advocacy.

Karl.
--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| Work: +61 3 252 6222 Fax: +61 3 252 6244 Home: +61 3 853 9622 |

355. Re: Motif, Unix and X

Newsgroup: comp.sys.atari.st
Date: 1993-10-07 01:19:45 UTC
From: ehood@convex.com
Message-ID: <1993Oct7.011945.25788@news.eng.convex.com>
Source record: 200023

In article <H.eg.Bsxm8u2VqJ6@semprini.waterloo-rdp.on.ca>,
Chris Herborth <cherborth@semprini.waterloo-rdp.on.ca> wrote:
>
>Well, there's a really huge problem with trying to port Motif to the
>ST/TT/Falcon... it's just a window manager that runs on top of X. X

Actually, Motif is a X widget toolkit. There is a window manager
that uses the toolkit (Mwm).

>can't be ported (yet) because MiNT doesn't (yet) support sockets, and X
>uses sockets for everything on Earth. It'd also be unusable on an ST
>due to the memory limitations (and it'd be annoying because of the
>screen sizes).

Not really. I've seen an X implementation running under Windows.
There is also one that runs on Macs.

Remember, X is a protocal. How that protocal is transmitted
along a network is another issue. TCP/IP is the predominate
network protocal for Unix boxes. Therefore, if you would like
to have an Atari run X clients from Unix machines, it will
need a TCP/IP driver (and of course an X server running on the
Atari).

Having alot of memory is useful, but I've seen X run on 4MB
machines.

>
>Full source for X11R5 is available if you feel like starting a port! :-)

I believe someone has ported X for Atari based machines. I think
it is someone from Germany. I remember reading it somewhere.
--
Earl Hood | CONVEX Computer Corporation
ehood@convex.com | 3000 Waterview Parkway
Phone: (214) 497-4387 | P.O. Box 833851
FAX: (214) 497-4500 | Richardson, TX 75083-3851

356. Re: How much for...

Newsgroup: comp.sys.atari.st
Date: 1993-10-07 01:39:38 UTC
From: Lexicor@world.std.com
Message-ID: <CEI7A3.C78@world.std.com>
Source record: 200025

In article <1993Oct07.002525.163055@zeus.aix.calpoly.edu>,
sTTeve the ATARI man :P <smiller@farad.elee.calpoly.edu> wrote:
>How much do you people think I could get for a 1 1/2 YO Atari PTC1426
>and a 1 YO Atari TTM195 monitor?
>
>I would like to get a multisync for a future graphics card upgrade.
>
>Also can any of the multisynchs do the TT high rez? I know the NEC's have
>a 135Mhz bandwidth.... ?
>
>finally... I would like to ask Lexicor and Cybercube if they would not
>mind putting up the specs on their respective boards so that people could
>compare them... I would like to know because a color board is in my
>future... (Lexicor, if you could post the specs of the Nova and the
>SuperNova that would be great!)

It would be my pleasure!!! I'll get them together for you...however if you
email me privately too..I'll make sure YOU get a copy too :)

Yat @ Lexicor

>
>Thanks all!
>
>*steve
>
> |T| |T|I am one of a few, but proud of it!
> |0|3|0| Steve Miller, Cal Poly Electronics Engineering
> / /| |\ \ smiller@farad.elee.calpoly.edu or semiller@flute.calpoly.edu
> /_/ | | _\ 'I am a PhD in superficial knowledge!' :^P

357. Ice & Jampack

Newsgroup: comp.sys.atari.st
Date: 1993-10-07 02:44:24 UTC
From: winnipg@sys6626.bison.mb.ca
Message-ID: <Pc21ac2w165w@sys6626.bison.mb.ca>
Source record: 200032

Are there any un-ice and un-packers around?

358. Everyone loves a (gdb) puzzle.

Newsgroup: comp.sys.atari.st
Date: 1993-10-07 04:21:02 UTC
From: timg@ccwf.cc.utexas.edu
Message-ID: <2905fe$p7b@geraldo.cc.utexas.edu>
Source record: 200030
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi,

I'll start with the question that is most likely to get an answer:

1.)

I tried compiling the source for Andreas Schwab's port of gdb 3.6 PL 3. Compilation succeeds with a couple of disconcerting warning messages, but the killer is that the linker chokes because of the undefined symbols "setpgid" and "__fixsfdi". Neither of these is in the mint libraries, so where do I get them? Is an executable of this version of gdb available anywhere on the net (I checked ftp.germany.eu.net--could only find source)?

2.)

The reason I am trying to compile PL 3 is that the gdb 3.6 PL 2 that I have been using for some time (without incident) has suddenly ceased to work. It behaves normally except that it refuses to stop at most of the breakpoints that I set. It will still stop at some (apparently randomly), but it just flies by most.

Typing "info break" lists all the breakpoints and gives their status as "enabled", but when the program runs, they are generally ignored.

I first noticed this behavior after I modified my system temporarily (to test a ghostscript bug) to run mint from the auto folder and load toswin as an accessory. Normally I run mint from a shell when I need it. After I changed back to my normal configuration, I started having this problem.

To make sure I was really back to my normal configuration, ran a configuration script I wrote that sets everything up. The gdb problem remained.

I thought that something had become corrupted, so I removed from my hard disk all files having to do with gcc and gdb (executables, includes, libs, ... everything) and then I restored them from the original zoo archives. The problem persists.

Does anyone have any idea at all what could be causing this?

Thanks,

-Tim Gallivan
timg@landau.ph.utexas.edu

359. Atari ST/8-bit software/7800 games for sale

Newsgroup: comp.sys.atari.st
Date: 1993-10-07 05:17:25 UTC
From: Rob-G@cup.portal.com
Message-ID: <92529@cup.portal.com>
Source record: 200031
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,misc.forsale

```
################################################################################
Atari Closeout!
################################################################################

Atari CX85 Numeric Keypad.....................................................5
Atari Basic Cartridge (no manual).............................................5
------------------------------ ST SOFTWARE ----------------------------
Falcon (ST - v1.0, v1.2, Mission Disk #1, box, instructions).........20
Abacus GEM Programmer's Reference (book)..............................7
GFA Basic (manual only, v2.0).........................................3
---------------------------- 8-BIT SOFTWARE --------------------------
Star Raiders (cartridge, box, instructions)........................... 10
Atari's Timewise (disk, manual, box)..................................7
Tigers in the Snow (disk, box, manuals)...............................7
Silent Service........................................................4
Touchdown Football....................................................4
Text Wizard (Datasoft)................................................4
Jewels of Darkness (with docs)........................................4
Silicon Dreams (with docs)............................................4
SSI Tigers in the Snow (in box w/all docs).............................4
Zork I (two available)................................................4
Fort Apocalypse.......................................................4
F-15 Strike Eagle (w/docs)............................................4
OSS's Action! Runtime Library.........................................7
Hardball..............................................................4
Print Power (Commodore/Atari) (w/all docs).............................4
Award Ware (Commodore/Atari) (w/all docs).............................4
Spell Checker!........................................................1
Crush, Crumble & Chomp! (cassette -- in box w/docs)....................4
Disney's Mickey in the Great Outdoors (cassette -- in box/w docs).....2
Zaxxon (cassette -- in box w/docs).....................................2

Take ALL 8-bit software listed above, NOT for the $71 total price, but ALL of
it for $35 plus shipping!
################################################################################
Atari 7800 Games -- $5 each
################################################################################

Choplifter
Robotron: 2084
Crossbow
Food Fight
Asteroids
Ballblazer
```

##

Please send me Email if interested. Thanks!

Prices do not include shipping.

Rob_G@Delphi.com or Rob-G@cup.portal.com

360. Re: Is CALAMUS ok? What Versions

Newsgroup: comp.sys.atari.st
Date: 1993-10-07 06:05:38 UTC
From: garth@splunge.uucp
Message-ID: <1993Oct7.060538.7872@splunge.uucp>
Source record: 199815

Whoa, is there ever some bullshtein floating around about Calamus and its font protection scheme(s).

I'd be the first to admit that Calamus fonts seem pricey compared to the vast offerings of the DOS and Macintosh worlds. However, the scheme they use to ensure that the fonts you buy only work with one version of Calamus does not (I repeat -- **NOT**) require you to buy the same set of fonts again when you upgrade your Calamus. Your upgraded version arrives with exactly the same serial number as your previous version, and all the fonts you have will work perfectly with that new version. I should know -- I've had five upgrades to Calamus in the last three years, and my original fonts work just as well with Calamus SL as they did with Calamus 1.09N.

--
| "Life is a swirling, sucking eddy of despair
| filled with small moments of false hope in
| an ever-blackening universe."
Garth E.T. Wood | "Geez, Dad, if you don't want me to borrow

361. Re: Is CALAMUS ok? What Versio

Newsgroup: comp.sys.atari.st
Date: 1993-10-07 06:24:00 UTC
From: Frank_Mueller@sb.maus.de
Message-ID: <A1982@SB.maus.de>
Source record: 199677

```
j> numbers. Whenever you want to upgrade to a new version of Calamus, its
serial
j> number changes, and you are forced to buy the whole set of fonts again
-- as
j> sombody I know working with Calamus was told by his dealer.
Fortunately, the
j> protection scheme, and the propriery format has been puzzled out.

That's nonsense. The serialnumber doesn't change. In fact you can use
Calamus SL (Atari version) and Calamus NT (Windows NT version) version
with the
same fonts.
Fortunately?

j> A further problem with the Calamus fonts is that they do not support
hinting,
j> which makes the appearance of small letters at low resolutions not at
all as
j> good as professionally hinted fonts.

Ever seen? You have no idea of what you are talking about!!!
```

362. Re: Infocom adventure game interpreter for Atari ST (

Newsgroup: comp.sys.atari.st
Date: 1993-10-07 06:25:33 UTC
From: dmb@case.ai.mit.edu
Message-ID: <290cotINNnqf@life.ai.mit.edu>
Source record: 200035
Cross-posted to: comp.sys.atari.st,rec.arts.int-fiction

In article <60.38112.4514.0N1856F1@canrem.com> christopher.browne@canrem.com (Christopher Browne) writes:
>See also at atari.archive.umich.edu; I did ports (using GCC) of two
>other Infocom interpreters. Zmachine and Pinfocom, to be specific.

In general, you might want to let the folks in rec.arts.int-fiction know
about your ports too. I've crossposted it there since I think there's some
interest.

Dave Baggett

--
dmb@ai.mit.edu Boot up, log in, drop out. MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Ask about Unnkulian 1, 2, 0, 1/2
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

363. Re: ST Apps

Newsgroup: comp.sys.atari.st
Date: 1993-10-07 06:39:54 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <749967004.2@mettav.royle>
Source record: 200033

Hi Steve , on 04 Oct 93 <21:46:48> you did write :

>> Phone (UK) 0602-410241 , the same place incidently that produce ST
>> Application's ... the best Magazine for the serious Atari user !
SB>
SB> ST Apps... I've heard of it but WHY is it so good? What subjects
SB> are covered, for example?
Heard yeah but not seen .... because it's subscription only AFAIK in the UK You must have seen the regular posting's on Turbonet by Mark Baines ?
He
writes the Comm's regular features ..speak to him if you want to get a
mini
sub of three issues which is on offer ATM.
It is good because it's feel is much more 'user' inspired than the
glossies
which IMO are much more jouranalistic exercises,if you get my drift
here.
Not that I don't enjoy reading them but App's just seem's to cover everthing in a bit more depth,in particular if you're used to the outpouring's of ST Format.

Subject's covered obviously vary from issue to issue but you can safely say that it won't include 'Games'.The issues i've seen (I'm a recent convert but I used to catch sight of the odd issues from other's) have covered MIDI (they had a six part guide to Cubase about a year or two ago that I liked), DTP,Programming,Comms,CAD.....Application's,hence the name
:)
Regular features ATM are News ,CAD,DTP,Programmer's Forum,On-line,Forum (general user info exchange), Grafix Art's,PD update(obviously linked to the STclub) and Falcon setcion's.

What more can I say ? get a sub !

Graham

* Origin: Graham's Point at the Tavern (100:1011/0.8)

364. Re: Falcon Software - Atari List

Newsgroup: comp.sys.atari.st
Date: 1993-10-07 06:55:31 UTC
From: wilsont@rahul.net
Message-ID: <CEILwJ.C5t@rahul.net>
Source record: 200034

In <CEHwHr.I4C@world.std.com> Lexicor@world.std.com (Yat W Siu) writes:

>>>>Bit Bopper DV - Rave on mate ;)
>> ^^^^^^^^^
>>Since I'm the (new) guy writing this one, I can say you only have to wait
>>a month to see it. (PLUG PLUG)

>Cool! any info on what it does?

It takes a sound input and makes some really funky stuff happen on the
screen. plug it into a video wall and hey, instant psycho-techno lighting for
your club/rave etc.

Thats about as specific as i can get (competition ya know).

>DOA is in Houston...uhm.....I'll mail you their phone number..I saw it live
>in action in Germany at the CeBIT.

Isn't Howard Chu the implementor?

>>>24, Video Roaster.
>>According to John, the video roaster was deep sixed. did you work out the
>>interlace bug?

>JR is nearly finished with it...we've already got a demo machine...it was
>stopped for a while..but I guess JR thought now that it would be worthwhile
>to make it...after all the delays of the other products. I dunno about
>the status of the bug..I do know of the status of the genlock..that it will
>be available soon.

Great, john sounded pessimistic about getting it running in an interlace
mode, i guess the problem was fixed.

>Once I know more...I'll tell ya! or I guess you'll find out anyway :)

great, tell me more.

--
Timothy Wilson ~-~Dark Oak Software~-~- Atari Explorer Online
wilsont@rahul.net <--Mail me at--> AEO.8 on GEnie
::
I walk the path Electronic.

365. Re: Bye Bye My Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-10-07 08:03:33 UTC
From: magnus.thylander@p4.troed.ct.se
Message-ID: <2cb1d0a9@p4.troed.ct.se>
Source record: 200036

```
> Well - here's a word of warning to those of you who are using extended
> screen modes
> on your falcons - 800*600 has just blown the video chip in mine...bye
> bye :(

Huh? You mean the extended screen modes blew your videochip? How? Are you sure
it's the resolutions fault?

**********************************
* GREETZ, Magnus Thylander..... *
* .... ****************************************
* ..... .. CoSysOp * UseNet: magnus.thylander@p4.troed.ct.se *
* . ... .. * FidoNet: 2:200/612.4 *
* .. .....XISTENCE * FujiNet: 7:102/102.4 *
* ....ARCASTIC * NeST: 90:1101/112.4 *
************************************************************************
```

366. Re: Falcons sold

Newsgroup: comp.sys.atari.st
Date: 1993-10-07 08:03:33 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2cb2f7c6@troed.ct.se>
Source record: 200037

In a message of 06 Oct 93 06:18:20, Jeff Molofee wrote:

JM> The only thing I really get peeved about (on a regular basis) is that
JM> alot of the software will ONLY run on a TV (I payed alot of money for a

Hmm? Demos maybe, nothing else.

JM> By the way, is there any way you could MAIL me some disks in return for
JM> the shipping fee/disk fee?
JM>
JM> I need some software.

I've been told by several people that my BBS has the biggest Falcon section they've seen, more than any FTP site. I'm at the moment copying and distributing disks with PD/SW software all over the world bcoz of this, you're welcome too.

Just Email me, I'll send back my current filelist (145+ Falcon specific files) together with my address. After that it's up to you.

If you have a modem, or access to one, try +46-451-91002.

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

367. Resource/Icon Editor for Falcon colour icons and 3d buttons...

Newsgroup: comp.sys.atari.st
Date: 1993-10-07 08:46:08 UTC
From: imr@cs.bham.ac.uk
Message-ID: <1993Oct7.094608@cs.bham.ac.uk>
Source record: 199854

Hi,
Can anyone point me in the direction of an icon editor for the 16 colour
icons on the Falcon. the ones that come with the desktop are all well and good
but get a tad bit boring after a month or so...

Or perhaps someone knows the structure of the new icons... it ain't in the
developer support for the Falcon from Atari though....

Many thanks

Ian Rae
Software Engineering
University of Birmingham, UK

368. Re: pure c. cost and distributers

Newsgroup: comp.sys.atari.st
Date: 1993-10-07 08:47:00 UTC
From: stigvi@Lise.Unit.NO
Message-ID: <1993Oct7.084700.17918@ugle.unit.no>
Source record: 200039

If you want to read the manuals, you'll have to know German, but the help system is very good, and it's
in English, so if you are familiar to the language C, you shold have no problems. I don't quite remember
the price, but I think I paid 300 DM a year ago. I would recommend you buying the program from
SoftHansa. Here is the address:

SoftHansa
Untersbergstrasse 22 (I think)
8000 Munich-Giessen 90 (or something like that)

There is also a bundle with the program ACS (Application Construction Set), which really is a great
program. When combined with Pure C, you can make stunning GEM applications in practically no time. ACS
is like an overworked RCS, which means that you also define windows, icons on the desktop, mouse
pointers, menues iand dialogs in windows, and so on. There is also a huge library that takes care of
most of the handling of the GEM program. It's really great, especially version 2, that includes a text
editor that you can use in your own programs.

If you want to make GEM programs, Pure C is definitely the right program for you. If you don't want to
use GEM, it is still one of the best compilers on the market. Only Gnu C is better in some ways.
Lattice C is dreadful compared to Pure C.

369. Re: Bye Bye My Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-10-07 09:08:52 UTC
From: dmcdulin@cs.uct.ac.za
Message-ID: <CEIs2s.JB9@cs.uct.ac.za>
Source record: 199881

In <H.eg.cagCzqWM2xE@semprini.waterloo-rdp.on.ca> cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

>In <CEDsss.Bxt@newcastle.ac.uk>, Craig Graham writes:
>>
>> Well - here's a word of warning to those of you who are using extended screen modes
>> on your falcons - 800*600 has just blown the video chip in mine...bye bye :(

>OUCH! This means you need to _replace_the_entire_motherboard_, doesn't
>it? Surface-mount parts are nice if nothing ever breaks... :-(

Not really, If you have a good chiptool, and are handy (very handy) with a soldering iron, you *can* do this yourself... (A large magnifying glass and a soldering nib of thickness around .1 mm helps here.)
I *have* hanaged this, so I know what I'm talking about, though I have to add, it is a *VERY* painstaking job, and can get rather nerve-wrecking!
I prefer socketed things though... :)

Barry
--

__ __ _ |
|__) | | / |\/| |\ / |/ Email: dmcdulin@cs.uct.ac.za
|__) _/ /_ | | |~\ _ |\ (Got engaged on Sat 8th May 1993!)

Aquarius: destined for greatness, or madness. I figure I've landed in the latter region.

370. Re: 16-BIT-MUSICEDITOR (FALCON) FINALLY AVAILABLE!!!

Newsgroup: comp.sys.atari.st
Date: 1993-10-07 09:33:08 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <CEIt7A.1H3@cs.ruu.nl>
Source record: 200042

In <2cb25dec@troed.ct.se> rickard.troedsson@troed.ct.se (Rickard Troedsson) writes:

>Not to mention that the "demo song" consists of a few smaples, the loud ones
>consists of the authour rapping in GERMAN ...
>
>Just what I wanted to show off my Falcon to Amigoids .. right ..
>
>Someone Emailed me and said he was working on a translation ..

What you'd really be interested in is a program which translates
German Rap into Americain Rap in real time.

--
Annius V. Groenink phone (private) +31 30 895261
Mathematics/Computer Science e-mail: avgroeni@cs.ruu.nl
University of Utrecht groenink@math.ruu.nl
Netherland ZFC Computing annius@zfc.nl (dreamtime only)

371. Re: Bye Bye My Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-10-07 09:41:27 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <CEItL4.1K0@cs.ruu.nl>
Source record: 200046

In <1993Oct6.141045.18424@Informatik.TU-Muenchen.DE> acher@Informatik.TU-Muenchen.DE (Georg Acher) writes:

<story: someone blew up video chip by using 800x600 mode>

>BTW: the name 'BlowUP' has nothing to do with 'just blown the video chip' :-)

Are you sure? I've got a Spektrum graphics board and it sometimes shows weird pixels in wrong colours (like green and purple in 1 bit monochrome mode!). I heard this happens with other graphics boards as well, so I suspect this is how the developers of the `crazy dots' board found that name. So I wouldn't be suprised if the developers of BlowUP actually found that 810x610 blew up the chip, but in 99% of the cases, 800x600 was OK. When they couldn't find a nice name, they decided (after drinking cans and cans and cans of beer) to call it BlowUP.

--
Annius V. Groenink phone (private) +31 30 895261
Mathematics/Computer Science e-mail: avgroeni@cs.ruu.nl
University of Utrecht groenink@math.ruu.nl
Netherland ZFC Computing annius@zfc.nl (dreamtime only)

372. Re: Everyone loves a (gdb) puzzle.

Newsgroup: comp.sys.atari.st
Date: 1993-10-07 09:45:53 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.93Oct7104553@issan.informatik.uni-dortmund.de>
Source record: 200047
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

>>>>> In article <2905fe$p7b@geraldo.cc.utexas.edu>, timg@ccwf.cc.utexas.edu (Tim Gallivan) writes:

|> Hi,
|> I'll start with the question that is most likely to get an answer:

|> 1.)

|> I tried compiling the source for Andreas Schwab's port of gdb 3.6 PL 3.
|> Compilation succeeds with a couple of disconcerting warning messages,
|> but the killer is that the linker chokes because of the undefined
|> symbols "setpgid" and "__fixsfdi". Neither of these is in the mint
^^^^^^^ please upgrade your library for this

|> libraries, so where do I get them? Is an executable of this version of
|> gdb available anywhere on the net (I checked ftp.germany.eu.net--could
|> only find source)?

|> 2.)

|> The reason I am trying to compile PL 3 is that the gdb 3.6 PL 2 that I
|> have been using for some time (without incident) has suddenly ceased to
|> work. It behaves normally except that it refuses to stop at most of the
|> breakpoints that I set. It will still stop at some (apparently
|> randomly), but it just flies by most.

|> Typing "info break" lists all the breakpoints and gives their status
|> as "enabled", but when the program runs, they are generally ignored.

|> I first noticed this behavior after I modified my system temporarily (to
|> test a ghostscript bug) to run mint from the auto folder and load toswin
|> as an accessory. Normally I run mint from a shell when I need it. After
|> I changed back to my normal configuration, I started having this
|> problem.

|> To make sure I was really back to my normal configuration, ran a
|> configuration script I wrote that sets everything up. The gdb problem
|> remained.

|> I thought that something had become corrupted, so I removed from my hard
|> disk all files having to do with gcc and gdb (executables, includes,
|> libs, ... everything) and then I restored them from the original zoo
|> archives. The problem persists.

|> Does anyone have any idea at all what could be causing this?

Please forget PL3, it was incomplete and didn't work. I have just
uploaded PL4 to ftp.germany.eu.net, it should soon be available in
pub/comp/atari-st/mint, sources in gdb36p4s.zoo, binaries in
gdb36p4b.zoo. Please try this. If it's not yet installed, you can find
it in the incoming directory.

Andreas.

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

373. Re: Notator Logic upgrade - $299 worth it?

Newsgroup: comp.sys.atari.st
Date: 1993-10-07 09:55:22 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <CEIu8A.1q9@cs.ruu.nl>
Source record: 200048

In <CEFntM.77@info.bris.ac.uk> tjl@siva.bristol.ac.uk (Tim Llewellyn) writes:

>Look Annius I BOUGHT Notator SL and my friends and acquaintances laugh at
>me and tell me I have wasted my money coz everyone and their dog has got a
>cracked copy of Cubase (V1 and now V2 but not V3 yet). In fact apparently the
>cracked Cubase's work better than some early releases.
>
>However, I am laughing myself because
>
>(1) I have a manual. As someone who works extensively with computers
>(mainly OpenVMS and ataris, but *nix and Pc's and Mac's too) and who has
^^^
:-o

>read to Notator 3.1 manual cover to cover I certainly wouldn't be as productive
>with a cracked copy. I decided to buy Notator because I'd got as far as

This is such BULL. Cubase 2.0 is so easy to work with (and any program
bloody well *should* ---fuck WordPerfect--- (G. de La Tourette :-).
Yesterday I was working with my cracked version of 2.0, and just when
I needed to see what I just played on the piano, I found a button marked
`split' so that I could actually display the info in separate right
and left hand bars. Whenever you need something, little thinking is needed
to find how it works.

>There are plenty of PD and budget sequencers out there if you don't need
>or can't afford the features of the likes of Notator (Logic) and Cubase.

If Steinberg sold Cubase at $60 I'm sure they'd get more $ on the whole.
I'd buy a copy of 3.0, that's for sure.

--
Annius V. Groenink phone (private) +31 30 895261
Mathematics/Computer Science e-mail: avgroeni@cs.ruu.nl
University of Utrecht groenink@math.ruu.nl
Netherland ZFC Computing annius@zfc.nl (dreamtime only)

374. Re: Problem Downloading s/w

Newsgroup: comp.sys.atari.st
Date: 1993-10-07 10:09:41 UTC
From: error@stack.urc.tue.nl
Message-ID: <290pt5$bnc@tuegate.tue.nl>
Source record: 200049

hutch@bellman.lanl.gov (John Hutchinson) suggests:

>Use FORMAT B: /F:720 to format a DSDD floppy in drive B, for example.

I always use FORMAT B: /F:720 /U

to do the format unconditionally, that is, always. Otherwise the program
will try to write all sorts of recovery info on the disk, that takes a
lot of space on the disk, and costs lots of time.

Erlend.

375. REQUIEM

Newsgroup: comp.sys.atari.st
Date: 1993-10-07 10:25:34 UTC
From: petep@info.isbiel.ch
Message-ID: <290qqu$rp0@vega.info.isbiel.ch>
Source record: 200050

hi

has somebody successfully compiled the relational database system REQUIEM with PureC. if yes could you tell me how?

thanks

376. Re: Ice & Jampack

Newsgroup: comp.sys.atari.st
Date: 1993-10-07 10:30:51 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.93Oct7113051@arthur.crpht.lu>
Source record: 199851

> Are there any un-ice and un-packers around?
Yes.

Ah, well i could also give the name...
Multi Depacker (usually MDPACK.ZIP) on good ftp sites can unpack those two.

Georges.
--
Georges Kesseler
Office: kesseler@cetrel.lu
Private: kesseler@restena.lu
IRC: Gunstick

377. STE questions

Newsgroup: comp.sys.atari.st
Date: 1993-10-07 11:01:48 UTC
From: Lars-Erik.Osterud@f100.n30.z47.byte.bbs.no
Message-ID: <750000710.AA00665@byte.bbs.no>
Source record: 199857

>ROMs like STFMs do, or the two chipset ROMs. And if they use the two
>can I just plug in the two TOS 2.06 chips I have? Second, what sort o

You can just plug 2.06 straight in to any STE and MEGA STE
For standard STs you will need an adapter card to make it work

>Ram do STEs use, SIMMs or SIPPs?

SIMMs, can use both SIMM without parity-bit (Atari+MAC) or with (PC)

Lars-Erik 0sterud / E-mail: lars-erik.osterud@byte.bbs.no
SysOp ABK-BBS / ABK-BBS: +47 67132659 V.32bis Data+Fax

-- ReadMail ST

378. Mega STE TOS version???

Newsgroup: comp.sys.atari.st
Date: 1993-10-07 11:01:50 UTC
From: Lars-Erik.Osterud@f100.n30.z47.byte.bbs.no
Message-ID: <750000710.AA00666@byte.bbs.no>
Source record: 199858

>within maxifile. Is there any MAJOR difference between 2.05 and 2.06?
>in advance for any help :^)

I changed to 2.06 for some reason so there must be something...
I think there were som bugs with the RS-232 routines (as usually)
Other users on the will probably know about anything else (right?)

Lars-Erik 0sterud / E-mail: lars-erik.osterud@byte.bbs.no
SysOp ABK-BBS / ABK-BBS: +47 67132659 V.32bis Data+Fax

379. Re: Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-10-07 11:18:47 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <290tunINN1f0k@rs1.rrz.Uni-Koeln.DE>
Source record: 199852

In <A53492@SL.maus.de> Bernd_Schmidt@sl.maus.de (Bernd Schmidt) writes:

>> I don't think there's anything that even comes close to Mathematica
>> or
>> Maple. That pretty much locks engineering students, math students,
>> and
>> science students out of the ST/TT/Falcon market.
>> ----------
>>
>> I believe that in fact you can get Maple for the ST line... Now it is
>> true that Mathmatica is nowhere to be found, and there really is
>> nothing like it on the Atari (so far as I know).

There is a program called Riemann II. It has been reviewed in the
c't (German compter magazine) in a late 1992 issue. I don't have
it, but I saw it on computer shows, it looked just like
Mathematica to me. The c't review says the same.

>Yes, there is a Maple for the ST line, but it is only version 4.2, without
>GEM. You can't get the actual version 5.2 for the ST, but for the PC, Mac
>and Amiga ! The version 4.2 looks against the version 5.2 for the Mac like
>a very old, poor and dirty programm. And the ST version 4.2 don't run on
>the TT.

I have repeatedly heard that the competition from Riemann II has
caused the developers of other math programs to lose interest in
the Atari market. Riemann II does run on a TT.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

380. Re: Motif, Unix and X

Newsgroup: comp.sys.atari.st
Date: 1993-10-07 12:04:33 UTC
From: reschke@math.uni-muenster.de
Message-ID: <2910kh$unl@obelix.uni-muenster.de>
Source record: 199853

In article Bsxm8u2VqJ6@semprini.waterloo-rdp.on.ca, cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
> Well, there's a really huge problem with trying to port Motif to the
> ST/TT/Falcon... it's just a window manager that runs on top of X. X
> can't be ported (yet) because MiNT doesn't (yet) support sockets, and X
> uses sockets for everything on Earth. It'd also be unusable on an ST
> due to the memory limitations (and it'd be annoying because of the
> screen sizes).
>
> Full source for X11R5 is available if you feel like starting a port! :-)

I guess it wouldn't be too hard to use FIFOs instead of sockets. Another problem would be the size of Xlib (considering that MiNT doesn't have shared libraries).

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de

381. clipboarding

Newsgroup: comp.sys.atari.st
Date: 1993-10-07 12:17:35 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1479@usdtsg.DaytonOH.NCR.COM>
Source record: 199862

In article <KENDALL.93Oct6130135@flammulated.owlnet.rice.edu>
kendall@flammulated.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:

Thanks for the info, re: Atari Works...

>I think it does, but I'm not sure. I never have figured out how to
>use the clipboard in other programs...

I think the specific programs have to support the clipboard. For instance,
with Edhak, you can Paste from the clipboard, or cut/copy to the clipboard
from the various "Block" commands. With CoNnect, you simply drag over
the portion of the window you want copied, and then RightButton-LeftButton
to paste that section - this is especially useful for me, since when
I use the "Reply" option on our local RN, the reply-to path isn't
quite right (so I drag over the actual user's address (probably have to
scroll up a little) and then paste/insert into the proper place...

The combination makes a nice pair - say on an online conference you
could copy someone's comments to the clipboard, and paste into Edhak;
then make your replies, and either paste it back to the clipboard
(or use the Send to Serial Port (name?) command)...

Hmm, it may prove worthwhile to keep track of those programs that
do support the clipboard. Why not - if anyone knows of any programs
that do, send me their names (and what can be clipped) and I'll try to
make a list of them. (I'll also have to check on which CPX's
handle the clipboard functionality)...

Rob
Robert.Anisko@daytonoh.ncr.com
R.ANISKO@genie.geis.com

line borrowed from some user somewhere (hey, I credit :-) :

"I am Homer of Borg - prepare to be assim... OOH, DONUTS..."

382. Re: Gemulator

Newsgroup: comp.sys.atari.st
Date: 1993-10-07 12:33:36 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <CEJ1K0.92C@hermes.hrz.uni-bielefeld.de>
Source record: 199855

In article <CECDuy.Ioo@csn.org>, kfason@csn.org (Kevin Fason) writes...

|>Also, if anyone knows Dereks address, that would be helpful too...

Try using <darek@microsoft.com>, sure he'll tell you about it...

Schiller
--
PS: If the above written looks weird, than that's because it probably IS.
WhoDunnIt: Torsten Scherer (Schiller, TeSche...)
Technical Faculty, University of Bielefeld, Germany (53'5"N 8'35"E)
EMail: itschere@techfak.uni-bielefeld.de / tesche@dave.hrz.uni-bielefeld.de

383. Re: Geneva icon move problem

Newsgroup: comp.sys.atari.st
Date: 1993-10-07 12:45:56 UTC
From: stewart@titan.ucs.umass.edu
Message-ID: <291324$492@titan.ucs.umass.edu>
Source record: 199860

In article <2cad8268@p4.troed.ct.se>,

>May I ask how I can aquire the upgrade-patch to take NeoDesk from v3.02 to
>v3.04? Does 3.04 work with MultiTOS?
>
>**********************************
>* GREETZ, Magnus Thylander..... *
>* .... **
>* .... CoSysOp * UseNet: magnus.thylander@p4.troed.ct.se *
>* . ... .. * FidoNet: 2:200/612.4 *
>* .. ..XISTENCE * FujiNet: 7:102/102.4 *
>* ....ARCASTIC * NeST: 90:1101/112.4 *
>**
>

The NeoDesk 3.02 -> 3.03 patch is available for download on GEnie, Compuserve,
and probably just about any other ST public BBS. I'm pretty sure it is also
available from the UMich Atari archive. 3.03 does work with MultiTOS. 3.04
is only necessary for users of Geneva, and is only available with Geneva.

Bob Stewart stewart@titan.ucs.umass.edu
Gribnif Software Phone: 10-6 EST (413) 247-5620
Customer Service FAX: (413) 247-5622

384. re: Jaguar after Christmas

Newsgroup: comp.sys.atari.st
Date: 1993-10-07 12:59:52 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <7OCT93.08595221@cc4.crl.aecl.ca>
Source record: 199859

I had a battle with Atari over the fact that EVERY product (STe, LYNX, PC3, ABCs) that had been promised PRIOR to the Christmas sale period actually appeared on the market AFTER Christmas.

When I asked what Atari had against dealers capturing Christmas sales, I was simpley told that I was not promised anything as a dealer.

So, if the Jag comes out after Christmas, anyone who is surprised by this needs to study a little of Atari's marketing history.

385. OS/2

Newsgroup: comp.sys.atari.st
Date: 1993-10-07 13:06:47 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <7OCT93.09064744@cc4.crl.aecl.ca>
Source record: 199861

FOr years and years I have been one of the most vocal opponents of Messy-DOS and WINDOWS kludge. Recently, I attended the Ottawa Government Computer show and had a one hour demo of OS/2.

Loved it. Even though I now work with a TT/TTM195 during the day and a Mega4ST/Reflex (1024x496) in the evening, OS/2 has finally tweaked my interest in the PC world.

Do not want a flame war; only pointing out that this die-hard Atari (first ST was Dec '85, owned a MegaST, MegaSTe, 1040STe, TT, SLM804, SLM605) and Mac enthusiast (only gave Spectre, not a real Mac) finally sees some nice things in the PC world. OS/2 has a nice look and feel (desktop) to it.

BTW, my Geneva package should arrive this week so it will be some time before I will actually consider switching platforms.

386. Re: 16 bit trakcer

Newsgroup: comp.sys.atari.st
Date: 1993-10-07 13:12:22 UTC
From: incp@rz.tu-clausthal.de
Message-ID: <1993Oct7.131222.2831@solaris.rz.tu-clausthal.de>
Source record: 199872

```
In article 96B@cs.vu.nl, fvkampen@cs.vu.nl (Kampen van F) writes:
> I heard some rumours about a 16 bit tracker for the Falcon.
> I still can't find it on ftp.uni-erlangen.de.?
> Am I looking in the wrong place or is something sinister going on?

The 16 bit tracker _is_ available! I've just put it
on: ftp.tu-clausthal.de
in the directory: /pub/atari/falcon
The file name is: mjuzakk.zip

hak' die Musik ab!
Chris

+--------------------------------------+--------------------------------------+
| Christian Perle | So, if you feel a little glum |
| Leibnizstr. 24/107 | to Hergest Ridge you should come |
| 38678 Clausthal-Zellerfeld +----------------------Mike-Oldfield----+
| Germany |
+-------------------------------------------------------------------------------+
```

387. Re: How much for...

Newsgroup: comp.sys.atari.st
Date: 1993-10-07 13:27:39 UTC
From: chriso@vigsun1.larc.nasa.gov
Message-ID: <2915gb$fof@reznor.larc.nasa.gov>
Source record: 199863

In article <1993Oct07.002525.163055@zeus.aix.calpoly.edu>, smiller@farad.elee.calpoly.edu (sTTeve the ATARI man :P) writes:

|> How much do you people think I could get for a 1 1/2 YO Atari PTC1426
|> and a 1 YO Atari TTM195 monitor?

Sorry, I don't know. Perhaps you should look in the ads of an Atari computer magazine and see there for which prices used monitors are sold.

|> I would like to get a multisync for a future graphics card upgrade.
|>
|> Also can any of the multisynchs do the TT high rez? I know the NEC's have
|> a 135Mhz bandwidth.... ?
|>

There only comes one monitor to my mind that is a multisync AND can handle the TT high resolution. It's the EIZO 6500/6500M, which I own myself. I don't know any other multisync monitor that is able to display the digital ECL signal of the TT high resolution.
The EIZO 6500 is the most universal monitor you can get for your TT, as it can display both analog and digital ECL signals (one digital and two analog inputs - you can select between them with a switch at the front panel of the monitor). You can connect the EIZO to almost every computer - no matter which one you might own in some years.

On the other hand, this monitor can only display b/w or grayscales. And the large screen of 21" results in a very high price.
So if you definately wanted to display color resolutions, this monitor would not be the right one, as well if you couldn't spend such a lot of money for it.

There still is another solution: You could also buy a common multisync color monitor that has an analog input and a bandwidth of 125 MHz. Then you needed the ECL/analog converter of Hard&Soft (Germany) that creates the appropriate analog signal for the digital ECL signal in TT high. There you are: All TT resolutions on one monitor.

Unfortunately, this converter is very expensive. The last price that I saw for it was 389,- DM, which is about 235 US$ (1 US$ = 1,65 DM) ...

If that solution also is too expensive for you, you can buy a graphics card that is able to go up to 1280x960 (in >= 66Hz, I would recommend) so that you wouldn't need the TT high resolution any more. This probably is still cheaper than buying the ECL/analog converter.

Btw, 1280x960 pixels on a 17" monitor isn't that good to work with a longer time. So keep in mind that high resolutions also require larger monitors.

Hope I could help you a bit.

Chris.

388. Re: gcc and gemini

Newsgroup: comp.sys.atari.st
Date: 1993-10-07 13:30:40 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.WM0kF9aDop6@semprini.waterloo-rdp.on.ca>
Source record: 199743

```
In <3110@rc1.vub.ac.be>, Patrick Installe writes:
> I have a problem with the environement variable in mupfel. When I try to
> precompile a program the gcc-cpp.ttp can't find the include files of my
> e:\include directory. Could someone send me a sample of the mupfel.mup file
> wich work with gcc ?

Here's the relevant portion of my mupfel.mup (and my tcsh.rc and my...):

## : We're using GNU C/C++ more these days anyway... ##
setenv GCCEXEC g:\gnu\bin\
setenv GCC_EXEC_PREFIX
setenv GNUEXEC $GCCEXEC
setenv GNULIB "g:\gnu\lib;g:\usr\lib"
setenv GNUINC "g:\gnu\incl;g:\usr\incl"
setenv GCCLIB $GNULIB
setenv GCCINC $GNUINC
setenv GXXINC "g:\gnu\incl++;g:\gnu\incl++\ams;g:\gnu\incl++\gem++"
setenv BISON_SIMPLE g:\gnu\bin\bison.sim
setenv BISON_HAIRY g:\gnu\bin\bison.hai
alias cc gcc

g:\gnu\bin is also in my $PATH.

--
------------------==========================================------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth
```

389. Mega STE TOS version --- THANKS!!!

Newsgroup: comp.sys.atari.st
Date: 1993-10-07 13:45:12 UTC
From: richardson@vaxr.sscl.uwo.ca
Message-ID: <1993Oct7.094512.1@vaxr.sscl.uwo.ca>
Source record: 199864

Since I received so many replies to my post concerning the differences between 2.05 and 2.06, I figured a general "thank you" is the way to go!!! Thanks to all those who replied; the consensus seems to be that there is little to worry about with a mega STE w/ 2.05. The most often mentioned problem was a problem with producing PC compatible 1.44 meg formatted disks (could this be corrected by using a program that formats 1.44 floppies?). I don't HAVE a 1.44 meg floppy, and I don't believe early mega STE's do either...so this is not a problem for me :^) A mention was made about RS232 problems...if anyone knows any details about this I would appreciate the info. Anyway, thanks again to all who responded...I find out today or tomorrow whether i'm getting the computer (one of those weird closed/secret bid deals with secret reserve bids).

--
T.T.F.N.
JR.

+--------------------------------+ +--------------------------------------+
John Richardson		"An animal psychologist is a person
Dept. of Psychology		who pulls habits out of rats!"
University of Western Ontario,		
London, Ontario		- ANON.
CANADA	+-+------------------------------------+
+--------------------------------+ +-*-+- +--------------------------------+
+-------------------------------------+--+	The preceding opinions do not
e-mail: RICHARDSON@VAXR.SSCL.UWO.CA		necessarily reflect those of
		the Dept. of Psychology, or
phone: (519) 657-5102		UWO...unless by coincidence!!
+-------------------------------------+ +--------------------------------+

390. Re: X11 Speedo Fonts

Newsgroup: comp.sys.atari.st
Date: 1993-10-07 13:47:16 UTC
From: sanders@sci.kun.nl
Message-ID: <CEJ4yu.7yC@sci.kun.nl>
Source record: 199867

In <28uhp6INNeat@mojo.eng.umd.edu> gerrymon@eng.umd.edu (Gerry Mon) writes:

>In article <H.eg.skU79BqYhBk@semprini.waterloo-rdp.on.ca>
cherborth@semprini.waterloo-rdp.on.ca writes:
>>
>>With maybe a dozen fonts active, it takes every GDOS program I load a
>>_long_ time to come up. I have no idea what it's doing, but it
>>definitely spins the disk a lot. After that, the only wait is for
>>rendering the onscreen fonts, which is pretty good.
>>
>>We're talking wait 5-10 _minutes_ if you have 15 or so fonts active.
>>JUST TO LOAD A GDOS PROGRAM.

>Chris,

>Try turning the Font Width table OFF. I have about 75 Speedo fonts
>installed and it takes less than a minute for my GDOS programs to
>load.

Isn't the font width table _requiered_ for the use of proportional
fonts?

Sander SToks
sanders@sci.kun.nl

391. Mint on TT

Newsgroup: comp.sys.atari.st
Date: 1993-10-07 13:49:47 UTC
From: link@sun1.rz.fh-heilbronn.de
Message-ID: <2916pr$ibo@risc1.rz.fh-heilbronn.de>
Source record: 199866

Hi,
when running TOS or MINT processes who require input, every other character is printed black on the screen (using MINIWIN or TOSWIN14). Any guess about the reasons?

Johannes

LINK@SUN1.RZ.FH-HEILBRONN.DE

392. Re: Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-10-07 14:00:46 UTC
From: Lexicor@world.std.com
Message-ID: <CEJ5LC.FA5@world.std.com>
Source record: 199865

In article <A53492@sl.maus.de>, Bernd Schmidt <Bernd_Schmidt@sl.maus.de> wrote:
>> I don't think there's anything that even comes close to Mathematica
>or
>> Maple. That pretty much locks engineering students, math students,
>and
>> science students out of the ST/TT/Falcon market.
>> ----------
>>
>> I believe that in fact you can get Maple for the ST line... Now it is
>> true that Mathmatica is nowhere to be found, and there really is
>> nothing like it on the Atari (so far as I know).
>
>Yes, there is a Maple for the ST line, but it is only version 4.2, without
>GEM. You can't get the actual version 5.2 for the ST, but for the PC, Mac
>and Amiga ! The version 4.2 looks against the version 5.2 for the Mac like
>a very old, poor and dirty programm. And the ST version 4.2 don't run on
>the TT.
>This and the lack of speed is one of the reasons, why I'm looking for
>another computer.
>
>Bernd

Well....I myself am a Mathematica User..and I must agree it is quite good,
but I am still a very dedicated Atari User (and always will be..). I haven't
had the pleasure of testing or trying it out...but I have heard that in
Germany there was indeed a program that was called RIEMANN II which infact
did and/does things very similar to either Maple or Mathematica? Did you
look into RIEMANN II?

Just a suggestion ;|)

Yat

393. Re: Falcon + Space Junk Demo = WOW!

Newsgroup: comp.sys.atari.st
Date: 1993-10-07 14:02:09 UTC
From: incp@rz.tu-clausthal.de
Message-ID: <1993Oct7.140209.3849@solaris.rz.tu-clausthal.de>
Source record: 199882

In article 2caebbcd@p4.troed.ct.se, magnus.thylander@p4.troed.ct.se (Magnus Thylander) writes:
> What are the filenames? Is it one huge 4Mb file or splitted so one can put it
> on regular 1,44Mb disks?

Okay, the filenames are:
spacejnk.readme
spacejnk.zip.01
spacejnk.zip.02
spacejnk.zip.03

The three parts are one big ZIP file divided by three.

cheers,
Chris

+--------------------------------------+--------------------------------------+
| Christian Perle | So, if you feel a little glum |
| Leibnizstr. 24/107 | to Hergest Ridge you should come |
| 38678 Clausthal-Zellerfeld +----------------------Mike-Oldfield----+
| Germany |
+--+

394. To Someone Who Was Selling Some Stuff

Newsgroup: comp.sys.atari.st
Date: 1993-10-07 14:02:23 UTC
From: rhett@bigwpi.WPI.EDU
Message-ID: <2917hf$edf@bigboote.WPI.EDU>
Source record: 199868

To whoever was selling their system which included a Seagate 44 Meg hard drive and AdSCSI card, please reply to this letter. My mail to your address got returned.
Thanks
rhett@wpi.wpi.edu

395. PHONE NUMBER NEEDED for OPI!

Newsgroup: comp.sys.atari.st
Date: 1993-10-07 14:04:29 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1993Oct7.100429.15975@umiami.ir.miami.edu>
Source record: 199869

I need a phone number for the people ,OPI, that made the D.E.K.A. keyboard attachment for the ST. PLEASE anyone get me this number, I really need it!

Thanks
Mark Santora
dlk0ms9s@umiami.ir.miami.edu

396. Re: Notator Logic upgrade - $299 worth it?

Newsgroup: comp.sys.atari.st
Date: 1993-10-07 14:24:31 UTC
From: mmartin@neumann.une.edu.au
Message-ID: <mmartin.750003871@neumann.une.edu.au>
Source record: 199870

error@stack.urc.tue.nl (Erlend Nagel) writes:

>mmartin@neumann.une.edu.au (Mark Martin) writes:

>>>very very complete. The same way if you need Notator Logic, buy it. If
>>>you don't buy something else.

>>Yeah, that's the bottom line, unfortunately there's not really much
>>choice.

>What not much choice. I am almost completely ignorant when MIDI is
>conecerned, but even I have heard of Dr. T.'s midi software and of I
>think it was from BreakThru or something. All very much affordable, and
>I think that if you are interested in MIDI you will find many more names
>of programs in the magazines. So there is a choice, which makes your
>argument invalid.

Yes I agree that there is other software available but we are really
talking about programs written for the 'profesional' market and in
that area there is really only two active outlets. Passport was in
there for a while but I have been told that their sotware is no longer
supported. The software that is available for less than $500 often
has quite sophisticated features but the usefullness of the program is
often killed by the lousy interface - a 'fast' interface is one of the
most crucial elements in software of this type. You have to be able to
get results quickly and easily when your writing music. Now that may
seem like a reasonable thing to ask but you have to pay big money to
get it.

>Erlend.

Mark.

397. Re: How do I split files?

Newsgroup: comp.sys.atari.st
Date: 1993-10-07 14:52:45 UTC
From: anthony@inyanga.cs.wits.ac.za
Message-ID: <291aft$7re@caesar.wits.ac.za>
Source record: 199884

You could also try using ARJ to perform a volume backup, while specifying the disk size to be 1/2 the size of the msa file. However you might need an older version (under DOS?) so that you can unarj them with the older ST versions...
You could also try DC-FORMAT to format your disks to 800K (just don't use sector skewing!!)...
I have had the same problems with large files... My last resort is to copy these files onto a 1.44 disk and use a friends MEGA STE to unpack them.

Anthony Spirou : anthony@concave.cs.wits.ac.za

--
-----================================-----
Anthony Spirou
anthony@concave.cs.wits.ac.za
-----================================-----

398. Re: 16 bit trakcer

Newsgroup: comp.sys.atari.st
Date: 1993-10-07 14:54:11 UTC
From: zcam1121@rpool9.rus.uni-stuttgart.de
Message-ID: <291aij$r0b@info2.rus.uni-stuttgart.de>
Source record: 199871

In article <CEEB80.96B@cs.vu.nl>, Kampen van F <fvkampen@cs.vu.nl> wrote:
>I heard some rumours about a 16 bit tracker for the Falcon.
>I still can't find it on ftp.uni-erlangen.de.?
>Am I looking in the wrong place or is something sinister going on?

I have found it!
Look at ftp.uni-kl.de in the directory "pub/atari/incoming" (or later:
"pub/atari/falcon") for the program mjuzakk.zip.

I have not tested this program yet. By the way: there is also the falcon
version of the Protracker in this archive...

Ciao, Heiko.
(zcam1121@rpool9.rus.uni-stuttgart.de)

399. Document Processor & Music editor wanted

Newsgroup: comp.sys.atari.st
Date: 1993-10-07 15:33:25 UTC
From: black@embl-heidelberg.de
Message-ID: <1993Oct7.163325.121280@embl-heidelberg.de>
Source record: 199873

I have been searching since the start of this year, for 2 applications
for my 1Mb Atari Ste. I would appreciate any recommendations for the following:

1. A word processor that approaches MS WORD. I have read reviews of the well
known products eg Redacteur, Calligrapher Gold. One particular function
I have never seen emmphasised is an UNDO facility. Certainly the demo of
Redacteur I have doesnt seem to have one and I managed to change the
font for the entire sample document I was using as a trial.
Table handling is another function I like to see credited.

2. A music score editor that will playback through the Atari. Most I have
seen seem to use only midi. I just want the facility to verify my score

Thanks in advance for any advice

Tim Black - Heidelberg

internet: black@EMBL-Heidelberg.DE

400. STFM Hires monitor : advice sought

Newsgroup: comp.sys.atari.st
Date: 1993-10-07 15:59:43 UTC
From: tjl@siva.bristol.ac.uk
Message-ID: <CEJB3J.3pD@info.bris.ac.uk>
Source record: 199874
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st

Hi

I want to add a hires monitor to my 2.5MB 520STFM. There currently seem
to be a number of options including:

(1) VGA mono monitor internally adapted to work in atari hi-res mode.
(2) SVGA mono monitor with some kind of external adaptor.

(1) is definitely cheaper but it is not clear from the information I have
whether it is a trivial excercise to convert "back" to VGA if I ever upgrade
to Falcon or PC (I hope I never have to consider this but...).

I am interested to know what is involved in converting a mono SVGA monitor
to work with the ST. Does anyone out there know?

Cheers

--
Tim Llewellyn - Soukous Addict
HEPNET/SPAN 19716::TJL
Internet TJL@SIVA.BRIS.AC.UK

401. Re: Ice & Jampack

Newsgroup: comp.sys.atari.st
Date: 1993-10-07 16:01:39 UTC
From: ee92pms@brunel.ac.uk
Message-ID: <CEJB6t.HFE@brunel.ac.uk>
Source record: 199876

In article Pc21ac2w165w@sys6626.bison.mb.ca, winnipg@sys6626.bison.mb.ca (Winnipg) writes:
>Are there any un-ice and un-packers around?

There's a great little utility over here that goes by the name of Mega-Depack, written by some guys up in scotland. It depacks almost every packer on the ST of if not tells you what you need. I got my last version from atari.archive.umich.edu and its filed under somthing like mdepck212.zip or somat similar. Have Fun!!

Paul Sargent

402. Re: Geneva: A Review

Newsgroup: comp.sys.atari.st
Date: 1993-10-07 16:04:55 UTC
From: lancer@archimedes.WPI.EDU
Message-ID: <LANCER.93Oct7160455@archimedes.WPI.EDU>
Source record: 199893

0{{ On Thu, 07 Oct 93 20:18:21 CET, magnus.thylander@p4.troed.ct.se (Magnus Thylander) said:
> - A more compatiable and fast multitasking OS than MTOS. - An
> updated AES simular to the Falcon's TOS 4.

thylander> As far as I've heard, Geneva is NOT an OS, it's just a new
thylander> AES, which explains why it needs the MiNT-Kernel to
thylander> multitask TOS-programs. Hence it can't be a faster OS than
thylander> MultITOS...

Well, what about PowerDos? There was word that a new version was in the works to work especially well with Geneva. THAT would be a nice system! PowerDos seems really great. The only thing is, I can't figure out how to run it from the lack-of-instructions which came with it...

Still, Geneva alone sounds like a fantastic program! I just wish it wasn't so expensive!

.s.
--
- lancer@wpi.wpi.edu - - Helmet, "In the Mean Time": -
- To die unsung would really bring you down although wet eyes -
- would never suit you - walk through no archetypal suicide -
- To die young is far too boring these days... -

403. Re: STFM Hires monitor : advice sought

Newsgroup: comp.sys.atari.st
Date: 1993-10-07 16:18:29 UTC
From: Lexicor@world.std.com
Message-ID: <CEJByw.HGr@world.std.com>
Source record: 199875
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st

In article <CEJB3J.3pD@info.bris.ac.uk>,
Tim Llewellyn <tjl@bristol.ac.uk> wrote:
>
>Hi
>
>I want to add a hires monitor to my 2.5MB 520STFM. There currently seem
>to be a number of options including:
>
>(1) VGA mono monitor internally adapted to work in atari hi-res mode.
>(2) SVGA mono monitor with some kind of external adaptor.
>
>(1) is definitely cheaper but it is not clear from the information I have
>whether it is a trivial excercise to convert "back" to VGA if I ever upgrade
>to Falcon or PC (I hope I never have to consider this but...).

You appear to be in the U.K., well last I knew SS or Ladbroke had something
in that direction with an RGB to VGA converter thingy...however you still
only get the standard Atari resolutions...which are pretty colorless..

What I would do is get a NOVA BOartard....a megabus adaptor and plug that
right into your ST/STE or future TT maybe even (or PC) and that can output
straight onto regular VGA, SVGA or M/S Monitor's

>
>I am interested to know what is involved in converting a mono SVGA monitor
>to work with the ST. Does anyone out there know?
>
>Cheers
>
>--
>Tim Llewellyn - Soukous Addict
>HEPNET/SPAN 19716::TJL
>Internet TJL@SIVA.BRIS.AC.UK

404. ATARI.ARCHIVE.UMICH.EDU

Newsgroup: comp.sys.atari.st
Date: 1993-10-07 16:26:35 UTC
From: SAW151@psuvm.psu.edu
Message-ID: <93280.122636SAW151@psuvm.psu.edu>
Source record: 199877

I have been trying logon to the Atari.archive, but so far it is always busy ...
is their anyway i can get on with out an anonymous accout? ..and are their any
other atari FTPS? ...
thanks,

-SCOTT

==========
Scott Weiland -SAW151@PSUVM.PSU.EDU
Computer Engineering; Penn State University
"No great genius has ever been without some madness". -Aristotle
==========

405. Re: Gemulator

Newsgroup: comp.sys.atari.st
Date: 1993-10-07 16:49:18 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Oct7.164918.29536@newshost.lanl.gov>
Source record: 199880

In article A53314@SL.maus.de, Stefan_Damerau@sl.maus.de (Stefan Damerau) writes:
>
>If the Ststistics from Gembench 3.22 are real, I only can say: Forget about
>that. The Average Speed of this Emulator (working in a 486/66) is almost the
>same like an old 8MHz ST ...
>On a 486SX/25 it should be like a ST with MultiTOS and four Applications
>running ;-(

Stefan, I don't know where you are getting your Gembench test results from
but I own Gemulator 3.0 and can attest to its real-world speed and its actual
capabilities. On my 486-33DX, I consistently achieve speeds greater than an
8MHz ST, I assure you (I could post some benchmark results, if needed).

On a 66MHz 486, you should achieve speeds at least as good as a 16MHz MSTE
and in some cases, better. Much of this is dependent on your pc's hardware,
of course. A fast video card will help a lot. I've got a 66DX2 upgrade on
the way so I'll soon know for sure how much that helps.

To be totally fair, some things ARE slower with the Gemulator; floppy disk
access, for example, is _much_ slower than on a 'real' ST, at least on my pc.
But still, I've found the Gemulator to be a very usable product. Not enough
to make me want to exchange a real Atari for it but certainly attractive to
increase the utility of my pc... and it needs all the help it can get! :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____

406. Re: Notator Logic upgrade - $299 worth it?

Newsgroup: comp.sys.atari.st
Date: 1993-10-07 17:15:50 UTC
From: tjl@siva.bristol.ac.uk
Message-ID: <CEJEMF.4oq@info.bris.ac.uk>
Source record: 199878

In article <CEIu8A.1q9@cs.ruu.nl>, avgroeni@cs.ruu.nl (Annius Groenink) writes:

|>In <CEFntM.77@info.bris.ac.uk> tjl@siva.bristol.ac.uk (Tim Llewellyn) writes:
|>
|>
|>>Look Annius I BOUGHT Notator SL and my friends and acquaintances laugh at
|>>me ....
|>
|>This is such BULL. Cubase 2.0 is so easy to work with (and any program
|>bloody well *should* ---fuck WordPerfect--- (G. de La Tourette :-).
|>Yesterday I was working with my cracked version of 2.0, and just when
|>I needed to see what I just played on the piano, I found a button marked
|>`split' so that I could actually display the info in separate right
|>and left hand bars. Whenever you need something, little thinking is needed
|>to find how it works.
|>
|>
|>>There are plenty of PD and budget sequencers out there if you don't need
|>>or can't afford the features of the likes of Notator (Logic) and Cubase.
|>
|>If Steinberg sold Cubase at $60 I'm sure they'd get more $ on the whole.
|>I'd buy a copy of 3.0, that's for sure.
|>
.. but instead you'll just carry on using your cracked copy of Cubase 2.0
I suppose? I guess if you're paranoid about saving to disk then the risks of
loosing data due to bugs etc in the cracked version aren't too great.
I guess you also realize it is ILLEGAL but then again many people do things
that
are illegal all the time. However as a musician I hope you have some
appppreciation of copyright and royalty issues?

I know top end sequencers are priced somewhat stupidly. Luckily I have a
reasonable job and shelled out for Notator because I wanted to make more
effective use of the little time I have working with music (I was using PRO-12
before!). But have you ever considered writing your own sequencer program?
How many person-hours do you think you'd invest in it...?

btw I saw Notator Logic running on Atari yesterday...

|>--
|>Annius V. Groenink phone (private) +31 30 895261
|>Mathematics/Computer Science e-mail: avgroeni@cs.ruu.nl
|>University of Utrecht groenink@math.ruu.nl
|>Netherland ZFC Computing annius@zfc.nl (dreamtime only)
|>

--
Tim Llewellyn - Soukous Addict HEPNET/SPAN 19716::TJL Internet
TJL@SIVA.BRIS.AC.UK

407. Word Writer to RTF

Newsgroup: comp.sys.atari.st
Date: 1993-10-07 17:23:35 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <291jan$4h6@charm.magnus.acs.ohio-state.edu>
Source record: 199879

Is there a utility to convert Word Writer ST to RTF or WordPerfect (IBM) format? Is there a utility to convert RTF or WordPerfect (IBM) to Word Writer ST format?

Where can I find them?

->->->((JP))<-<-<-

408. Re: 16 bit trakcer

Newsgroup: comp.sys.atari.st
Date: 1993-10-07 17:34:47 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.93Oct7183447@arthur.crpht.lu>
Source record: 199883

> >I heard some rumours about a 16 bit tracker for the Falcon.
>
> I have found it!
> Look at ftp.uni-kl.de in the directory "pub/atari/incoming" (or later:
> "pub/atari/falcon") for the program mjuzakk.zip.
>
> I have not tested this program yet. By the way: there is also the falcon
> version of the Protracker in this archive...

Attention!!!!
The falcon protracker is a hacked together version from me. It is only tested on RGB monitors and will probably not work on VGA as I write directly to the hardware to set the lower overscan.

Georges
--
Georges Kesseler
Office: kesseler@cetrel.lu
Private: kesseler@restena.lu
IRC: Gunstick

409. Atari ST System For Sale (lower prices)

Newsgroup: comp.sys.atari.st
Date: 1993-10-07 17:49:56 UTC
From: bmaraldo@watserv1.uwaterloo.ca
Message-ID: <CEJG79.KnL@watserv1.uwaterloo.ca>
Source record: 199900
Cross-posted to: misc.forsale,comp.sys.atari.st,kw.forsale,ont.forsale

I have to sell this system or else it will just sit around. So, I
have lowered my prices. These are firm (unless I have to ower them again :-).
Seems a lot has changed with used atari hardware in last little while. Here
goes...

Mega ST4 (w/ keyboard and mouse) $260
115Mb hard disk $260
SM124 monitor $75
Spectre GCR v3.0 complete $220
STraight FAX + 2400/9600 modem $160
Calamus DTP system (includes Calamus 1.09N, Font editor, Word Writer ST, fonts
and clip art, all manuals and original disk) $200
other software titles available (mark williams C, minix, vip, tempus ii,
font utils, etc).

If you buy the complete system I will not reformat the hard disk and leave all
the software on it and also give you the original disks and manuals. All prices
are in US$ (* 1.35 for CDN$). Shipping is extra.

brett maraldo
email or 519 742 0370 (est)

--
-------- Unit 36 Research ---------
"Alien Technology Today"
bmaraldo@watserv1.UWaterloo.ca
{uunet!clyde!utai}!watserv1!bmaraldo

410. Re: gif->pi?, high-res???

Newsgroup: comp.sys.atari.st
Date: 1993-10-07 18:28:12 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.785244@cix.compulink.co.uk>
Source record: 199885

In article <C-HJR.93Oct6165423@solitude.math.utah.edu>, c-hjr@math.utah.edu (Jeffrey Ray Healey) writes:
>Thanks, both of you. I am hoping to find one that is available on the
>internet. Are these commercial programs?
>
Image Copy 2 costs about 20 UKP (about $30).

Ofir ogal@cix.compulink.co.uk

411. SHBUF

Newsgroup: comp.sys.atari.st
Date: 1993-10-07 18:28:15 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.785250@cix.compulink.co.uk>
Source record: 199898

Does anyone know where I could get a program called SHBUF by Martin Osieks (the man behind WinX)? I've tried several ftp sites and local boards.

Ofir ogal@cix.compulink.co.uk

412. Re: Atari Compendium question

Newsgroup: comp.sys.atari.st
Date: 1993-10-07 18:28:20 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.785249@cix.compulink.co.uk>
Source record: 199899

In article <CEH90M.6Iw@cs.bham.ac.uk>, C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
>
>I can't tell from the posting: is this HiSoft's book, or is this the
>SDS book? (For the uninformed, Hisoft are advertising a book on said
>topics, which will also be bundled with Lattice 5.6 and Devpac 3.1 and
>probably Basic whatever)
>
HiSoft's book only covers the new OS calls and some other SPeedo and DSP
issues. The Compendium by SDS covers ALL OS calls.

Ofir ogal@cix.compulink.co.uk

413. Re: ATARI.ARCHIVE.UMICH.EDU

Newsgroup: comp.sys.atari.st
Date: 1993-10-07 19:15:14 UTC
From: c-hjr@math.utah.edu
Message-ID: <C-HJR.93Oct7131515@uglab8.math.utah.edu>
Source record: 199891

Other sites???

ftp wuarchive.wustl.edu

/systems/atari/umich.edu

414. Re: ATARI.ARCHIVE.UMICH.EDU

Newsgroup: comp.sys.atari.st
Date: 1993-10-07 19:35:24 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <93280.153524STIRRE31@MAINE.MAINE.EDU>
Source record: 199888

Try to get on to UMICH through WUARCHIVE.WUSTL.EDU. I have
pretty good luck doing so.
-stirre31

415. Re: Ice & Jampack

Newsgroup: comp.sys.atari.st
Date: 1993-10-07 20:11:10 UTC
From: wabe@ukc.ac.uk
Message-ID: <6025@eagle.ukc.ac.uk>
Source record: 199892

In article <CEJB6t.HFE@brunel.ac.uk> ee92pms@brunel.ac.uk writes:
>In article Pc21ac2w165w@sys6626.bison.mb.ca, winnipg@sys6626.bison.mb.ca (Winnipg) writes:
>>Are there any un-ice and un-packers around?
>
>
>There's a great little utility over here that goes by the name of Mega-Depack, written by some guys up in scotland. It depacks almost every packer on the ST of if not tells you what you need. I got my last version from atari.archive.umich.edu and its filed under somthing like mdepck212.zip or somat similar. Have Fun!!
>

And another is NAUGHTY.PRG by Marinos Yannikos - the latest version
of which I have found very satisfactory. It is available at atari.archive@
umich.

Cheers,
W. Alan B. Evans
[wabe@ukc.ac.uk]

416. Re: Notator Logic upgrade - $299 worth it?

Newsgroup: comp.sys.atari.st
Date: 1993-10-07 20:11:19 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <memo.785855@cix.compulink.co.uk>
Source record: 199889

In article <CEIu8A.1q9@cs.ruu.nl>, avgroeni@cs.ruu.nl (Annius Groenink) writes:
>If Steinberg sold Cubase at $60 I'm sure they'd get more $ on the whole.
>I'd buy a copy of 3.0, that's for sure.
As long as people have attitudes like yours, I'm sure
Steinberg will continue to support Atari. NOT!

>Annius V. Groenink phone (private) +31 30 895261
>Mathematics/Computer Science e-mail: avgroeni@cs.ruu.nl
>University of Utrecht groenink@math.ruu.nl
>Netherland ZFC Computing annius@zfc.nl (dreamtime only)
Nice of you to post your address. Is piracy legal in your country?

I don't want to start any blasphemous rumours,
But I think that God's got a sick sense of humour - ML Gore
---
ilaskey@cix.compulink.co.uk | Iain R Laskey | Atari ST & Unix user

417. Re: Notator Logic upgrade - $299 worth it?

Newsgroup: comp.sys.atari.st
Date: 1993-10-07 20:11:24 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <memo.785856@cix.compulink.co.uk>
Source record: 199890

In article <mmartin.750003871@neumann.une.edu.au>, mmartin@neumann.une.edu.au (Mark Martin) writes:
>Yes I agree that there is other software available but we are really
>talking about programs written for the 'profesional' market and in
>that area there is really only two active outlets. Passport was in
>there for a while but I have been told that their sotware is no longer
>supported. The software that is available for less than $500 often
>has quite sophisticated features but the usefullness of the program is
>often killed by the lousy interface - a 'fast' interface is one of the
>most crucial elements in software of this type. You have to be able to
>get results quickly and easily when your writing music. Now that may
>seem like a reasonable thing to ask but you have to pay big money to
>get it.
No-one has yet pointed out that the 299 dollar upgrade includes
a dongle with extra MIDI outs on it thus saving 150 dollars or
whatever it costs for the Notator expander.

Iain

I don't want to start any blasphemous rumours,
But I think that God's got a sick sense of humour - ML Gore
---
ilaskey@cix.compulink.co.uk | Iain R Laskey | Atari ST & Unix user

418. Re: Geneva: A Review

Newsgroup: comp.sys.atari.st
Date: 1993-10-07 20:18:21 UTC
From: magnus.thylander@p4.troed.ct.se
Message-ID: <2cb337c8@p4.troed.ct.se>
Source record: 199886

> - A more compatiable and fast multitasking OS than MTOS.
> - An updated AES simular to the Falcon's TOS 4.

As far as I've heard, Geneva is NOT an OS, it's just a new AES, which explains why it needs the MiNT-Kernel to multitask TOS-programs. Hence it can't be a faster OS than MultITOS...

> - TOS programs can run in a window on the desktop.

NOT multitasking!

> Geneva is, in my option, the best multitasking environment for
> Atari computers. It blows MTOS out of the water with its speed,
> compatibilty and updated AES. The AES is now much like TOS 4 on the
> Falcon. Geneva is suppost to be 100% compatiable with MTOS-specific
> programs and even runs programs that MTOS doesn't. (ie. Warp 9
> v.3.75)

Well, it still needs the MiNT-Kernel to multitask (not taskswitch) TOS-programs and it's not preemptive....

```
************************************
* GREETZ, Magnus Thylander..... *
* .... ******************************************
* ..... .. CoSysOp * UseNet: magnus.thylander@p4.troed.ct.se *
* . ... .. * FidoNet: 2:200/612.4 *
* .. .....XISTENCE * FujiNet: 7:102/102.4 *
* ....ARCASTIC * NeST: 90:1101/112.4 *
************************************************************************
```

419. Re: X11 Speedo Fonts

Newsgroup: comp.sys.atari.st
Date: 1993-10-07 20:18:21 UTC
From: magnus.thylander@p4.troed.ct.se
Message-ID: <2cb33a63@p4.troed.ct.se>
Source record: 199887

```
>> I'll agree that it's faster than ATM (since I've used both on the
>> same hardware), but the memory requirements are worse, and Speedo's
>> _really_ slow if you have more than about 10 fonts active.
>>
>> It's possible that some programs are slower during initialization
>> when you have many fonts; but I don't believe that it's making a
>> difference after that.
>
> With maybe a dozen fonts active, it takes every GDOS program I load a
> _long_ time to come up. I have no idea what it's doing, but it
> definitely spins the disk a lot. After that, the only wait is for
> rendering the onscreen fonts, which is pretty good.
>
> We're talking wait 5-10 _minutes_ if you have 15 or so fonts active.
> JUST TO LOAD A GDOS PROGRAM.

Please, it takes my Falcon around 5-10 extra seconds to load the 18(!) Speedo
fonts active!

************************************
* GREETZ, Magnus Thylander..... *
* .... ******************************************
* ..... .. CoSysOp * UseNet: magnus.thylander@p4.troed.ct.se *
* . ... .. * FidoNet: 2:200/612.4 *
* .. .....XISTENCE * FujiNet: 7:102/102.4 *
* ....ARCASTIC * NeST: 90:1101/112.4 *
************************************************************
```

420. Re: Motif, Unix and X

Newsgroup: comp.sys.atari.st
Date: 1993-10-07 20:59:57 UTC
From: jaszcz@donald.EEAP.CWRU.Edu
Message-ID: <29200d$6j4@usenet.INS.CWRU.Edu>
Source record: 199894

In article <CEDuqJ.19s@westminster.ac.uk> vctec@westminster.ac.uk (Denesh Bhabuta) writes:
>It was quite amusing to see how my original question, in the process of being
>answered, became a topic of discussion about implementing X on the ST.

i think that would be difficult without implementing unix first...

>gathered something about how Motif was very successful, and so, it would be
>released into the public domain. Now, I do not claim this to be true. It is
>only the impression I got when I scanned the mag. I could not read the whole
>article.

umm... i think that's old news... i think motif (the window manager)
comes with the xwindow distribution... it's hard to find a workstation
that doesn't run motif... i think some dec's run twm (tim's window manager)
still...

>If this is true, then does that mean that the source code will be available,
>and so can be ported over to the Atari ST? OK, maybe not the full blown
>version, but maybe just a smaller version?

on unix, programs are distributed as source files...

>These are just my thoughts. I am new to programming and am starting with C. OK,
>not new to programming, but the first language I learnt over the past year was
>Prolog, but it is totally different to C and such. I would love to learn how to
>port software. All I can do for now is be patient and carry on learning ;-)

you really can't learn... you have to have experience... knowledge of both
systems...

>-Danny.

--Bart

421. Re: Notator Logic upgrade - $299 worth it?

Newsgroup: comp.sys.atari.st
Date: 1993-10-07 21:21:02 UTC
From: bhawker@midi.ham.almanac.bc.ca
Message-ID: <H.eg.VseN7CtoF1w@midi.ham.almanac.bc.ca>
Source record: 199699

In <CEFntM.77@info.bris.ac.uk>, Tim Llewellyn writes:
>
>|>In <28hojh$7pn@news.bu.edu> selick@csa.bu.edu (Steven Selick) writes:
>|>
>|>
>|>>I finally received an advertising packet from E-Magic, after months of
>|>>faxes and phone calls, and it seems that they want $299 US for the upgrade
>|>>from the C-Lab Notator. The big question is, is this really worth it? I
>|>>mean, what can I do with this program that I can't do with the other
>|>>Notator? I suppose the only real reason to do this is so that I can insure
>|>>support for my $699 Notator program. Boy, this is a sleezy industry! And
>|>>they make it out to look like I'm getting such a bargain..."Save $599 to
>|>>$900" and so on...
>|>
>|>
>|>Those prices are criminal and should be forbidden by law. Get yourself
>|>an illegal copy for the sake of Justice. (no smiley)
>|>--
>|>Annius V. Groenink phone (private) +31 30 895261
>|>Mathematics/Computer Science e-mail: avgroeni@cs.ruu.nl
>|>University of Utrecht groenink@math.ruu.nl
>|>Netherland ZFC Computing annius@zfc.nl (dreamtime only)
>|>
>--
>
>Look Annius I BOUGHT Notator SL and my friends and acquaintances laugh at
>me and tell me I have wasted my money coz everyone and their dog has got a
>cracked copy of Cubase (V1 and now V2 but not V3 yet). In fact apparently the
>cracked Cubase's work better than some early releases.
>
>However, I am laughing myself because
>
>(1) I have a manual. As someone who works extensively with computers
>(mainly OpenVMS and ataris, but *nix and Pc's and Mac's too) and who has
>read to Notator 3.1 manual cover to cover I certainly wouldn't be as productive
>with a cracked copy. I decided to buy Notator because I'd got as far as
>I could with budget and PD sequencers and don't have time to waste. I am
>still learning Notator shortcuts that you don't stand a chance of discovering
>by the "suck it and see" approach (ever thought about why Cubase/Notator
>don't have some form of online help?)

Try running Notator Logic without the manual! (Good Luck!) Even with
the manual, I find Logic quite daunting. Logic would benefit greatly
if it included a tutorial and quick reference command card. As it is,

the manual was written for the mac, with a few additions that pertain
only to the atari.

>(2) Compared to other sequencers I have tried, Notator is pretty rock solid.
>Any crashes I've experienced are generally due to hardware problems (eg bad
>earthing on my extra-ram deluxe) not s/w. OK Notator 3.16 has a few VERY
>annoying bugs. If you are running a cracked copy then it could go down on you

I've found both Notator 3.1 and 3.2 to be a little finicky about which
desk accessories are run with it. Sometimes held notes, or lockups
occur when some acc's are present. I try to run Notator with as
little acc's as possible, and everything works great!

>(3) It is also illegal to pirate such s/w

Yes indeed! Also, Notator requires a dongle to operate. I suppose a
cracked version wouldn't though..

>Tim Llewellyn - Zeus-UK VMS guru - Soukous Addict
>HEPNET/SPAN ZEUS02::TJL,BRSPVA::TJL
>Internet TJL@ZEUS02.DESY.DE,TJL@SIVA.BRIS.AC.UK

Bruce
--
****
| Bruce Hawker ||| bhawker@midi.ham.almanac.bc.ca |
| Nanaimo, BC, Canada / | \ Or: bhawker@crc.sd68.nanaimo.bc.ca |
********** ATARI POWERED **********

422. Re: Geneva: A Review

Newsgroup: comp.sys.atari.st
Date: 1993-10-07 21:23:21 UTC
From: stewart@titan.ucs.umass.edu
Message-ID: <2921c9$5vt@titan.ucs.umass.edu>
Source record: 199895

In article <28qo72$pa4@galaxy.ucr.edu>,
paul hruby <phruby@ucrengr.ucr.edu> wrote:
>Review of Gribnif Software's
>Geneva: Multitasking Application Environment
>by Paul Hruby October 4, 1993
>phruby@ucrengr.ucr.edu
>
...
> Geneva can be made to run a shell program after booting. Any
>MiNT shell can be used as well as MiNTs other tools. Hotwire and NeoDesk 3
>can also be used as Geneva's shell. ...

The only MiNT utilities that will work with Geneva are ones that do not check for and/or require the presence of MiNT itself. We had planned to have the first version of Geneva work with MiNT, but because we were already overdue on the release date, and MiNT compatibility was going to take longer than originally projected, the current version is not compatible with MiNT. MiNT and Powerdos compatibility will be added in a future version.

Note, however, that the TOS in a window program which comes with Geneva will run almost any TOS program without a problem, and WILL let you switch to other tasks when the TOS application stops for user input.

>... Resolution can be easily changed through the Taskman.
>ST Low, Medium, High and TT Low, Medium, High are available. ...

As are the other video modes of a Falcon, if you are running Geneva on one.

>... I have not found any major bugs in Geneva. A minor bug is icon
>movement under NeoDesk 3.04 only moves half the icon. The icon is fine
>when the screen is redrawn. This is alittle anoying. It only happens in
>color ST Low & Medium resolutions. Gribnif has a bug fix (available
>sometime this week) that fixes it and brings Geneva from version .95beta
>to 1.01. I highly recommend Geneva. It is fast and small. Geneva is
>the only way a non-Falcon ST/STe/TT can have a Falcon like desktop. The
>price is not cheap ($99 US) while MTOS is selling for $49 US but I think
>the extra features and compatibility Geneva offers more than makes up for
>the price. Quite a program!
>

A few problems here...
First of all, the bug you mentioned is not at all related to Geneva, it is purely a problem in the resource files of NeoDesk version 3.04 only. We are going to upload fixed versions of the NeoDesk 3.04 resources, either Friday, or early next week. The only people who will need these new .RSC files are people who bought Geneva at the Glendale show. The newer version

will be provided to everyone else. Similarly, the Geneva patch which we will be uploading at the same time will upgrade people who bought Geneva 1.00 at the Glendale show to version 1.01. It will NOT upgrade the .95 beta version. People who bought the beta version will be automatically recieving there 1.01 in the mail, or via UPS over the next couple of weeks.

Finally, Geneva does not cost $99. The list price is $69.95. MultiTOS lists for (I think) $59.95. Once NeoDesk 4 is available (probably December at this point, sigh) we will be doing a special bundle of BOTH packages for $99.95.

If you have any other questions about Geneva, please write to me at my Internet address, Dan on GEnie (GRIBNIF), Rick on Compuserve (75300,1131), or call us at the office.

Bob Stewart stewart@titan.ucs.umass.edu
Gribnif Software Phone: 10-6 EST (413) 247-5620
Customer Service Fax: (413) 247-5622

423. Re: Geneva: A Review

Newsgroup: comp.sys.atari.st
Date: 1993-10-07 21:32:09 UTC
From: stewart@titan.ucs.umass.edu
Message-ID: <2921sp$78l@titan.ucs.umass.edu>
Source record: 199896

In article <2921c9$5vt@titan.ucs.umass.edu>,
Bob Stewart <stewart@titan.ucs.umass.edu> wrote:
>In article <28qo72$pa4@galaxy.ucr.edu>,
>paul hruby <phruby@ucrengr.ucr.edu> wrote:
>> Geneva can be made to run a shell program after booting. Any
>>MiNT shell can be used as well as MiNTs other tools. Hotwire and NeoDesk 3
>>can also be used as Geneva's shell. ...

Sorry to double post on the same article, but I forgot to mention one thing about this point. The current version of Hotwire, and any other shells, such as older versions of NeoDesk, which use the Pexec() call to launch programs will most likely work with Geneva, but any programs they start will be in singletasking mode, and they will only be able to launch one application at a time. The changes that must be made to any existing software to make it compatible with Geneva in this way are the same, and actually somewhat less involved than changes necessary to make things MultiTOS compatible.

Bob Stewart stewart@titan.ucs.umass.edu
Gribnif Software Phone: 10-6 EST (413) 247-5620
Customer Service Fax: (413) 247-5622

424. Re: Motif, Unix and X

Newsgroup: comp.sys.atari.st
Date: 1993-10-07 21:35:52 UTC
From: gerco@cs.vu.nl
Message-ID: <CEJqns.ut@cs.vu.nl>
Source record: 199897

jaszcz@donald.EEAP.CWRU.Edu (jaszcz) writes:

[... some stuff deleted ...]

>>It was quite amusing to see how my original question, in the process of being
>>answered, became a topic of discussion about implementing X on the ST.
> i think that would be difficult without implementing unix first...
That is definetly not true. X is OS independant and runs for instance also on
VMS.

[... stuff deleted ...]
>comes with the xwindow distribution... it's hard to find a workstation
>that doesn't run motif... i think some dec's run twm (tim's window manager)
>still...
Well, I (and others with me) use openwindows :-).

>>These are just my thoughts. I am new to programming and am starting with C.
>>OK, not new to programming, but the first language I learnt over the past
>>year was Prolog, but it is totally different to C and such. I would love
>>to learn how to port software. All I can do for now is be patient and carry
>>on learning ;-)
Well porting little programs is always a good exercise.

> you really can't learn...
Ofcouse you can!

> you have to have experience...
Well how do you get this...

> knowledge of both systems...
Well, can't argue with that...

Gerco.
--
+--------------------+---------------------+--------------------------------+
| And may the source |GC Ballintijn | Whatever you did, don't worry, |
| be with you... |Email: gerco@cs.vu.nl | just blame the computer. |
+--------------------+---------------------+--------------------------------+

425. Re: Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-10-07 22:19:23 UTC
From: rvenable@helix.nih.gov
Message-ID: <1993Oct7.181923@helix.nih.gov>
Source record: 199651

```
|> In article <A53492@sl.maus.de>, Bernd Schmidt
<Bernd_Schmidt@sl.maus.de> wrote:
|> >> I don't think there's anything that even comes close to
Mathematica
|> >or
|> >> Maple. That pretty much locks engineering students, math
students,
|> >and
|> >> science students out of the ST/TT/Falcon market.
|> >> ----------

Not necessarily; I've use APL on my vintage ST for many years,
especially
in my graduate p-chem and statistics coursework. It's a very
mathematical
and symbol-based language, ideal for linear and matrix algebra
numerical
compuations of small to moderate size. It does not do symbolic
evaluation.
The learning curve is certainly no worse than that for Mathematica.
One
of the more useful applications I've bought for my Atari.

--
Rick Venable (301) 496-1905 |=| "Eschew
FDA/CBER Biophysics Lab HFM-419 |=| Obfuscation"
Bethesda, MD 20892 USA |=|
rvenable@helix.nih.gov |=| -- the Phantom Nerd
```

426. Questions Esp. About Samplers

Newsgroup: comp.sys.atari.st
Date: 1993-10-07 22:27:23 UTC
From: ross@refine.enet.dec.com
Message-ID: <1993Oct7.212221.5757@nntpd.lkg.dec.com>
Source record: 199653

I'm a detached Atari user (I started with my 2600 and have ended with my basic Atari 1040ST system back in '89 before finally losing my brand loyalty and buying a SEGA Genesis close to 3 years ago. Enough of my history...) As I was saying, I am a detached Atari user with a few questions whose answers I have not been able to locate in backlog messages:

I am in the market for a sampler and would like to go the computer route. The first option I would like to explore is getting a good sampler and editing software for my Atari 1040ST. I would like to sample directly from my stereo mixer and edit those samples in various ways (loop, reverse, pitch, echo, edit the actually sample, etc.). I remember a STPro or something sampler for the ST, and actually used the cheap model before, but the software was terrible. Does anyone know of sampling hardware and software that will be capable of doing any of the above on the 1040ST?

Secondly, I hear the Falcon has a DSP chip, which produces CD quality or better sound. Is there any sampling hardware/software available for this system yet, esp. one that takes advantage of this chip? If so, is it any good? I haven't been around, so can someone quote some of the going prices for the Falcon, in it's different configurations? If it can sample, I'm may be in the market of getting one. Also, does it have MIDI ports like the ST? Another thing I should mention: it would be a plus on any sampling software that lets me define 'banks' so I can have more than one sample in the computer at once, but play them at the same time.

Finally, I will be stuck in the Boston, MA area for a while. Are there any Atari dealers in this area, particularly a dealer that may have the Falcon? I'd really like to check this computer out. If I trusted Atari support, I'd probably have one right now, but... Any arguements on why to *get* a Falcon? (I'm sure there are plenty if Atari loyalty runs a deep as it did when I was heavily behind Atari :) E-mail replies would be great, but I do read this news group too. Thanks,

Theron

427. Calamus SL for sale!

Newsgroup: comp.sys.atari.st
Date: 1993-10-07 22:30:23 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Oct7.223023.490@newshost.lanl.gov>
Source record: 199656

I have a copy of Calamus SL for sale to the highest (yet reasonable) bidder.

If you've always wanted the top-of-the-line, here's your chance. Strike
while the iron is hot and I'm in need of cash. :)

-Hutch-

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____

428. question about uniterm

Newsgroup: comp.sys.atari.st
Date: 1993-10-07 22:45:47 UTC
From: dvasilef@silver.ucs.indiana.edu
Message-ID: <CEJtwC.G1E@usenet.ucs.indiana.edu>
Source record: 199652

Here's a tricky one...

I'm running Uniterm V2.0e 015, and I have my default term setup to use auto-wrapping. However, when I use alt-f2 or alt-f10 to toggle 24/49 rows, 80/132 columns, it automatically switches to NO wrapping. I know it's just an inconvenience for me, but can I fix it to not switch?

By the way, is Simon Poole (author of uniterm) still around the net somewhere? Is there a new(er) version of uniterm around?

Thanks
David

429. Re: Civilization: 2 questions

Newsgroup: comp.sys.atari.st
Date: 1993-10-07 23:28:21 UTC
From: s883334@minyos.xx.rmit.OZ.AU
Message-ID: <2928ml$34k@aggedor.rmit.OZ.AU>
Source record: 199657

On the subject of Civilisation, the version I have crashes frequently,
especially when trading technology, though at various other instances as well.

I've tried the patches suggested below by proche@imag.fr, but could
not find either of the sequences mentioned (I even gave up and searched the
entire disk for them - still no luck)

> In the file GAME.PRG, search for the sequence
> 4EB9 0005 737E 4FEF 0014 700D 3F00 (sector 176 of file GAME.PRG),
> then replace 4EB9 0005 737E with 4E71 4E6E D03B

> In the sector 176 of file GAME.PRG, look for the sequence
> 3F03 3F02 2F39 0006 024E 4EB9 0005 737E 4FEF 0014, or,
> if you made my silly bug fix 3F03 3F02 2F39 0006 024E 4E71 4E6E D03B 4FEF 0014
> then change it to 6000 000E <<<<<<<<<<unchanged>>>>>>>>>> 4FEF 000C

Any ideas ???

- James.

430. Re: ATARI.ARCHIVE.UMICH.EDU

Newsgroup: comp.sys.atari.st
Date: 1993-10-07 23:29:43 UTC
From: Lexicor@world.std.com
Message-ID: <CEJvxJ.4A9@world.std.com>
Source record: 199654

In article <93280.153524STIRRE31@maine.maine.edu>,
<STIRRE31@MAINE.MAINE.EDU> wrote:
>Try to get on to UMICH through WUARCHIVE.WUSTL.EDU. I have
>pretty good luck doing so.
>-stirre31

Did you try looking at the mirrors of atari.archive?

Oh..and btw...what are the best places to put atari stuff on i.e. FTP sites
other than atari.archive, wustl and uni-kl?

Thanks

yat

431. Re: Motif, Unix and X

Newsgroup: comp.sys.atari.st
Date: 1993-10-07 23:38:51 UTC
From: ehood@convex.com
Message-ID: <1993Oct7.233851.27814@news.eng.convex.com>
Source record: 199655

In article <29200d$6j4@usenet.ins.cwru.edu>,
jaszcz <jaszcz@donald.EEAP.CWRU.Edu> wrote:

>>It was quite amusing to see how my original question, in the process of being
>>answered, became a topic of discussion about implementing X on the ST.
>
> i think that would be difficult without implementing unix first...

As mentioned by someone else, X is not Unix specific. X is meant to
be OS transparent. However, if one wants Xlib and Xt on an ST,
then some OS's are more suited than others. One can develop
an X server implementation for an ST w/o Xlib. All that is needed
is that the server understands the X protocal. If you want
the ability to port X clients to run on a ST, than Xlib needs
to be developed for the ST.

>
>>gathered something about how Motif was very successful, and so, it would be
>>released into the public domain. Now, I do not claim this to be true. It is
>>only the impression I got when I scanned the mag. I could not read the whole
>>article.
>
> umm... i think that's old news... i think motif (the window manager)
>comes with the xwindow distribution... it's hard to find a workstation
>that doesn't run motif... i think some dec's run twm (tim's window manager)
>still...

Motif window manager (mwm) is not part of the standard distribution of
X by MIT (to the best of my knowledge). Motif is licensed by OSF.
Many vendors have licensed Motif, and therefore it is available on many
workstations (even Sun switched over to support Motif). I do not
believe that Motif is publically available.

BTW, 'twm' stands for Tab Window Manager, and it is distributed
with X.

--ewh
--
Earl Hood | CONVEX Computer Corporation
ehood@convex.com | 3000 Waterview Parkway
Phone: (214) 497-4387 | P.O. Box 833851
FAX: (214) 497-4500 | Richardson, TX 75083-3851

432. Converting Degas (PI1) bitmap to IBM

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 00:00:23 UTC
From: gburland@shl.com
Message-ID: <292ainINNpek@technet1.shl.com>
Source record: 199658

I am looking for a program to convert Atari ST Degas bitmaps created in low-rez (*.PI1) to some sort of common IBM bitmap format, such as *.PCX or Windoze bitmaps (*.BMP). Does anyone know of a program that will do this? It must be an IBM program as I no longer have access to an ST. (It's many miles away), but I have all of my degas bitmaps on IBM formatted disks. Any Help would be greatly appreciated.

Greg

433. Re: OS/2

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 00:11:01 UTC
From: janovetz@ehsn18.cen.uiuc.edu
Message-ID: <292b6l$em7@vixen.cso.uiuc.edu>
Source record: 199659

csullogg@cc4.crl.aecl.ca writes:

>FOr years and years I have been one of the most vocal opponents
>of Messy-DOS and WINDOWS kludge. Recently, I attended the Ottawa
>Government Computer show and had a one hour demo of OS/2.

>Loved it. Even though I now work with a TT/TTM195 during the day
>and a Mega4ST/Reflex (1024x496) in the evening, OS/2 has finally
>tweaked my interest in the PC world.

>Do not want a flame war; only pointing out that this die-hard
>Atari (first ST was Dec '85, owned a MegaST, MegaSTe, 1040STe,
>TT, SLM804, SLM605) and Mac enthusiast (only gave Spectre, not
>a real Mac) finally sees some nice things in the PC world.
>OS/2 has a nice look and feel (desktop) to it.

You know, it's funny you mention this because I have an Atari 1040ST which
I have had for 7 years. However, until just last year, I never even WANTED to
get a PC even though all the support was there for it. Last year, I was into-
duced to OS/2 on the UIUC campus. About 2 months later, I bought my first
Intel PC (486dx/50). I've been running OS/2 on it since. I think OS/2 is
a magnificen piece of work, and if you are thinking of switching platforms,
I'd be glad to help in the transition.

In the mean time, anyone want to buy my old Atari? It's going really cheap
now. Mail me.

/
/ * / Jake Janovetz
* *

--
janovetz@coewl.cen.uiuc.edu | "Growing up leads to growing old, then to dying.
| and dying to me don't sound like all that much
University of Illinois | fun." -John "Cougar" Mellencamp (Authority Song)
Urbana - Champaign |

434. Re: ST Apps

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 01:35:40 UTC
From: Steve.Basford@mettav.royle.org
Message-ID: <750226202.0@mettav.royle>
Source record: 199782

Instead of buying the drinks on 07 Oct 93, Graham Irvine said...

[Lots of good stuff about ST Apps deleted]

> What more can I say ? get a sub !

Yes Sir! ;-)

Thanks for the info mate,

```
+-----------------------------------------+-----------------------+
|InterNet: Steve.Basford@mettav.royle.org | NeST 90:102/108
|
+--------------------+---------------------+-----------------------+
|FidoNet 2:254/108.10|AtariNet 51:502/100.10|TurboNet 100:1011/0.10
|
+--------------------+---------------------+-----------------------+
Give a woman an inch and she'll park a car in
it.
```

* Origin: STeve's Cyber-Island (100:1011/0.10)

435. Re: Jaguar delayed?

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 01:36:38 UTC
From: rjung@netcom.com
Message-ID: <rjungCEK1t2.E3D@netcom.com>
Source record: 199664
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <1993Oct06.160706.26791@rchland.ibm.com> ricardo@rchland.vnet.ibm.com (Ricardo Hernandez Muchado) writes:
> - Sunnyvale, CA JAGUAR TO BE DELAYED 'TILL AFTER CHRISTMA
> -------------
>
> Our ever vigilant observers have reported the Jaguar is now expected to
> ship shortly AFTER Christmas 1993.

You didn't include your source, but I'm sure this "news" item came from ST REPORT. Of course, ST REPORT is the National Enquirer of the Atari world, and its editor is out to slander Atari any chance he gets.

I'd take this "news" with a MASSIVE grain of salt.

--R.J.
B-)

////////////////////////////////////|\\
Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
-------------------------------------+-----------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were chosen because you are the class clown and frankly, you're expendable."

436. Atari Jaguar on CBS THIS MORNING

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 01:55:01 UTC
From: rjung@netcom.com
Message-ID: <rjungCEK2nq.Fzz@netcom.com>
Source record: 199665
Cross-posted to: rec.games.video.misc,alt.games.lynx,comp.sys.atari.st

Subject line says it all. I was just told that (as far as anyone can determine), CBS THIS MORNING will be running a segment on the Atari Jaguar on Friday, October 8, 1993. The crew from CBS went up to Sunnyvale a while ago and stayed for about six hours. How much of that will be on the air is anyone's business, but it should be interesting.

Check your local TV listings for channel and times in your area.

--R.J.
B-)

////////////////////////////////////|\\
Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
-------------------------------------+-----------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were chosen because you are the class clown and frankly, you're expendable."

437. Re: Q: Patches for latest AHDI

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 02:00:09 UTC
From: jesper.kock@kockens.ct.se
Message-ID: <2cb49cbc@kockens.ct.se>
Source record: 199660

In a strange ;-) little letter Werner Fleck wrote:

WF> Or is there any documentation on how to configure AHDI (I think there
WF> are some configuration bytes in there...)?
WF>
Yes there is.. I have a little program were you can edit the SHDRIVER.SYS file
just as you want.. If you want it,plz E-mail me..

Grtz from Sweden:

```
_____________________________________________________________________
/______ | \
|( ST ) jesper.kock.@kockens.ct.se | "Old women should not |
| |____| | seek to be perfumed" |
|< oo > Wizard on -*-Kockens BBS-*- | |
| |\__/| | - Archilochus |
| \____/ ATARI ONLY +46-46-250256 | |
\_____________________________________|_____________________________/
```

438. Re: STE questions

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 02:00:09 UTC
From: jesper.kock@kockens.ct.se
Message-ID: <2cb49d6d@kockens.ct.se>
Source record: 199661

In a strange ;-) little letter Matthew Neal wrote:

MN> From: eaeg254@orion.oac.uci.edu (Matthew Neal Koundakjian)
MN>
MN> I have two questions that relate to STEs. First, do they use the six
MN> chipset ROMs like STFMs do, or the two chipset ROMs.

They use's the two chipset Roms..

MN> two chips, can I just plug in the two TOS 2.06 chips I have? Second,

Yes you can..But you also must change som jumpers..

MN> what sort of Ram do STEs use, SIMMs or SIPPs?

Simm's!

Grtz from Sweden:

```
_____________________________________________________________________
/______ | \
|( ST ) jesper.kock.@kockens.ct.se | "Old women should not |
| |____| | seek to be perfumed" |
|< oo > Wizard on -*-Kockens BBS-*- | |
| |\__/| | - Archilochus |
| \____/ ATARI ONLY +46-46-250256 | |
\_____________________________________|_____________________________/
```

439. RETOUSCHE PROFESSIONAL FOR SALE!

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 02:04:40 UTC
From: Lexicor@world.std.com
Message-ID: <CEK33t.74v@world.std.com>
Source record: 199662

I got a whole set nicely schrink wrapped of Retousche Professional for sale together with a Matrix COCO...

Also for sale is Sherlook, Didot Lineart and another Matrix Board...

Offer's please email me :)

Thanks

Yat

440. Re: OS/2

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 02:16:56 UTC
From: cmedley@wam.umd.edu
Message-ID: <292iio$odj@cville-srv.wam.umd.edu>
Source record: 199663

In article <7OCT93.09064744@cc4.crl.aecl.ca>,
<csullogg@cc4.crl.aecl.ca> wrote:
>FOr years and years I have been one of the most vocal opponents
>of Messy-DOS and WINDOWS kludge. Recently, I attended the Ottawa
>Government Computer show and had a one hour demo of OS/2.
>

I work with OS/2 daily... it is very nice. :)

>Loved it. Even though I now work with a TT/TTM195 during the day
>and a Mega4ST/Reflex (1024x496) in the evening, OS/2 has finally
>tweaked my interest in the PC world.
>

Yep, it is a nice OS. I think the beauty of OS/12 lies in how well it mixes
the "feel" of the ST or Mac with the power of a UNIX-type system. I think
NeXTStep is more advanced, but OS/2 seems more practical.

(and OS/2 runs DOS and Windows 3.1 apps in its current form)

>Do not want a flame war; only pointing out that this die-hard
>Atari (first ST was Dec '85, owned a MegaST, MegaSTe, 1040STe,
>TT, SLM804, SLM605) and Mac enthusiast (only gave Spectre, not
>a real Mac) finally sees some nice things in the PC world.
>OS/2 has a nice look and feel (desktop) to it.
>

Well, the onyl disagreement I have is with the "look and feel".
I think OS/2 is counterintuitive in many ways for someone used to a
Mac or ST. Windows is the same way, but OS/2 moreso. An example is
how they go about creating "shadows" (links) and copies... and also, how
everything is run on top of an expandable desktop (nice idea, but it
can get out of hand) and it seems (after 2 weeks of working with it) to
have no facilities for neatly arranging the icons where i want after a
sort of arrrange takes place.

>BTW, my Geneva package should arrive this week so it will be
>some time before I will actually consider switching platforms.

441. Re: TT Availability?

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 02:53:20 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1993Oct7.215320.17715@cobra.uni.edu>
Source record: 199671

In article <1474@usdtsg.DaytonOH.NCR.COM>, anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:
> In article <1993Oct5.205611.4012@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>>I have it on good authority that TT's are still (back?) in production. I
>>recently posted otherwise so if that was in error, I apologize. I'm still not
>>100% sure, however. Anyone else know the truth?
>
>
> From one of the last Bob Broadie RTC's on GEnie I got the impression
> that he said that TT's were back in production. Best place might be
> to check in one of the latest issues of Atari Explorer Online (since
> they usually carry the RTC transcripts)...
>
>
> Rob
> Robert.Anisko@daytonoh.ncr.com
> R.ANISKO@genie.geis.com
>
>
> "but officer, I WAS only going one way down the street (not the right
> way, but one way)..."

Who would want a TT today? Come on people, its time to move on and join the civilized world. Atari ST's, TT's and Falcons have been left behind and is not getting the proper nourishment from Atari. You are missing the use of Quicktime, multimedia and cdrom technology that is not available on the Atari. Macs and PC's have surged a head..

Peter Sinclair-Day
University of Northern Iowa

>

442. User group meeting notice

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 03:53:50 UTC
From: nickd@vpnet.chi.il.us
Message-ID: <1993Oct8.035350.7918@vpnet.chi.il.us>
Source record: 199695
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Suburban Chicago Atarians (SCAT) will hold its
October meeting on Tuesday 10/19 at 7:30 PM (room opens at
7:00) at the College of DuPage, Room K157 (Building K is just west of
Lambert Rd. on 22nd St.), in Glen Ellyn, Illinois. There
are Falcon030 demos and an 8-bit demo planned.

For more information, call the SCAT BBS (708) 545-2554 (24 hrs.,
3/12/24; 14.4Kbps coming soon), or contact Nick (see below).

Nick DiMasi
(SCAT V.P.)
phone: (708) 790-3435
Internet: nickd@vpnet.chi.il.us
Delphi: TURBONICK

443. POV-Ray 2.0 timings

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 03:54:06 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.YvLIWTvkYx6@semprini.waterloo-rdp.on.ca>
Source record: 199744

Here are some feel-good numbers for you folks that think I have nothing good to say about the Atari platform... ;-)

POV-Ray 2.0 was released this week (yahoo!)... POV-Ray is a really great free raytracer, and version 2 has some serious performance boosts...

I compiled POV 2.0 for OS/2 at work using GCC 2.3.3 (optimised) and for my ST using GCC 2.4.4 (optimised) under MiNT. Here's how long it took me to trace a very simple scene (basicvue.pov; an orange sphere on a blue plane):

'386/33 8M RAM, OS/2 2.1 - 1 hour 40 minutes, 20 seconds.
'486/33 28M RAM, OS/2 2.1 - 0 " 0 " 33 seconds. (!!!)

Atari ST, 4M RAM, MiNT 1.08 - 1 " 45 " 36 seconds.

That's right folks, the 8Mhz 68000 was _almost_as_fast_ as the '386/33. Why? I'm not sure; perhaps the TOS version of GCC optimises better, or perhaps our math library is faster at this sort of calculation.

Now, for those of you who think a Falcon030 is the same performance as a '486dx2/66, it would've traced the image in about 20 seconds. The Falcon would probably do it in 50 minutes (and that's being generous).

Oh, what POV-Ray options did I use? +w320 +h200 +q9 +a0.3 +ft (320x200x24-bits, save as a TARGA file, highest quality, best anti-aliasing)
--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

444. Re: ATARI.ARCHIVE.UMICH.EDU

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 04:00:43 UTC
From: rvenable@helix.nih.gov
Message-ID: <1993Oct8.040043.11952@alw.nih.gov>
Source record: 199666

In article <CEJvxJ.4A9@world.std.com> Lexicor@world.std.com (Yat W Siu) writes:
>In article <93280.153524STIRRE31@maine.maine.edu>,
> <STIRRE31@MAINE.MAINE.EDU> wrote:
>>Try to get on to UMICH through WUARCHIVE.WUSTL.EDU. I have
>>pretty good luck doing so.
>>-stirre31
>
>Did you try looking at the mirrors of atari.archive?
>
>yat

Actually, archive.wustl.edu is a mirror of archive.umich.edu; it is usually easier to gain access at the St. Louis site (Washingon Univ.). An alternate pathway to the same archive which often works is mac.archive.umich.edu

Someone pointed that out recently (I forget who), I tried it the last time I got rejected at atari.archive.umich.edu, and it worked just fine.

--
Rick Venable (301) 496-1905 |=| "Eschew
FDA/CBER Biophysics Lab HFM-419 |=| Obfuscation"
Bethesda, MD 20892 USA |=|
rvenable@helix.nih.gov |=| -- the Phantom Nerd

445. Re: Unix Windows -- X Windows?

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 04:35:08 UTC
From: mbaffoni@farad.elee.calpoly.edu
Message-ID: <1993Oct08.043508.169457@zeus.aix.calpoly.edu>
Source record: 199667

You know, I was just talking to Wolfgang (author of CoNnect)
about adding Unix Windows capability to CoNnect. However, he didn't think
that too many people would be interested (and left it out to keep the
executables smaller).

I was just wondering if this is true? How many of you would like
to see UW implemented on CoNnect...and would you be more likely to pay the
share-ware fee and register (for who haven't yet...)?

-MikeB

446. Re: MiNT & TCSH novice questions

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 04:44:47 UTC
From: mbaffoni@farad.elee.calpoly.edu
Message-ID: <1993Oct08.044447.179108@zeus.aix.calpoly.edu>
Source record: 199668

In article <1993Sep29.012052.1033@ibr.cs.tu-bs.de> thuerman@ibr.cs.tu-bs.de (Urs Thuermann) writes:

>CHRISTOPHG@BIOMED.UIO.NO (Christoph Gartmann) writes:

>>- somewhere in the readme of TCSH is stated that cursor up is or can be mapped
>> to previous command (CRTL-L). How?

Hi,

I use:

```
bindkey "^[A" up-history
bindkey "^[B" down-history
bindkey "^[C" forward-char
bindkey "^[D" backward-char
bindkey "^[E" list-choices
bindkey "^[I" complete-word
```

in my csh.rc. This maps the cursor keys to the proper tcsh manipulators (as well as the ESC key...).

-MikeB

447. Re: Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 04:52:39 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Oct7225239@flammulated.owlnet.rice.edu>
Source record: 199669

In article <290tunINN1f0k@rs1.rrz.Uni-Koeln.DE> aeg03@rrz.uni-koeln.de (Jan T. Kim) writes:

There is a program called Riemann II. It has been reviewed in the
c't (German compter magazine) in a late 1992 issue. I don't have
it, but I saw it on computer shows, it looked just like
Mathematica to me. The c't review says the same.

Does anyone know if I can get this anywhere in the US? I'd really
like to get this program..

>Yes, there is a Maple for the ST line, but it is only version 4.2, without
>GEM. You can't get the actual version 5.2 for the ST, but for the PC, Mac
>and Amiga ! The version 4.2 looks against the version 5.2 for the Mac like
>a very old, poor and dirty programm. And the ST version 4.2 don't run on
>the TT.

Is the graphical stuff the only difference? I could live with a version that was text only...

<rest deleted>

--
---> Kendall Gelner (kendall@rice.edu)

448. Re: CyReL Sunrise graphics card

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 05:10:59 UTC
From: mbaffoni@farad.elee.calpoly.edu
Message-ID: <1993Oct08.051059.103497@zeus.aix.calpoly.edu>
Source record: 199670

In article <60.37617.4514.0N184D87@canrem.com> cybercube.research@canrem.com (Cybercube Research) writes:
>Hi Mike,
>
>thanks for the nice words about our graphics cards. Did you by
>any chance check out our software offers at the show. We do have
>quite a bit more than 'just graphics cards'.

Unfortunately I was short of time...or I might have worn out more than just a few people's patience. :)

>We are just releasing the new versions of our VDI drivers, once
>again, we've improved the speed of the redraws and added some
>features like the CyReL Ambiance Desktop Image Manager, which
>allows you to either install a custom color palette fading (and enjoy
>those absolutely stunning 16.7 million color hues) or your favourite
>image in the desktop background. All this can most of the time be done
>WITHOUT wasting your main memory. Special routines utilize the cards
>memory to the maximum and take advantage of the extra fast redraw
>capabilities. A special version for 'non-CyReL M16-1280' users will be
>available shortly.

Ok, I'll bite - Will it work on your competitor's cards? Like...
oh I don't know, maybe one of NOVA's cards? Perhaps a model like the NOVA16M?

BTW, you guys don't happen to have any competitive upgrade specials, do you? <grin>

>If you have any more questions, please feel free to drop me a note.
>
>Thanks,
>
>Ralf.

Consider this note dropped. :)

-MikeB

449. Re: Cyril Sunrise video card

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 05:41:33 UTC
From: mbaffoni@farad.elee.calpoly.edu
Message-ID: <1993Oct08.054133.132382@zeus.aix.calpoly.edu>
Source record: 199680

In article <CE3Int.Hq0@world.std.com> Lexicor@world.std.com (Yat W Siu) writes:
>In article <1993Sep28.025052.191138@zeus.aix.calpoly.edu>,
>Michael Baffoni <mbaffoni@farad.elee.calpoly.edu> wrote:
>>In article <112822@hydra.gatech.edu>,
[don't be surprised if this doesn't look familiar - I snip without regard
to danger or copyright :>]
>> I'm one of those guys who would agree with that
dealer. I had a >
>>chance to see it in action at the Glendale Atari faire and I've been
>>regretting my decision to buy my NOVA ever since (of course, at the time I
>
>THat's very unfortunate....however you are able to upgrade to a SUperNOVA with
>regular NOVA if supergraphics is what you want....:) and I'd say SuperNOVA
>is on par with the Cyrell.

Hold on a sec. At that time, I didn't even _know_ about SNOVA.
As such I was comparing what I _know_. Of course, I would have been MORE
than happy to look at and review an SNOVA if I had seen it at the Glendale
faire. In fact, judging from the specs, if someone had let me ... say
demo it at home...I'm sure it would take a lemon wrapped-round a gold
brick to wipe the grin off my face. As it was ...

>> One thing to remember is that the Cyrel is the best, _not_ the
>>cheapest. At the Show it was on special for $1000, normal Retail was
>
>hmmmm....;) a little quick on that one :) There are SUperNOVA and MAtrix
>TC1208 Graphics Cards around too you know ;)

Tsk, Tsk. I knew I should have thrown a AFAIK in there somewhere.

>>$1500. However, it supports 800x600x_32bit_ (not just 24bit like the
>>NOVA), it was _much_ faster in all resolutions (it has something like

>Cyrell is a very fine card...however I'd say that the Card to compare the
>Cyrel with is the SuperNOVA not regular NOVA as that cost's about 529 U$D
>which happens to be about 1000 U$D cheaper than the regular Cyrell Retail..
>I mean if that is a problem..I guess you've got a lot of money ;)

You mean the NOVA took another price dip? Bummer - thats about
$100 cheaper than what I paid...

>Also the SUperNOVA IS a 32bit Graphics Card and both Cyrell as well as the
>SUperNOVA can display 640x480 in 32bit Color Graphics (not 800x600x32bit as
>both boards have 2 Megabyte VRAM and 800x600x32bit wouldn't fit in VRAM)

I'll ignore the space incongruity since someone else brought it up
... do you know of any software available that takes advantage of the

Alpha channel?

>The SUperNOVA regular retail is 999.99 U$D :)

How do you work the upgrade?

>>twice the pixel clock of the NOVA...128MHz sounds right) and it had the
>SuperNOVA has 135 MHZ, regular NOVA has 90MHZ
Well, with a brain like a seive, I could well be off <dodges flames from
the Cyrel supporters>.
>>ability to intercept calls to the hardware so that most software that is

>Did you try using the Emulator.PRG with the NOVA?

Actually yes. However, I must admit that I don't know how the
Cyrel stacks up comparatively to the NOVA as far as it's compatibility
modes sicne I don't have a Cyrel to compare...

>>not "video expansion aware" worked fine in the TT or ST compatibility
>>modes. Also, unlike the NOVA, the Cyrel is all on the VME card, whereas
>>the NOVA is a VME adapter to a black box containing was is esentially a
>>ATI 24-bit graphics card.

>The SUperNOVA is essentially a Graphics Ultra Pro from ATI, which is a 32bit
>Graphics Card..once again ;)

>And what is the advantage of that? You can use one of the best and most
>respected graphics cards in the PC Market not only on your TT or Mega STE
>but also on your PC if you wished to do so, considering the way the market
>is heading...the SUperNOVA allows you to go both directions. If you read the
>CICERO Extrablatt, they commended that idea and concept.

Sorry, but I've never heard of "CICERO Extrablatt" <kindof sounds
like something from Hitchhiker's Guide to the Galaxy>. It sounds like a
good idea - being able to use PC cards. However, which cards are
compatible with my present hard/software? Could I buy my own IBM card,
put it in my black box and just get a software update? Does the SuperNOVA
come with a more complete manual (mine has the last couple of chapters
missing - just has the titles...).

>>resolutions, it is faster than the built-in video of a TT. It is pretty
>>solid in coping with other software. The only slowness I have ever

>The added strenght of the NOVA is it's compatibility and software that
>comes along with it, eg. ReSWTICh that allows you to switch the
>resolution and colors without a reboot. Also it has a very fine VMG allowing
>you to produce whatever resolution you like on your board.

Now that is something I didn't know. From the description of the
manual, it sounded like it was just a rebooter. I had been wondering how
you would get the card to have more than one resolution running at a time
(as was described in the manual).

>>I'm happy with it, I just wish I had a better monitor <grin>. I almost
>>forgot, NOVA comes with a utility that lets you make custom resolutions so
>>you can exploit the limits of your monitor (you are just limited to
>>640x480 in 24bit color), and can use a hardware-scrolled virtual desktop
>>(scroll around in a 1024x1024 region with a 640x480 window, etc.).

>What's also interesting is that NOVA Boards can be upgraded..you can use
>the same board in a Mega ST, Mega STE or TT...just need the adaptor which
>is available. What is also interesting is that you can use your NOVA on a
>regualar 1040 or 520!

>>-Mike Baffoni
>>Happy Nova user.
>><who secretly wishes he had the money for a Cyrel>
>
>Yat Siu
>Happy SUperNOVA user <grin>

Showoff. <grin>

>Ps: Well Mike...if you really want 32bit Graphics and high speed you can
>upgrade your NOVA to a SUperNOVA...

Well, then talk me into it. :)

-MikeB

450. Dungeon Master/Chaos Strikes Back

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 05:48:48 UTC
From: simon@hurricane.seas.ucla.edu
Message-ID: <simon.750059328@hurricane>
Source record: 199706

Anyone have this game for sale or knows a place that sells this?

-Simon

451. Re: Jaguar delayed?

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 05:48:54 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <92630@cup.portal.com>
Source record: 199681

>its editor is out to slander Atari any chance he gets.

Interesting to know you think this is true, RJ, while Atari obviously
does not agree with you.

With all the lawyers and all the money they've thrown at suing Nintendo
over every little thing, Atari Corp has *never* brought action against
STReport for libel.. (that's the applicable term, not slander).

Atari might not LIKE what STReport says, but they can't prove it's
libelous, or as badly as they hate it, they would have slammed it hard
legally.

So do YOU have proof that Atari doesn't have, to make public charges like
that..?

BobR

452. Re: TTram 4mb -> 16mb DIP SETTINGS ?

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 05:51:28 UTC
From: mbaffoni@farad.elee.calpoly.edu
Message-ID: <1993Oct08.055128.142117@zeus.aix.calpoly.edu>
Source record: 199682

In article <CE60F7.EvK@hermes.hrz.uni-bielefeld.de> itschere@techfak.uni-bielefeld.de (Torsten Scherer) writes:
>In article <...>, mluoto@plootu.Helsinki.FI (Markku Luoto) writes:
>|> hello,
>|> anyone KNOW whitch dip switch I should switch when replacing the TT's
>|> old 1mb simms with 4mb ones ?
>|>
>
>That's the first time I've ever heard the TT uses simms!
>And it's the zero-th time I've heard it can handle 4MBit simms!
>Or are you talking about a third party memory upgrade card?

Thats because most people with TT-RAM-bare systems are asking how to upgrade their memory. What is being described is the Atari TT-ram board that holds either 4-1MB SIMMS or 4-4MB SIMMs - but you still need to buy the board and Atari doesn't (to my knowledge) sell it unpopulated. In fact I think you can only get it if your system comes with it (can't buy it separately...but who knows what dealers will do after if leaves Atari...). Of course, Atari doesn't send along a nice little one-page description of how to change the dips to have it handle 4MB SIMMs because that would imply you are breaking your warranty - and they wouldn't want a travesty like that to happen. <1/2 grin>

Of course there are 3rd party vendors that sell boards with 8 or 16 banks that hold up to 16MB SIMMs...(a certain 256MB comes to mind...)

BTW, does anyone know how to upgrade to the Medusa? I thought they were going to publish the '040 upgrade in some magazine...probably wasn't in english though. Anyone have an English version of the Medusa upgrade schemes?

>Schiller
>--
>Torsten Scherer (Schiller, TeSche...)
>Technical Faculty, University of Bielefeld, Germany (53'5"N 8'35"E)
>EMail: itschere@techfak.uni-bielefeld.de / tesche@dave.hrz.uni-bielefeld.de

-MikeB

453. Re: Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 06:00:08 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2cb31c14@p2.stacken.ct.se>
Source record: 199672

> From: hutch@bellman.lanl.gov (John Hutchinson)
>
> OK, "The Atari market today is worse than it was six years ago, Atari
> dealers are harder to find and there are fewer software titles
> available." Hey, now _that's_ some ground breaking news, eh? But I
> _still_ might recommend a Falcon purchase to someone if I thought it
> best for their needs.

Not quite... There has to be _more_ software availabe today and the quality is
much better then six years ago. The rest is true.

-- --
_ /_/___ /_ _____
>>--------------------/ /atrik __/anfridsson \----------------------<<
// patrik.sanfridsson@p2.stacken.ct.se sanfrids@elixir.e.kth.se \\
<< Fido 2:204/419.2 STacken BBS +46-142-19331 NeST 90:1100/110.2 >>
\\ Korskrog Hus A S-590 30 Borensberg S w e d e n +46-141-70520 //
>>--------------------__F_A_L_C_O_N__0_3_0__/----------------------<<

454. Re: Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 06:00:08 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2cb34387@p2.stacken.ct.se>
Source record: 199673

> From: jhenders@jonh.wimsey.bc.ca (John Henders)
>
> I'm glad to hear Sweden and the Netherlands seem to have a healthy
> scene going, but please don't imagine that because you do, everyone
> who complains is just whining.

I wouldn't exactly call it "healthy", more like "still surviving". Atari Scandinavia closed office last summer. Hopefully the Jaguar will see them regain some of their lost presence.

> I know when it came time for me to look at a more powerful computer,
> that nothing Atari makes was in the running, and unfortunately, this
> seems to be the case around here. The Falcon can not hold it's own in
> it's price class, no matter how much people would like it to.

I agree that the price should be lower but looking at the competition, there were no real alternatives, at least not for me. Nothing that I found could give me the same performance at a lower price. The Intel clones are fast on number crunching but offers little exitement on anything else. I also had a lot of software and many years of knowledge that I would loose if I jumped ship and perhaps most importantly, no other platform seems to have the strong user following that the Atari community are lucky enough to have. It's a great support in the very true meaning of the word.

> Atari had released math libraries in the Dev knit that took advantage
> of the DSP, then you might make a case for the added speed of the DSP
> making a difference, but when extra thought has to go into programming
> for it, especially on a multi-platform piece of software, I can
> guarantee there is not enough money in the Falcon sales to do a special

There are however some Falcon applications that you will probably never see on a clone this side of $3000+.

> port Anyway. To make a long story short, can _any_ Atari enthusiast
> honestly tell a North American who was disappointed with Atari support
> 6 years ago that things have improved now? If you're lucky enough to
> have a dealer nearby, (s)he's likely to be dedicated and enthusiastic,
> and you'll get good service. If you don't, I hope you like mail

Improved it has not, but hey, if you're happy with your computer and you know where to turn to buy your software then so what? This is not IBM, Apple or Microsoft we're talking about. I would never expect Atari to provide any large support, nor would I like paying them to do so.

The only way Atari can improve on the dealer situation is to make and sell more computers. The Falcon is a good step in that direction. I hope to see the price come down on the current Falcon and then to see a "high-end" Falcon040 in a new

case appear to satisfy the "power users" because I think this is the only way to go if Atari wants to stay in the computer market other than as a very small nisch machine.

Part of the problem is that the market has gone from home computers to business computers. The avarage clone is surely no ideal home computer but it has become one thanks to it's low price. Windows has done some job of making it more user friendly but generally I've found that working with clones is a constant pain and stryggle to make it do what I want and not what it thinks that I want.

> As a former contract programmer for an Atari developer, I can also
> say that Atari isn't very helpful there either.

I understand that the dev docs have been awful in the past, but things like the new developer CD-ROM tells me it may be better in the future.

> And unless our music store is a fluke, counting on sales from music
> stores is a joke. If music stores carry and sell the Falcon, they
> will package one major title with the Falcon, usually Cubase or Notator,
> When the DTD stuff arrives, maybe it will get a boost. Otherwise, the
> huge midi market is a bust. There are no utilities sold in music stores
> that we take for granted, like UIS, or Warp9/NVDI. As someone
> involved heavily in professional music, I'm amazed at the number of
> musicians who know how to run one program on their ST, and that's it.
> Not a lot of inspiration for someone trying to program something new
> and different,

I think most musicians see the computer mainly as a tool for a specific task. If he has found a piece of software that does what he wants, then why bother looking for more? Some of them may have a more general computer interest but most are probably just using them to get their job done with as little fuss in as little time as possible.

-- --
_ /_/___ /_ __________
>>--------------------/ /atrik __/anfridsson \----------------------<<
// patrik.sanfridsson@p2.stacken.ct.se sanfrids@elixir.e.kth.se \\
<< Fido 2:204/419.2 STacken BBS +46-142-19331 NeST 90:1100/110.2 >>
\\ Korskrog Hus A S-590 30 Borensberg S w e d e n +46-141-70520 //
>>--------------------__F_A_L_C_O_N__0_3_0__/----------------------<<

455. Re: Connect WOES with Async IBX modem

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 06:01:14 UTC
From: mbaffoni@farad.elee.calpoly.edu
Message-ID: <1993Oct08.060114.150966@zeus.aix.calpoly.edu>
Source record: 199683

In article <289tpi$8gq@usenet.rpi.edu> oyakea@warren1a.its.rpi.edu (Amalaye Oyake) writes:
>
>
>Hi, and thanks for all the stuff, well let me get down to business,
>I have gotten connect up on my F030, even in multitasking mode but
>THERE IS ONE BIG PROBLEM. I am not sure if connect understands my modem
>my school uses the Asynchronous IBX modem for dorm-unix communicattions.
>Once you get a telecom package, and hook the modem cables and IBX plugs
>(an IBX plug is just a telephone jack), you should get a prompt
>that says "Welcome to IBX", no dial-up neccessary. This
>should happen immediately you hook up. However I do not
>know how to find such a prompt in coNnect, or even if coNnect understands
>my IBX async modem. The question is how do I start up coNnect ....
>for use as a terminal for my situation ?

Hi,

It sounds like you may have something wrong with your
configuration. It sounds like you are connected to a serial line and not
to a "modem" so you don't need to dial or anything. Just make sure that
the terminal window you have open has the right modem port selected, the
right baudrate (probably 9600 is standard for you system -ask a technical
person at your site what speed you should set your serial port to), and
that your cables are good. Don't be afraid to ask someone to check if
your cables are defective. Basically, any cables that would work on an
IBM will work on the Falcon. Once those are set up right, you should be
able to just "hit return" like everyone else and get a prompt (just make
sure you have a terminal window open).

>Thanks again ... Mr. Amalaye Oyake ...
>oyakea@rpi.edu

-MikeB

456. Re: Unix Windows -- X Windows?

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 06:50:22 UTC
From: c-hjr@math.utah.edu
Message-ID: <C-HJR.93Oct8005023@solitude.math.utah.edu>
Source record: 199685

I would use UW every time if it was free of bugs! I use FLASH not connect, but
I wouldn't if connect had UW!!!

Jeff Healey

457. Re: ATARI.ARCHIVE.UMICH.EDU

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 07:26:19 UTC
From: fvkampen@cs.vu.nl
Message-ID: <CEKHzw.K9D@cs.vu.nl>
Source record: 199686

<SAW151@psuvm.psu.edu> writes:

>I have been trying logon to the Atari.archive, but so far it is always busy ...
> is their anyway i can get on with out an anonymous accout? ..and are their any
>other atari FTPS? ...
> thanks,

> -SCOTT

> ===
> Scott Weiland -SAW151@PSUVM.PSU.EDU
> Computer Engineering; Penn State University
> "No great genius has ever been without some madness". -Aristotle
> ===

Look at src.doc.ic.ac.uk
/pub/packages/atari/umich
I never experienced anny business...

--
+---+
Florentijn van Kampen	"O dear", says God, "I hadn't
fvkampen@cs.vu.nl	thought of that", and promptly
(...) The World is Music (...)	vanishes in a puff of logic"

458. Re: 16-BIT-MUSICEDITOR (FALCON) FINALLY AVAILABLE!!!

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 08:00:08 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2cb44f16@troed.ct.se>
Source record: 199684

In a message of 07 Oct 93 12:08:53, Annius Groenink wrote:

AG> What you'd really be interested in is a program which translates
AG> German Rap into Americain Rap in real time.

Maybe someting for the DSP ... ;)

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

459. Re: ATARI.ARCHIVE.UMICH.EDU

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 08:00:45 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <2936nd$rjf@vishnu.jussieu.fr>
Source record: 199687

In article 122636SAW151@psuvm.psu.edu, <SAW151@psuvm.psu.edu> () writes:
> I have been trying logon to the Atari.archive, but so far it is always busy ...
> is their anyway i can get on with out an anonymous accout? ..and are their any
> other atari FTPS? ...
> thanks,

Just connect to msdos.archive.umich.edu or mac.archive.umich.edu, there isn't anyone, and you have just to go into atari directory.

So long,

M.Bourlon

>
>
> -SCOTT
>
> ===
> Scott Weiland -SAW151@PSUVM.PSU.EDU
> Computer Engineering; Penn State University
> "No great genius has ever been without some madness". -Aristotle
> ===

460. Re: Geneva icon move problem

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 08:13:28 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <CEKK6H.Fsr@cs.bham.ac.uk>
Source record: 199688

In article <291324$492@titan.ucs.umass.edu> stewart@titan.ucs.umass.edu (Bob Stewart) writes:
>In article <2cad8268@p4.troed.ct.se>,
>
>>May I ask how I can aquire the upgrade-patch to take NeoDesk from v3.02 to
>>v3.04? Does 3.04 work with MultiTOS?
>>
>The NeoDesk 3.02 -> 3.03 patch is available for download on GEnie, Compuserve,
>and probably just about any other ST public BBS. I'm pretty sure it is also
>available from the UMich Atari archive. 3.03 does work with MultiTOS. 3.04
>is only necessary for users of Geneva, and is only available with Geneva.
>

The patch on a.a only works on USA versions of Neodesk. You *must* get
the upgrade disk for the correct country!

I have the UK upgrades from 3.01 -> 3.02 -> 3.03. Can I post them to
a.a legally? They are of course, *useless* unless you have a
registered copy of Neodesk.

--Chris

461. Where to find the Jaguar☐

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 09:16:22 UTC
From: arjanvdm@htsa.aha.nl
Message-ID: <1993Oct8.091622.28841@htsa.aha.nl>
Source record: 199721

[No readable article body recovered]

462. Re: Warlords

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 09:24:35 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <PC1HB87T@math.fu-berlin.de>
Source record: 199689

In article <28rlea$sbu@tuegate.tue.nl>, error@stack.urc.tue.nl (Erlend Nagel) writes:
>I know the game and I also think the game is very addiciting especially
>when played with more than one person. It is also pretty old already. I
...
>version, especially since sound and graphics could be a lot better on
>the ST.

Obviously you are talking about the first Warlords which is an older game.
Warlords II came out not TOO long ago, and has VGA graphics, and Sound Blaster
support. The game is comletely mouse driven, and has digitized effects and
such.

+-------------------------+----------------------+--------------------------+
Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+-------------------------+----------------------+--------------------------+

463. Re: FTP-Sites

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 09:58:01 UTC
From: teh@unix.brighton.ac.uk
Message-ID: <1993Oct8.095801.6033@unix.brighton.ac.uk>
Source record: 199690

Carsten_Tolkmit@ki.maus.de (Carsten Tolkmit) writes:
> Hi Out There!
>
> I'm new to Mailbox-Systems, so I have a question:
>
> How do FTP-sites work, i.e. how can I use them?
>
> Ciao,
>
> Carsten_Tolkmit@KI.MAUS.DE
> (Net)

A (small) guide to ftp.

type ftp site_name

type ftp for a user name
type in your address for a passwd.

once in you'll probably want to type bin (to go into binary mode)
and hash (to have screen output whilst downloading (prevents ideal outs!))

now change to the directory you want
eg cd /pub/atari/falcon

use dir to see a list of the files

use get filename (this gets the file !!!)

use bye to log out!

BYE

ps two good sites:-
ftp.uni-kl.de
atari.archive.umich.edu

Tom.

464. Re: Notator Logic upgrade - $299 worth it?

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 10:17:23 UTC
From: djs@jet.uk
Message-ID: <1993Oct8.101723.11169@jet.uk>
Source record: 199698

In <CEIu8A.1q9@cs.ruu.nl> avgroeni@cs.ruu.nl (Annius Groenink) writes:

>...
>Yesterday I was working with my cracked version of 2.0, and just when...
^^^^^^^^^^^^^^^^^

Well, I hope that we never see you complaining about poor Atari support, then.
Of course, if you ever produce any sellable music with your hacked software,
you won't mind people pirating it and not paying you, will you?
--
David Stevenson djs@jet.uk JET Joint Undertaking +44 235 465028
(or `djs%jet.uk@uknet.ac.uk' if your mailer does not like `jet.uk')

- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

465. SHBUF

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 11:05:00 UTC
From: cybercube.research@canrem.com
Message-ID: <60.38230.4514.0N185A3A@canrem.com>
Source record: 199693

```
-> Does anyone know where I could get a program called SHBUF by Martin
-> Osieks (the man behind WinX)? I've tried several ftp sites and local
-> boards.

Hi Ofir,

why not ask the man himself ? *,*
\_/
You can reach Martin at Martin_Osieka@mtk.maus.de
Should you be unable to contact him or the files, let me know and I'll
get some of my friends to contact him.

Ralf.
```

466. Re: Mega STE TOS version --- THANKS!!!

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 11:08:05 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <293hml$kvb@cismsun.univ-lyon1.fr>
Source record: 199691

In article <1993Oct7.094512.1@vaxr.sscl.uwo.ca> richardson@vaxr.sscl.uwo.ca (John Richardson) writes:
>
>all those who replied; the consensus seems to be that there is little to worry
>about with a mega STE w/ 2.05. The most often mentioned problem was a problem
>with producing PC compatible 1.44 meg formatted disks (could this be corrected
>by using a program that formats 1.44 floppies?). I don't HAVE a 1.44 meg
>floppy, and I don't believe early mega STE's do either...so this is not a

I've a Mega STE w/ TOS 2.05 AND a 1.44 drive, and I use the excellent Pump Up the Jam formater available (at least) on atari.archive.umich.edu that gives me PC-compatible floppies, fast-load floppies (even PC ones) and more...

>problem for me :^) A mention was made about RS232 problems...if anyone knows
>any details about this I would appreciate the info. Anyway, thanks again to

I heard it is some problems with handshake problems that are annoying especial-ly with high speed communications... I could play Vroom and Stunt Car with comm-link anyway...
For other applications, ask another person.

Regards

Patrice

467. MiNT mailing list, where ?

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 11:23:13 UTC
From: tj@aisdo
Message-ID: <293ij1$i04@aiscube.AIS-Dortmund.DE>
Source record: 199557

Hello World
As i heard, there is a mailing list that can be joined, concerning
information about MiNT. Could someone please tell me if it's true,
and if so, how to join this list ?

thanx in advance Theo

--
------- Theo Janssen ----- tj@ais-dortmund.de -- - Theo_Janssen@un.maus.de ----
_____________________ Don't force it, use a bigger hammer ! _____________________
--
------- Theo Janssen ----- tj@ais-dortmund.de -- - Theo_Janssen@un.maus.de ----
_____________________ Don't force it, use a bigger hammer ! _____________________

468. Re: SHBUF

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 11:24:44 UTC
From: hesche@krone.cs.tu-berlin.de
Message-ID: <293im6$f7v@news.cs.tu-berlin.de>
Source record: 199692

In article <memo.785250@cix.compulink.co.uk> ogal@cix.compulink.co.uk (Ofir Gal) writes:

> Does anyone know where I could get a program called SHBUF by Martin Osieks

ftp.cs.tu-berlin.de (130.149.17.7, mail-server@cs.tu-berlin.de),
pub/atari/Utils/Shell/:
-rw-rw-r-- 1 hesche atarimod 10845 Aug 13 21:54 shbuf_13.lzh

Bye
Herwig
--
Herwig Schelauske, Charlottenburger Ufer 1, 10587 Berlin, Germany
Phone: +49 30.342 05 39 | InterNet: hesche@cs.tu-berlin.de | MAUS: B
Please send flames to dev/null

469. Re: PGP for ST?

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 11:55:00 UTC
From: bwwl@sun.rz.tu-clausthal.de
Message-ID: <1993Oct8.115500.23702@solaris.rz.tu-clausthal.de>
Source record: 199714

```
Big Guy (cse0947@desire.wright.edu) wrote:
> Does anyone know where I could obtain the ST port of Pretty Good
> Privacy(PGP) that is described in the PGP documentation. I have not been able
> to locate it with archie as of yet.

ftp.tu-clausthal.de:/pub/atari/misc/pgp23ast.lzh

This are only the *diffs* to the original source. You will need
ftp.tu-clausthal.de:/pub/unix/security/pgp/pgp23srcA.zip to
compile it with GNU-C.

Bye,
Wolfgang.
--
------------------------------------------------------------------------
Wolfgang Ley email: Ley@rz.tu-clausthal.de
Teichstrasse 9
D-38678 Clausthal-Zellerfeld "With workstations you can do a lot of
(Germany) nonsense. With PC's not even that..."
Phone: +49 5323 82132
------------------------------------------------------------------------
To obtain public-pgp-key use 'finger bwwl@sun.rz.tu-clausthal.de'
or query a public-key-server for 'Ley@rz.tu-clausthal.de'.
```

470. Re: Falcon + Space Junk Demo = WOW!

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 12:13:06 UTC
From: imr@cs.bham.ac.uk
Message-ID: <1993Oct8.131307@cs.bham.ac.uk>
Source record: 199696

Now I've got a bit of a problem with this Space Junk demo, I got it home on 3 disks, wrote a prgogram to concatenate it all into one. I then found out that my ZIP decompressor (STZip) can't cope with a 4.2Mb ZIP file! So then does anyone have one that can ? My options as far as I can see are get more memory in my falcon, get a better ZIP program or get some virtual memory program.

Well there ya go, how did everyone else extract it ??

Many thanks

Ian Rae
Software Engineering
University of Birmingham, UK

471. Re: Atari Compendium question

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 12:31:36 UTC
From: evgaster@hvsag01.ATT.COM
Message-ID: <EVGASTER.93Oct8073136@hvsag01.ATT.COM>
Source record: 199694

Could someone please post the exact title, name of the author(s), publisher and ISBN number of this book. Then we can all rush over to a bookstore and if it isn't on shell have it ordered.

Ed

472. Postscript Fonts for Pagestream

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 12:31:59 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CEKw5C.412@newcastle.ac.uk>
Source record: 199700

My friend has written a convertor program which turns the more widely available type of Postscript font (hint:the ones you get with MSwindows Adobe Type Manager) into ones which Pagestream can use - he doesn't think there will be a demand for it so he's not posting it - but he will if you all hassle him.....

His address is

S.J.Harrison@newcastle.ac.uk

So mail him if you want this making publicly available...

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 4883098
Stevenage,England.|| Snail-mail: 2 Sun Street, Suniside, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

473. Re: TT Availability?

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 12:35:24 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <1993Oct8.123524.20729@ibr.cs.tu-bs.de>
Source record: 199697

In article <1993Oct7.215320.17715@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
|> Who would want a TT today? Come on people, its time to move on and join the
|> civilized world. Atari ST's, TT's and Falcons have been left behind and is not
^^^^^^^^^^^^^^^ ???
|> getting the proper nourishment from Atari. You are missing the use of
|> Quicktime, multimedia and cdrom technology that is not available on the Atari.
^^^^^
I believe Atari was one of the first Computer with CD-ROM support,
remember the CDAR 504 (or somethin like that). GEMVIEW supports
Photo-CD if i remember right.

And the FALCON was the first low end computer with DSP, or do you believe
a SOUNDBLASTER qualifies as Multimedia-support?

The only problem is that Atari is too expensive and has only one model
no entry-level Falcon 029 w/o DSP (upgradable) and no high-end Falcon
040.

Wait, there is a Falcon 040 produced by a small firm in Germany
(I forgot the name) called Eagle. It is upgradable (Change of CPU-board)
has at least one VME-slot and supports lots of memory ST and TT RAM.
I've seen a review in last month ST-Computer/TOS.

BTW, what is Quicktime?

|> Macs and PC's have surged a head..
^^ Ah! That's civilized!!!
|>
|> Peter Sinclair-Day
|> University of Northern Iowa
|>

--
Axel Kielhorn

The blue wizzard

c0031098@ws.rz.tu-bs.de

474. Re: pure c. cost and distributers

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 12:35:38 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CEKwBE.4C2@newcastle.ac.uk>
Source record: 199701

Also note that a new version of Pure C is due any time now with Falcon extensions.

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 4883098
Stevenage,England.|| Snail-mail: 2 Sun Street, Suniside, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

475. Re: Resource/Icon Editor for Falcon colour icons and 3d buttons...

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 12:57:19 UTC
From: error@stack.urc.tue.nl
Message-ID: <293o3f$l8j@tuegate.tue.nl>
Source record: 199704

imr@cs.bham.ac.uk (Ian M Rae) writes:

>Hi,
> Can anyone point me in the direction of an icon editor for the 16 colour
>icons on the Falcon. the ones that come with the desktop are all well and good
>but get a tad bit boring after a month or so...

Zoom! from I think Shift, the makers of Interface. This allows making
these 256 color icons and it comes with lots of them too.

Erlend.

476. Re: TT Availability?

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 13:01:21 UTC
From: CASTAN@cip.physik.uni-stuttgart.de
Message-ID: <293ob1$c5s@info2.rus.uni-stuttgart.de>
Source record: 199702

In <1993Oct8.123524.20729@ibr.cs.tu-bs.de> c0031098@ws.rz.tu-bs.de writes:

> Wait, there is a Falcon 040 produced by a small firm in Germany
^^^^^^ TT 030 / TT 040
> (I forgot the name) called Eagle. It is upgradable (Change of CPU-board)
> has at least one VME-slot and supports lots of memory ST and TT RAM.
> I've seen a review in last month ST-Computer/TOS.
Gerd

---
internet: CASTAN@cip.physik.uni-stuttgart.de G.Castan@physik.uni-stuttgart.de

Real Name: | Drei Dinge muss ein Mann in seinem Leben tun:
Gerd Castan | Einen Editor schreiben.
Hoehbergstr. 16 | Ein Kind zeugen.
D-70327 Stuttgart | Und sterben.

477. Re: Where to find the Jaguar☐

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 13:02:11 UTC
From: arjanvdm@htsa.aha.nl
Message-ID: <1993Oct8.130211.1692@htsa.aha.nl>
Source record: 199722

In article <1993Oct8.091622.28841@htsa.aha.nl> arjanvdm@htsa.aha.nl (Arjan van der Meer) writes:
NOTHING!

Is Arjan van der Meer THAT stupid???
I Guess, but, because it's Me, I will say what he wanted to say,
before Pnews blew it off!

I'm looking for newsgroups about the Atari Jaguar, except from this one:
comp.sys.atari.st & it's other 'brothers'

I've read about Rec.video.games.misc - But can't find it!!!

Please Help!

Arjan van der Meer

By the Way, sorry, but it was my first time? So please don't be angry!

*** Not handsome, not smart, not ideal, only CRAZY (AND STUPID!) ***

478. Re: OS/2

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 13:06:16 UTC
From: martin@maja.nlp.physik.th-darmstadt.de
Message-ID: <293ok8INNm3d@rs18.hrz.th-darmstadt.de>
Source record: 199703

Hi all!
There have been some positive postings about OS/2 here on the net. It seems as if OS/2 is a logical successor of Ataris former philosophy: easy to use, powerful and a cheap and solid ground to work upon. At least these were my considerations when deciding to join the OS/2 world. Only Linux seems to be competitive. I just want to add the information that Darek Mihockas Gemulator works really great with OS/2 2.1 - so you can keep in touch with the Atari world and don't have to spend money for programs you already bought and are familiar and satisfied with.

Greetings, Martin

Martin Wiesenfeldt TH Darmstadt, Inst. f. Angewandte Physik
Tel.: +49-6151-163086 Schlossgartenstrasse 7, D64289 Darmstadt
Fax : +49-6151-164534 email: martin@nlp.physik.th-darmstadt.de

479. Re: Gemulator

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 13:13:19 UTC
From: rrk@vixen.cc.bellcore.com
Message-ID: <1993Oct8.131319.9781@porthos.cc.bellcore.com>
Source record: 199705

In article <28v5o4$5bo@cnn.sim.es.com>, gbennett@friendly.es.com (Greg Bennett) writes:
> In article <A53314@SL.maus.de>, Stefan_Damerau@sl.maus.de (Stefan Damerau) writes:
> > In article CECDuy.Ioo@csn.org Kevin Fason wites:
> >
> > K>Gemulator. I have a friend who is interested in it. He has a 486SX/25.
> >
> > If the Ststistics from Gembench 3.22 are real, I only can say: Forget about
> > that. The Average Speed of this Emulator (working in a 486/66) is almost the
> > same like an old 8MHz ST ...
> > On a 486SX/25 it should be like a ST with MultiTOS and four Applications
> > running ;-(
>
> That's strange, I am running Gemulator 3.0 on a 486DX33 and the statistics
> show that I'm running ~1.3 times the speed of a standard ST. Did your
> friend run it with quick turned on? Also was he running it with the SVGA
> drivers loaded. If I run the benchmark with SVGA resolution and in 16
> colors I notice quite a slowdown.
> --
> Greg Bennett A.K.A. 'The Friendly User' (.).) { Belgium! *}
> gbennett@friendly.sim.es.com ^ '
> Evans & Sutherland Simulation Division ___/
> My opinions are my own, nobody else wants them!
>
> * See Hitchhiker's Guide to the Galaxy (US version)
> --

How does CAD 3D 2.0 do? or Cyber Sculpt? or Cyber Texture?

Randy Kutz Bellcore ..!bellcore!vixen!rrk
or rrk@vixen.cc.bellcore.com

480. Re: TT Availability?

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 13:22:41 UTC
From: gruber@austin.ibm.com
Message-ID: <CEKyHt.247n@austin.ibm.com>
Source record: 199707

> Who would want a TT today? Come on people, its time to move on and join the
> civilized world. Atari ST's, TT's and Falcons have been left behind and is not
> getting the proper nourishment from Atari. You are missing the use of
> Quicktime, multimedia and cdrom technology that is not available on the Atari.
> Macs and PC's have surged a head..
>
> Peter Sinclair-Day
> University of Northern Iowa

Pete,
If I had the cash, I could buy a CD-Rom for the TT and a
driver from DMC Publishing that allows me complete compatability
with Kodak Photo-CD discs today.

The Falcon as I am sure you are aware can do direct to disk recording
and with the software development that is going on now is becoming
a machine that I'm looking at, you can see from a post a little while
back the types of software available :::

Scott

*Disclaimer : This post reflects the view of the poster and not in any way shape or form
of IBM

AV = available now
SO = available soon
DV = under developement

PAINT PACKAGES
==========
Prism Paint AV - Was on an ST Format Cover Disc!!!
Synthetic Arts DV
True Paint AV
Chranach Paint AV
Chagall AV - There is a PD demo of this
D2M DV
Merridean DV
Eclipse Paint DV

RAYTRCAING / RENDERING
==========
Phoenix / Xenomorph AV
Chloe DV - There is a PD demo of this
InShape AV - See review in ST USER (UK)

RETOUCHING PROGRAMS
==========

Photo Studio AV
Photo Studio PRO AV
Timix DV
DA's Picture DV

CAD
====
DynaCADD AV
DA's Vector AV

ANIMATION
==========
Autodesk Animator DV - Nice one, port from the PC.
Toki Line Test SO
Toki Story DV - These two will cost you the earth
TokiToons DV - A clipped for home use cheepy
Toki Video DV
Morphing Fun Machine ??

VIDEO
======
Screen Blaster AV
Blowup030 AV
FalconScreen DV - Higher resolutions...
Over Genlock SO
Matrix Grabber AV
Home Video Kit DV
JRI Genlock AV
TC Video Digitiser DV
Colour Thing DV - Port of PaintThing from the amiga

MULTIMEDIA
===========
JVC Interface DV
Picture Telephone DV - Video phone in a window!!!
MS Bookshelf DV
Comics Maker AV
Bit Bopper DV - Rave on mate ;)

DEVELOPEMENT TOOLS
==================
HiSoft BASIC 2 AV
DEVPAC 3 AV
Lattice C AV - Hisoft has upgraded all their stuff for the F030
Assemble/ADebug IV SO - 68030 assembler
Pure C/Pure Pascal SO - New versions of the BEST compilers in existence.
GFA Basic 4.0 DV - I thought GFA had abandoned Atari years ago...
FalcOS DV - AMOS / STOS
DSP-MOO DV - OOP DSP design enviroment.

MUSIC & AUDIO
==============

D2D Edit AV
4T FX AV
Notator Logic SO
Cubase Audio SO
DigiTape AV
Planet DV - like CB Audio but cheaper
Musicom AV
SMPTE Track Platinum AV
SPDIO AV
4I/4O SO - 4 stereo in/out audio ports
AD64X AV - 2*16bit sampling at 64*oversample !!!!!

BUSINESS
=========
BlackMail AV - Voice mail from the NextStep enviroment
Atari Works AV - If I ever get a copy....
NVDI AV
Superbase 4.0 DV

GAMES
======
ISHAR AV
Transarctica AV
Llamazap AV - Jeff Minters latest & greatest(see ST Format)
Yuppies Land DV
Vroom II DV
Suriya DV
Black Sect DV
Space Junk SO
Raiden SO - I don't believe them
Road Riot 4WD SO
Steel Talons SO
Cyber Assault DV
Tornado Flight Sim DV
Striker DV
Eclipse DV
Humans DV - I've seen this, it's quite good...
Daughters Of Serpents DV
Rome AD72 DV
Harrier AV8 DV
Chaos Engine DV - The Bitmap Brothers come into the fold...

=======================

481. PI Prize - last call

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 13:37:15 UTC
From: slyster@outb.wimsey.bc.ca
Message-ID: <slyster.0bh6@outb.wimsey.bc.ca>
Source record: 199710

Since the contest has 23 days to run, and since there have been many
e-mail requests for the info... this a the last posting!

THE STUART A. LYSTER PI CALCULATION FOUNDATION ANNOUNCES.....

A $50 (Canadian) cash award to the person who writes a program (using
ANY of the current algorithms - it is the prgrammers choice) that will
calculate PI the "fastest" (see #5 below). The winner will be
decided upon the following 7 grounds - the winner will be decided upon
by Stuart Lyster - his decision shall be final and unappealable (not
in quality, but in process!);

1) The program shall calculate the value of PI accurately using at
least TOS 1.4. In case of a tie, the program that is compatable
with later versions of TOS (including MultiTOS and GENEVA) will be
declared the winner.

2) The program will include the ability to write the value of PI to
the screen AND a disk (a hard disk is preferable, as someone might
eventually want to calculate beyond the 720K size of a floppy).
Writing the value to a printer is optional - but would be great
for parties.

3) The program will indicate by a screen display WHICH algorithm is
being used, and WHERE in the iteration process the program is
currently working.

4) The program shall write to screen/disk/printer (see #2) the
accurate digits of PI as they become established. (No fair simply
reading the value of PI from a file and writing them to the
screen. Cheaters who do this will have their computer infected
with the "Jimmy Bakker" virus - a virus which promises to feed
hungry children with your donations, only to have the money
channelled off to Heritage USA!)

5) The $50(Cdn) will be awarded as follows:
- $15(Cdn) to the programmer of the program which calculates
PI to 100 digits (accurately) the fastest.
- $15(Cdn) to the programmer of the program which calculates
PI to 1000 digits (accurately) the fastest.
- $20(Cdn) to the programmer of the program which calculates
PI to 10000 digits (accurately) the fastest.
Obviously, if a program does all three, then the total prize is
yours!
The program will be timed using my 520ST (1 meg) using TOS 1.4.
The decision of Stuart Lyster is final. You may appeal to a

higher celestial power if you think it will do any good.

6) Programs must be in the possession of Stuart Lyster by Oct 31st, 1993. Stuart Lyster assumes no responsibility for programs he does not receive, even though someone "swears to God it was sent two weeks ago!"
Programs can be sent by disk to:

THE STUART A. LYSTER PI CALCULATION FOUNDATION,
13800 Blackburn Avenue,
White Rock, BC V4B 2J6 (Tel (604)536-5389)

... or by UUCODE through Internet. Remember, Stuart is a complete idiot when trying to use UUCODE, so the Postal Service is probably your best bet.
Winners will be announced in November 1993, and the cheque(s) will be in the mail then.

7) It is understood by everyone submitting a program, that their program will exist in the Public Domain for free distribution. If you do not want you name associated with the program, please say so!

Why do this?

Why not. Besides, the calculation of PI is a way of testing the calculating integrity of a computer, which has to do millions of operations flawlessly to get it right. A PI Calculating program is a good bench test.

It is either that, or we ST owners will have to get a life. Me, I'd rather watch digits flash by my screen.

--
****
Stuart Lyster * The opinions expressed herein are not necessarily
White Rock, B.C. * those of my employer. I work for the church, and
CANADA * can't expect God to agree with me all the time.
****

482. Formulas for PI

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 13:38:20 UTC
From: slyster@outb.wimsey.bc.ca
Message-ID: <slyster.0bhc@outb.wimsey.bc.ca>
Source record: 199712

THANKS for agreeing to take a crack at writing a program that will calculate PI (to a user-inputted number of decimal digits to the right of the decimal place). This program is to run on the Atari ST/TT/ and/or Falcon030, with a minimum of TOS 1.4.

If you get this to work, my address is:

STUART LYSTER
13800 Blackburn Avenue,
White Rock, BC CANADA V4B 2Y8

I will reimburse postage!

My inquiry into a formula for calculating PI was piqued by the Scientific American article in 1988 by Borwein, about, "Ramanajun & PI." Borwein is one of two Canadian brothers (Math Dep't at Dalhousie University, Halifax, Nova Scotia) who together supplied the Quartically Convergent Algorithm that allowed David Bailey (of the Nasa AMES Research Centre) to calculate PI to 29,360,000 decimal places in January of 1986.

I have since been in touch with both David Bailey, and Tasahara Kanada by Internet E-Mail - both of whom were PI record holders in the 80s, until the Chudnovsky brothers and ther home built supercomputer came along.

It is one thing to come up with an algorithm that will converge quickly on PI. It is quite another to run that algorithm efficiently on a computer - even the Cray supercomputer Bailey used. There are a few arithmetic problems to solve in one's program, before actually running the thing.

Basically, the following is the 1984 algorithm by Borwein & Borwein:

Let a(0)=the square root of 2
Let b(0)=0
Let p(0)= 2 + the square root of 2

Then iterate the following formulae:

$$a(n+1) = \frac{(\text{square root } (a(n)) + (1 / \text{square root } (a(n)))}{2}$$

$$b(n+1) = \frac{\text{square root } (a(n)) * (1 + b(n))}{a(n) + b(n)}$$

```
p(n+1) = p(n) * b(n+1) * ( 1 + a(n+1))
-------------------------
1 + b(n+1)
```

p(n) converges quartically to PI, successive iterations of this algorithm yield 3, 8, 19, 41, 83, 170, 345, 694, 1392, 2788.... correct digits. This algorithm is NOT self-correcting, EACH of the ten iterations (to produce 2788 'correct' digits) must be performed with more than 2788 digits of precision.

More recently, Borwein & Borwein found another quartically converging (and better) algorithm. This finds 1 / PI:

```
a(0) = 6 - (4 * square root (2))
y(0) = (square root (2)) - 1

y(n+1) = 1 - (fourth root ( 1 - y^4))
-------------------------
1 + (fourth root ( 1 - y^4))

a(n+1) = a(n)*( 1 + y(n+1))^4 - 2^(2n+3) * y(n+1) * (1 + y(n+1) + y(n+1)^2)
```

A(n) converges to 1/PI.

To facilitate finding squares (and fourth roots!) and to find inverses, the programmer makes use of Newton's techniques to reduce both to simple multiplication:

```
x(n+1) = 2*x(n) - A*(x(n)^2) converges to the reciprocal of A

y(n+1) = 3*y(n) - A*(y(n)^3)
-----------------
2 converges to the reciprocal of the
square root of A
```

Bailey uses 'Multi-precision Multiplication' to keep track of the results of a large digit multiplication. put every digit into a cell of an array, and then....

```
z(0) = x(0)*y(0)
z(1) = x(1)*y(0) + x(0)*y(1)
z(2) = x(2)*y(0) + x(1)*y(1) + x(0)*y(2)

(....... alll the way to .............)

z(n-2) = x(n/2 - 1) * y(n/2 - 1)
z(n-1) = 0
```

Then you release the 'carries', so that if z(m)>9,

```
then z(m-1) = z(m-1) + INT(z(m)/10)
z(m) = z(m) - 10*INT(z(m)/10)
```

These are the best algorithms. They converge the fastest on to PI. But me, being the chicken that I am, tried (in ST Basic) to use Manchin's 'arctan' formula(s)

PI = 16 * (arctan(1/5)) - 4 * (arctan(1/239))

or a three step calculation....

PI = 24 * (arctan(1/8)) + 8 * (arctan(1/57)) + 4 * (arctan(1/239))

Since an arctan calculation can be reduced to the recursive formula:

arctan(x) = x - x^3 + x^5 - x^7
--- --- --- ....
3 5 7

It should be easy to compute Manchin's two-step or three step
formula.

--
****
Stuart Lyster * The opinions expressed herein are not necessarily
White Rock, B.C. * those of my employer. I work for the church, and
CANADA * can't expect God to agree with me all the time.
****

483. Doing PI for lunch

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 13:41:18 UTC
From: slyster@outb.wimsey.bc.ca
Message-ID: <slyster.0bhi@outb.wimsey.bc.ca>
Source record: 199713

A late flash in the world of calculating PI....

The Chudnovsky brothers of Columbia University in NYC hold the current world record at 2.26 Billion decimal digits of PI, done on a home built supercomputer, in the younger Chudnovsky's apartment.

They use an algorithm (I don't as of yet have my hands on it) that allows PI to be calculated as a 'chain letter'. I could calculate the value to 500,000 places, then ship the result to someone else, and they could pick up from there.

Ie. you don't have to start from scratch, like in the other algorithms, to get more decimal digits.

Does anyone have access to this algorithm? Does anyone want to be part of a PI chain letter?

--
****
Stuart Lyster * The opinions expressed herein are not necessarily
White Rock, B.C. * those of my employer. I work for the church, and
CANADA * can't expect God to agree with me all the time.
****

484. Re: Bye Bye My Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 13:48:46 UTC
From: eberl@Informatik.TU-Muenchen.DE
Message-ID: <1993Oct8.134846.24377@Informatik.TU-Muenchen.DE>
Source record: 199708

In article <CEItL4.1K0@cs.ruu.nl>, avgroeni@cs.ruu.nl (Annius Groenink) writes:
|> In <1993Oct6.141045.18424@Informatik.TU-Muenchen.DE> acher@Informatik.TU-Muenchen.DE (Georg Acher) writes:
|>
|> <story: someone blew up video chip by using 800x600 mode>
|>
|> >BTW: the name 'BlowUP' has nothing to do with 'just blown the video chip' :-)
|>
|> Are you sure? I've got a Spektrum graphics board and it sometimes shows
|> weird pixels in wrong colours (like green and purple in 1 bit monochrome
|> mode!). I heard this happens with other graphics boards as well,
|> so I suspect this is how the developers of the `crazy dots' board found
|> that name. So I wouldn't be suprised if the developers of BlowUP
|> actually found that 810x610 blew up the chip, but in 99% of the cases,
|> 800x600 was OK. When they couldn't find a nice name, they decided
|> (after drinking cans and cans and cans of beer) to call it BlowUP.
Believe me: No (Neither G.Acher nor me like beer !) And the name ... well we want to blow up the gfx resolution, not the falcon. And my own falcon was the first we experimented with. This happened back in January! (Yes, I got my falcon already last year, December 21st). And since then my falcon ran fine with 50 MHz pixelclock.

Of course the resolution itself has nothing to do with the videochips heat load. The only critical thing is the clock. And with 50MHz the chips inside don't get too hot. (You cannot boil water with them...!) Our maximum resolution is not given. If you (and your monitor) could bear five Hz screen refresh rate, you could get a resolution of several thousand pixels each axis ... (Of course I am joking, but theoretically it would be possible!!)

Bye, Michael

485. Connecting PC and Atari

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 14:07:13 UTC
From: ATOJALU@SDAV01.SEINF.ABB.SE
Message-ID: <1993Oct8.140713.17226@palantir.p.tvt.se>
Source record: 199709
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello all,

does anyone know if there is some kind of program available to connect a PC and an Atari ST using the serial or better and faster the parallell port.
The problem i have is that i want to use my PC's tapestation to backup my Atari's harddisk.
I am also planning to use this for filetransfers in both directions. In this case it would be possible to use Z-modem or such a protocol but in the case that i want to transfer a large amount of files located in several subdirectories it requires a lot of work. So i think that the easiest way would be to mount the servers disks on the client.

It would be great if there was a program like the INTERLINK in MS-DOS 6.0, where you mount all disks available on the "server" to the client.

Does anyone know if there is such a kit available for downloadaing with FTP, or is someone planning to make something like this. If not i think its about time to do so.
I am also interested in what commersial products that's available.

Waiting for reply in this news-group or by e-mail,

//JL

Jan Lundin E-mail: atojalu@ato.abb.se
Coordinator Tel: +46 21 347422
CAD/CAM Systems Fax: +46 21 122946
Fuel Division
ABB Atom AB
S-721 63 VASTERAS, SWEDEN

==

486. FALCON BACKWARD SETTINGS

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 14:13:50 UTC
From: kgrubb@cee.hw.ac.uk
Message-ID: <1993Oct8.141350.12790@cee.hw.ac.uk>
Source record: 199711

Newsgroups: comp.sys.atari.st
Subject: FALCON BACKWARD SETTINGS
Summary:
Followup-To:
Distribution: w
Organization: Dept of Computing & Electrical Engineering, Heriot-Watt University, Scotland
Keywords:

I suppose most Falcon users who also like to play ST games will have a
copy of BACKWARD, the FALCON-ST compatability accessory. What I would like to
do is compile a list of ST software which will work on the FALCON if BACKWARD
is used. The main problem with BACKWARD is that it is a trial and error
process. So if you have used BACKWARD succesfully for an ST program, please
send the name of the program, it's type eg. arcade game, word processor etc,
and the settings you used with BACKWARD. I will then compile these and re-post
on the net. Please E-Mail me personally at kgrubb@cee.hw.ac.uk

Kevin.

487. Re: the Atari TT line

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 15:52:48 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Oct8.155248.22699@newshost.lanl.gov>
Source record: 199717

In article sv9@charm.magnus.acs.ohio-state.edu, rcollins@magnus.acs.ohio-state.edu (Raymond Collins) writes:
>Call 1-800-253-0201, Computer Studio, their September add in Current Notes
>says, "Atari TT030, new shippment expected this month. Call for information
>and pricing"

Ah... that's great news! Hope the price has been cut, too. :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____

488. Re: Unix Windows -- X Windows?

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 16:01:53 UTC
From: scott@wijiji.santafe.edu
Message-ID: <SCOTT.93Oct8100153@wijiji.santafe.edu>
Source record: 199715

>>>>> "Jeffrey" == Jeffrey Ray Healey <c-hjr@math.utah.edu> writes:

Jeffrey> I would use UW every time if it was free of bugs! I use
Jeffrey> FLASH not connect, but I wouldn't if connect had UW!!!

Jeffrey> Jeff Healey

UW is the only program I really use on the atari.... (98% of the time, anyway) and UW is the only program that I know of (that I use?) that crashes consistently. Sometimes it's fast (ie: < 30 minutes) sometimes it can go for days... but it will crash eventurally. I'm running tos 1.4 with all the patches that I know.

It APPEARS to be some sort of "slow down" or something.. and I guess it is a garbage collection or memory allocation related problem. I noticed that I can sometimes "help it along" by going between windows quickly.

All this may be moot... in a month, though. :-)

Scott

489. 1040STf pieces/parts for sale

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 16:04:06 UTC
From: gbernath@oucsace.cs.ohiou.edu
Message-ID: <1993Oct8.160406.21526@oucsace.cs.ohiou.edu>
Source record: 199716

I've got a dissected 1040STf which had an RFI problem on the motherboard,
but everything else is OK and up for sale. This includes

TOS 1.04/1.4 (6 chip set) $40

plus a power supply, atari mouse, power cord, and anything else you
might think of (except for no floppy drive). Make me an offer on
anything you're interested in.

--
Greg Bernath gbernath@oucsace.cs.ohiou.edu

490. MGR running under MacMiNT

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 16:30:57 UTC
From: kuochun@cirrus.com
Message-ID: <1993Oct8.163057.24296@cirrus.com>
Source record: 199719

With the help of many people, I got the MacNiNT running on my mac.
The gcc is running well also. However, I tried to install MGR but fail.
First of all, I am not familar with mgr and I was told to modify the mint.cnf
file in order to launch mgr. Does any one have the experience to run MGR
under MacMiNT or MiNT? How should I do it right?

Thansk for your help.

k.c.

491. Re: CyReL Sunrise graphics card

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 17:41:06 UTC
From: Lexicor@world.std.com
Message-ID: <CELAGJ.1pG@world.std.com>
Source record: 199718

> Unfortunately I was short of time...or I might have worn out more
>than just a few people's patience. :)
>
>>We are just releasing the new versions of our VDI drivers, once
>>again, we've improved the speed of the redraws and added some
>>features like the CyReL Ambiance Desktop Image Manager, which
>>allows you to either install a custom color palette fading (and enjoy
>>those absolutely stunning 16.7 million color hues) or your favourite
>>image in the desktop background. All this can most of the time be done
>>WITHOUT wasting your main memory. Special routines utilize the cards
>>memory to the maximum and take advantage of the extra fast redraw
>>capabilities. A special version for 'non-CyReL M16-1280' users will be
>>available shortly.
>
> Ok, I'll bite - Will it work on your competitor's cards? Like...
>oh I don't know, maybe one of NOVA's cards? Perhaps a model like the
>NOVA16M?

I don't know..but if it is not Cyrell Specific..but for instance does
everything via legal GEMDOS / and/or VDI calls...then it should work just
fine...I guess that's what he meant by a special version for non-cyrel
user's...

>
> BTW, you guys don't happen to have any competitive upgrade
>specials, do you? <grin>

What's a competitive price upgrade? and what exactly do you mean? The NOVA
16M VME version is now available for these prices:

589 U$D + Shipping for non-lexicor user's
489 U$D + Shipping for Lexicor family members

For both VME and Megabus versions

The SuperNOVA 32bit Graphics System still cost's 999 U$D...

and NOVA too has their fair share of supporting software that comes along
with it....like ReSWITCH that allows automatic resolution switching of
color's AND physical screen withou rebooting...a virtual screen switcher,
th accessory, screen saver's, with the NOVA special Disk you get a few NOVA
specific games and a color calibration system for professional Color Print
in 24bit, a powerful Video Mode Generator that allows you to program any
resolution you like from as strange as 966x548 or 768x512, whatever you
like. The VMG allow's you to produce user-customed resolutions a cpx
controller etc. etc.

>
>>If you have any more questions, please feel free to drop me a note.
>>
>>Thanks,
>>
>>Ralf.
>
> Consider this note dropped. :)
>
>-MikeB

I hope this note didn't frop too heavy :)

Yat

492. Re: Cyril Sunrise video card

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 17:53:24 UTC
From: Lexicor@world.std.com
Message-ID: <CELB11.4yu@world.std.com>
Source record: 199720

In article <1993Oct08.054133.132382@zeus.aix.calpoly.edu>,
Michael Baffoni <mbaffoni@farad.elee.calpoly.edu> wrote:
>
> Hold on a sec. At that time, I didn't even _know_ about SNOVA.
>As such I was comparing what I _know_. Of course, I would have been MORE
>than happy to look at and review an SNOVA if I had seen it at the Glendale
>faire. In fact, judging from the specs, if someone had let me ... say
>demo it at home...I'm sure it would take a lemon wrapped-round a gold
>brick to wipe the grin off my face. As it was ...

Hehe...well now you do :) *grin*

>
>>> One thing to remember is that the Cyrel is the best, _not_ the
>>>cheapest. At the Show it was on special for $1000, normal Retail was
>>
>>hmmmm....;) a little quick on that one :) There are SUperNOVA and MAtrix
>>TC1208 Graphics Cards around too you know ;)
>
> Tsk, Tsk. I knew I should have thrown a AFAIK in there somewhere.
>

Well...fast at word *grin*

>>>$1500. However, it supports 800x600x_32bit_ (not just 24bit like the
>>>NOVA), it was _much_ faster in all resolutions (it has something like
>
>>Cyrell is a very fine card...however I'd say that the Card to compare the
>>Cyrel with is the SuperNOVA not regular NOVA as that cost's about 529 U$D
>>which happens to be about 1000 U$D cheaper than the regular Cyrell Retail..
>>I mean if that is a problem..I guess you've got a lot of money ;)
>
> You mean the NOVA took another price dip? Bummer - thats about
>$100 cheaper than what I paid...

For Lexicor User's..th NOVA took yet ANOTHER Price dip to 489 U$D!!

>>The SUperNOVA regular retail is 999.99 U$D :)
>
> How do you work the upgrade?

Very simple....if you have a NOVA VME 16M you send it in...and we replace
the actual board (as it is a completely different chip) and subtract around
400 U$D, so you basicall pay 599.99 for the Upgrade...or something like that
...not too sure about the pricing..but something like that..

>
>>>twice the pixel clock of the NOVA...128MHz sounds right) and it had the
>>SuperNOVA has 135 MHZ, regular NOVA has 90MHZ

> Well, with a brain like a seive, I could well be off <dodges flames from
>the Cyrel supporters>.

I hope so :), in Europe there are many thousand's of NOVA user's...so they
already have an established market there..

>>>ability to intercept calls to the hardware so that most software that is
>
>>Did you try using the Emulator.PRG with the NOVA?
>
> Actually yes. However, I must admit that I don't know how the
>Cyrel stacks up comparatively to the NOVA as far as it's compatibility
>modes sicne I don't have a Cyrel to compare...
>

Fair enough :)

>>>not "video expansion aware" worked fine in the TT or ST compatibility
>>>modes. Also, unlike the NOVA, the Cyrel is all on the VME card, whereas
>>>the NOVA is a VME adapter to a black box containing was is esentially a
>>>ATI 24-bit graphics card.
>
>>The SUperNOVA is essentially a Graphics Ultra Pro from ATI, which is a 32bit
>>Graphics Card..once again ;)
>
>>And what is the advantage of that? You can use one of the best and most
>>respected graphics cards in the PC Market not only on your TT or Mega STE
>>but also on your PC if you wished to do so, considering the way the market
>>is heading...the SUperNOVA allows you to go both directions. If you read the
>>CICERO Extrablatt, they commended that idea and concept.
>
> Sorry, but I've never heard of "CICERO Extrablatt" <kindof sounds
>like something from Hitchhiker's Guide to the Galaxy>. It sounds like a
>good idea - being able to use PC cards. However, which cards are
>compatible with my present hard/software? Could I buy my own IBM card,
>put it in my black box and just get a software update? Does the SuperNOVA
>come with a more complete manual (mine has the last couple of chapters
>missing - just has the titles...).

Mike...you are one of our first NOVA buyer's as it seems..and you got the
old manual..the new one is far more complete....send me email..and I'll
send you the latest Manual and Software upgrade for the NOVA :)..

>
>>>resolutions, it is faster than the built-in video of a TT. It is pretty
>>>solid in coping with other software. The only slowness I have ever
>
>>The added strenght of the NOVA is it's compatibility and software that
>>comes along with it, eg. ReSWTICh that allows you to switch the

>>resolution and colors without a reboot. Also it has a very fine VMG allowing
>>you to produce whatever resolution you like on your board.
>
> Now that is something I didn't know. From the description of the
>manual, it sounded like it was just a rebooter. I had been wondering how
>you would get the card to have more than one resolution running at a time
>(as was described in the manual).
>
>>>I'm happy with it, I just wish I had a better monitor <grin>. I almost
>>>forgot, NOVA comes with a utility that lets you make custom resolutions so
>>>you can exploit the limits of your monitor (you are just limited to
>>>640x480 in 24bit color), and can use a hardware-scrolled virtual desktop
>>>(scroll around in a 1024x1024 region with a 640x480 window, etc.).
>
>>What's also interesting is that NOVA Boards can be upgraded..you can use
>>the same board in a Mega ST, Mega STE or TT...just need the adaptor which
>>is available. What is also interesting is that you can use your NOVA on a
>>regualar 1040 or 520!
>
>>>-Mike Baffoni
>>>Happy Nova user.
>>><who secretly wishes he had the money for a Cyrel>
>>
>>Yat Siu
>>Happy SUperNOVA user <grin>
>
> Showoff. <grin>
>
>>Ps: Well Mike...if you really want 32bit Graphics and high speed you can
>>upgrade your NOVA to a SUperNOVA...
>
> Well, then talk me into it. :)
>

Have I now or not? *grin*

>-MikeB
>

Yat
Lexicor@world.std.com

493. Re: Atari Compendium question

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 18:12:37 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Oct8121237@flammulated.owlnet.rice.edu>
Source record: 199728

In article <EVGASTER.93Oct8073136@hvsag01.ATT.COM> evgaster@hvsag01.ATT.COM (0440400-gasteren e.m. van(hv4404)hv-91) writes:

Could someone please post the exact title, name of the author(s), publisher and ISBN number of this book. Then we can all rush over to a bookstore and if it isn't on shell have it ordered.

Ed

Here is the info from a previous post (I've already ordered mine...)

From erkamp@titan.arc.ab.ca Wed Sep 29 20:47:21 1993
Newsgroups: comp.sys.atari.st
Subject: Re: Atari Compendium question
From: erkamp@titan.arc.ab.ca
Date: 27 Sep 93 10:33:38 MDT
Reply-To: erkamp@titan.arc.ab.ca
Organization: Alberta Research Council
Nntp-Posting-Host: titan.arc.ab.ca

In article <CDunyE.L7E@barclays.co.uk>, Iain.Laskey@barclays.co.uk writes:
>I've never heard of 'Atari Compendium'. Can you provide mor einfo?
>

Here is something on it I got off a local BBS. I am not responsible for the content:

==========
FOR IMMEDIATE RELEASE
==========
SOFTWARE DEVELOPMENT SYSTEMS
...is proud to announce...
THE ATARI(tm) COMPENDIUM
==========

Software Development Systems will debut "The Atari(tm) Compendium" at the Southern California Atari Computer Faire v7.0, Saturday and Sunday, September 18th and 19th at the Glendale Civic Auditorium.

Both professional and amateur programmers will find the Compendium the single most valuable reference ever published for Atari computers. The Compendium contains 860 pages of documentation, tables, and diagrams galore. A table of contents follows:

TABLE OF CONTENTS
=================

Chapter 1: Introduction to Atari Programming
Chapter 2: GEMDOS
Chapter 3: BIOS
Chapter 4: XBIOS
Chapter 5: Hardware
Chapter 6: AES
Chapter 7: VDI
Chapter 8: Line-A
Chapter 9: Desktop
Chapter 10: XCONTROL
Chapter 11: GEM User Interface Guidelines
Appendix A: Functions by Opcode
Appendix B: Memory Map
Appendix C: Native File Formats
Appendix D: Error Codes
Appendix E: ASCII Table
Appendix F: IKBD Scan Codes
Appendix G: Speedo(tm) Fonts
Appendix H: The Drag & Drop Protocol

Contained in the appropriate chapters are complete function references
for each Atari system call in an easy-to-read format. The function
reference in the Compendium is up-to-date as of MultiTOS 1.08b and TOS 5.0.

Some highlights of topics covered are:

- The TOS file system
- Networking
- GEMDOS/MiNT processes
- MiNT interprocess communication
- The Cookie Jar
- BIOS/XBIOS/GEMDOS Vectors
- Falcon030 Video/Sound Control
- The DSP
- The IKBD Controller
- Utilizing math coprocessors
- Game controllers
- Resources (including new TOS 4.0 resources)
- Window iconification
- VDI Workstations
- True-Color device graphics
- SpeedoGDOS
- Desktop extensibility
- Extensive user interface guidelines
- The most complete memory map ever published
- A complete "graphic" catalog of Speedo characters
- File formats (.GEM, .IMG (including color), .FNT, .RSC)

Programmers using 'C', 'C++', 'Pascal', 'Assembler', or 'BASIC' will all
find useful information contained in the Compendium. Each function call is

listed with a binding (in 'C' or Assembler as appropriate). In addition, each function reference includes a 'Caveats' section which notes system bugs and which OS version they appear in (and a fix if possible).

The Compendium is professionally bound with a four-color cover in standard 7"x9" format.

The Compendium will be available at your local dealer shortly after its debut at the show and will also be available direct from SDS at the address listed below.

Product Name: The Atari Compendium
ISBN: 0-9638331-0-3

Suggested Retail Price: $49.95

When placing an order with SDS directly please send a check or money order for $49.95 and $4.00 shipping and handling. CA residents add 8.25% sales tax. We accept international orders with international money order only. International customers should add an additional $2.00 S & H.

We are sorry but we cannot accept credit cards.

Contact: Software Development Systems (aka SDS)
996 Redondo Ave. #404
Long Beach, CA 90804

Info: (310) 430-0364 (T-Th 11:00am - 4:00 P.S.T.)

GEnie: S.SANDERS2
Compuserve: 71461,3645
Internet: S.SANDERS2@genie.geis.com

There you have it,

--
---> Kendall Gelner (kendall@rice.edu)

494. Re: MGR running under MacMiNT

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 18:26:58 UTC
From: sourada@iastate.edu
Message-ID: <sourada.750104818@pv0c0d.vincent.iastate.edu>
Source record: 199723

In <1993Oct8.163057.24296@cirrus.com> kuochun@cirrus.com (Kuo Chun Lee) writes:

> With the help of many people, I got the MacNiNT running on my mac.
>The gcc is running well also. However, I tried to install MGR but fail.
>First of all, I am not familar with mgr and I was told to modify the mint.cnf
>file in order to launch mgr. Does any one have the experience to run MGR
>under MacMiNT or MiNT? How should I do it right?

Unless you want to modify it a lot, forget about running MGR under MacMiNT.
MacMiNT only has a console-based interface to MiNT, and MGR needs graphics. I
think the original port was very specific to the Atari video hardware, and
even the new VDIMGR won't work because it (obviously) needs VDI, and that is
definitely not implemented in MacMiNT.

Later,
Steven Ourada

--
Steven Ourada --- sourada@iastate.edu
"I hold no hope for this dim simplicity of law and order"
-- Primus

495. ICD LINK for sale

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 18:57:27 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Oct8.185727.23076@newshost.lanl.gov>
Source record: 199736

I have a 'special edition' ICD LINK for sale. This is the ultra-cool compact SCSI host adapter for Atari ST's that just plugs into your ACSI (DMA) port and your SCSI drive cable plugs into it. No hassles with cards, power supply cords, or whatever. This one also has a clear plastic cover so if you look real close you might see all those bytes dancing around in there. :)

Anyway, all I have is the LINK hardware itself... no manual or software disk, although I'm told that any of ICD's PD drivers available by ftp or on GEnie will work just dandy with it. Anyone know otherwise then let me know, OK?
I bought this from a guy at Glendale who didn't need it and now I don't either.

I'm entertaining offers for this new, unused unit. I don't know what the 'special edition' usually sells for but the usual one goes for ~$99 at Toad.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____

496. Re: Falcons sold

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 19:00:47 UTC
From: sdenman@lynx.cs.washington.edu
Message-ID: <1993Oct8.190047.25776@beaver.cs.washington.edu>
Source record: 199724

Jeff Molofee (jeff.molofee@outlan.ersys.edmonton.ab.ca) wrote:

: Grin... I guess what started out a praise may have been turned around,
: but I really DO love my Falcon, and wouldnt trade it for any other syste
: m currently on the market.

Are you crazy? I'd trade mine for an SGI or something. Do you mean any other system of comparable price, maybe?

497. Re: Atari Jaguar on CBS THIS MORNING

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 19:07:42 UTC
From: sdenman@lynx.cs.washington.edu
Message-ID: <1993Oct8.190742.26112@beaver.cs.washington.edu>
Source record: 199725
Cross-posted to: rec.games.video.misc,alt.games.lynx,comp.sys.atari.st

Robert A. Jung (rjung@netcom.com) wrote:
: Subject line says it all. I was just told that (as far as anyone can
: determine), CBS THIS MORNING will be running a segment on the Atari Jaguar
: on Friday, October 8, 1993. The crew from CBS went up to Sunnyvale a while
: ago and stayed for about six hours. How much of that will be on the air is
: anyone's business, but it should be interesting.

Can you let us know what they said? Some of us missed it. Thanks

498. Re: TT Availability?

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 19:11:53 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.790958@cix.compulink.co.uk>
Source record: 199726

In article <1993Oct7.215320.17715@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
>
>Who would want a TT today? Come on people, its time to move on and join the
>civilized world. Atari ST's, TT's and Falcons have been left behind and is not
>getting the proper nourishment from Atari. You are missing the use of
>Quicktime, multimedia and cdrom technology that is not available on the Atari.
>Macs and PC's have surged a head..
>
Oh! Go away, man! I've got Cubase Audio running on my Falcon, I'm staying
put, THANK YOU!

Ofir ogal@cix.compulink.co.uk

499. Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 19:29:58 UTC
From: Lars-Erik.Osterud@f100.n30.z47.byte.bbs.no
Message-ID: <750121314.AA00700@byte.bbs.no>
Source record: 199737

>Not quite... There has to be _more_ software availabe today and the qu
>_much_ better then six years ago. The rest is true.

The Scandinavia situation can't get any worse (as you're sure to know
living in Sweden). Here in Norway I know of only ONE Atari dealer !!

The closing of Atari Scandinavia in Sweden and the divisions in Norway
and Denmark was a disaster for Atari. Now almost no one has or wants to
get an Atari, and only a few of us ST-maniacs are still holding out :-(

I feel like Atari doesn't care a #$%& about us Atari owners over here !

Lars-Erik 0sterud / E-mail: lars-erik.osterud@byte.bbs.no
SysOp ABK-BBS / ABK-BBS: +47 67132659 V.32bis Data+Fax

-- ReadMail ST

500. HELP

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 19:35:25 UTC
From: cs93294@assn110.cs.ualberta.ca
Message-ID: <1993Oct8.193525.12534@cs.UAlberta.CA>
Source record: 199786

hello.. uhh, I'm sorta knew to the internet but I was wondering if anyone might be kind enough to give me a list or tell me how to get a list of some good atari FTP sites, as all I can seem to find are these newsgroups. Thanks anyways..

Dave.

(I don't have a fancy ending doohikey)

501. Softlogik

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 19:56:13 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <294gku$8ij@charm.magnus.acs.ohio-state.edu>
Source record: 199729

Someone recently stated that Softlogik had discontinued support of and were planning no new products for the Atari. Softlogik just assured me onthe phone that this was wrong and whoever stated this didn't know what they were talking about.

Just for information sake,

Dan Ackerman

ackerman.29@osu.edu

502. Help required in submitting software to the internet.

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 20:17:32 UTC
From: ae-a@minster.york.ac.uk
Message-ID: <750111452.4763@minster.york.ac.uk>
Source record: 199825

I am thinking of submitting some programs to the Net.
Should I bother to send the programs to the moderator of
comp.binaries.atari.st or should I submit the programs directly to various
FTP sites, and anounce their existence on comp.sys.atari.st
I have not seen anything recently on c.b.a.st (I have only been following it
for a week). Should I submit my programs to just one FTP site or more, and
which one(s) do you recommend.
And how do I submit programs to FTP sites?

503. HELP WITH HERMES PLEASE!!!

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 20:35:35 UTC
From: cwebb@mksol.dseg.ti.com
Message-ID: <1993Oct8.203535.12334@mksol.dseg.ti.com>
Source record: 199732

Hi everyone. We've got Hermes (don't remember the version) and dont' know how to make it work. We need to know how to set it up and how to use it.

Also, has anyone out there used Hermes with an Ethernet net (or any other net for that matter)? Would you please empty your brain for us???? Please????

Thank you thank you thank you!!!!

Lonnie and Cristine Webb
--
Cristine A. Webb cwebb@mksol.dseg.ti.com

There is only one hope for this world...Jesus Christ!

504. Re: TTram 4mb -> 16mb DIP SETTINGS ?

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 20:39:53 UTC
From: paul@jupiter.ame.arizona.edu
Message-ID: <1993Oct8.133954.4762@arizona.edu>
Source record: 199734

In article 142117@zeus.aix.calpoly.edu, mbaffoni@farad.elee.calpoly.edu (Michael Baffoni) writes:
> In article <CE60F7.EvK@hermes.hrz.uni-bielefeld.de> itschere@techfak.uni-bielefeld.de (Torsten Scherer) writes:
> >In article <...>, mluoto@plootu.Helsinki.FI (Markku Luoto) writes:
> >|> hello,
> >|> anyone KNOW whitch dip switch I should switch when replacing the TT's
> >|> old 1mb simms with 4mb ones ?
> >|>
> >
> >That's the first time I've ever heard the TT uses simms!
> >And it's the zero-th time I've heard it can handle 4MBit simms!
> >Or are you talking about a third party memory upgrade card?
>
> Thats because most people with TT-RAM-bare systems are asking how
> to upgrade their memory. What is being described is the Atari TT-ram board
> that holds either 4-1MB SIMMS or 4-4MB SIMMs - but you still need to buy
> the board and Atari doesn't (to my knowledge) sell it unpopulated. In
> fact I think you can only get it if your system comes with it (can't buy
> it separately...but who knows what dealers will do after if leaves

> -MikeB

I bought such a board (with 1MB SIMMS) about two months ago from Toad, about 1-1/2 years after I got my TT. And it came in an Atari box that had "TT-RAM expansion board" (or something of the like) printed on it with a picture. So it seems Atari doesn't mind selling separately. But I couldn't get it unpopulated--only 4 or 16M versions.

But back to the original question--how does one change the jumpers to make it 16M? I've been wondering this for a while.

-Paul Harris @ @
paul@jupiter.ame.arizona.edu ___/

505. Re: Unix Windows -- X Windows?

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 20:43:08 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <CELIvw.6w5@ecf.toronto.edu>
Source record: 199730

In article <1993Oct08.043508.169457@zeus.aix.calpoly.edu>,
Michael Baffoni <mbaffoni@farad.elee.calpoly.edu> wrote:
> You know, I was just talking to Wolfgang (author of CoNnect)
>about adding Unix Windows capability to CoNnect. However, he didn't think
>that too many people would be interested (and left it out to keep the
>executables smaller).
>
> I was just wondering if this is true? How many of you would like
>to see UW implemented on CoNnect...and would you be more likely to pay the
>share-ware fee and register (for who haven't yet...)?
>
>-MikeB
>

YESYESYESYESYES!!! I would like that very much!!
Damn straight I'd pay the registeration fee!! (As long as it's not something
like $1000 or something!!! :)

AcEzE %B

506. Re: Jaguar delayed?

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 20:50:55 UTC
From: aspect@cats.ucsc.edu
Message-ID: <294jrf$6eo@darkstar.UCSC.EDU>
Source record: 199731

Well, I know that STReport, because of just the actions discussed, (lying, etc.) has been permenently BANNED from using or posting to GEnie. I'd say that that is a pretty firm indication that ther are just full of it. Also, at the Glendale RTC posted to GEnie, that question came up and the response was solmething along the lines of "You read that in STReport, right? Of course it's not true."

i.e. the Jas is ON TIME.

~Chris

507. Re: Falcon + Space Junk Demo = WOW!

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 21:09:57 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <memo.791654@cix.compulink.co.uk>
Source record: 199733

>Now I've got a bit of a problem with this Space Junk demo, I got it home on 3
>disks, wrote a prgogram to concatenate it all into one. I then found out that my
!!! I just used cat.

>ZIP decompressor (STZip) can't cope with a 4.2Mb ZIP file! So then does anyone
>have one that can ? My options as far as I can see are get more memory in my
>falcon, get a better ZIP program or get some virtual memory program.
Worked fine for me. Are you sure you joined the files together OK?

>Well there ya go, how did everyone else extract it ??
cat file1, file2, file3 >output
ran STZip
Ran demo (after sussing it didn't work on VGA. Hope this isn't a
trend for games...

I don't want to start any blasphemous rumours,
But I think that God's got a sick sense of humour - ML Gore
---
ilaskey@cix.compulink.co.uk | Iain R Laskey | Atari Falcon & Unix user

508. Re: Dungeon Master/Chaos Strikes Back

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 21:22:30 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <memo.791657@cix.compulink.co.uk>
Source record: 199735

In article <simon.750059328@hurricane>, simon@hurricane.seas.ucla.edu (Simon Chiu) writes:
>Anyone have this game for sale or knows a place that sells this?
Currently in the UK, they are sold together as a pack under the
Psygnosis label.

I don't want to start any blasphemous rumours,
But I think that God's got a sick sense of humour - ML Gore
---
ilaskey@cix.compulink.co.uk | Iain R Laskey | Atari Falcon & Unix user

509. ACF@UW Monthly Meeting - October

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 21:27:35 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1993Oct8.212735.978@beaver.cs.washington.edu>
Source record: 199738

The Atari Computer Fiends at the University of Washington (ACF@UW) will
hold our October meeting as follows :

Date : Sunday, October 24, 1993
Time : 6:00 PM - 8:00 PM (tentative, may go longer)
Place : Johnson Hall, Room 214
University of Washington campus
Seattle, Washington

The main event planned for this meeting will be a ComLynx hookup
so encourage anyone with a Lynx to attend! See the post in alt.games.lynx
for more details on that.

Besides the Lynx extravaganza we plan to show off some more Falcon demos
(notably the Space Junk demo), the Atari Compendium, and as always the
latest and greatest assortment of new products for your Atari computer
and more technical expertise and helpful advice than you can shake a
stick at! :-)

See you there!

Ben Gilbert
Vice President, Atari Computer Fiends at the University of Washington
--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

510. Re: ATARI.ARCHIVE.UMICH.EDU

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 22:07:11 UTC
From: comeau@crc.sofkin.ca
Message-ID: <1993Oct8.191144.18883@sofkin.ca>
Source record: 199727

In article <93280.153524STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU>
writes:
> Try to get on to UMICH through WUARCHIVE.WUSTL.EDU. I have
> pretty good luck doing so.

Does this approach work for uploads, too? If I upload something to WUARCHIVE,
will atari.archive absorb it? Anybody?

Phil Comeau, comeau@crc.sofkin.ca
Wintertree Software Inc.
Makers of Spelling Sentry, GramSlam, and Grammar Expert.

511. CALL NOW!

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 22:56:00 UTC
From: fred.puyo@canrem.com
Message-ID: <60.38306.4514.0N185BC5@canrem.com>
Source record: 199813

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//
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FLOOR 905 - 471 - 7393 FLOOR/
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FLOOR FEATURES: Dating ads, Many Message Bases, FLOOR/
FLOOR Files, Online Support, and FLOOR/
FLO0R Much much more! FLOOR/
FLOOR COST: F R E E ! FLOOR/
FLOOR FLOOR/
FLOOR 24 Hours A Day\7 DAYS A WEEK FLOOR/
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/S

 RoseMail 2.10: Nanet 41-61-74 Balmy Beach BBS (416)690-9641

512. Re: Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 22:58:00 UTC
From: Bernd_Schmidt@sl.maus.de
Message-ID: <A53666@SL.maus.de>
Source record: 199759

> Well....I myself am a Mathematica User..and I must agree it is quite
good,
> but I am still a very dedicated Atari User (and always will be..). I
haven't
> had the pleasure of testing or trying it out...but I have heard that in
> Germany there was indeed a program that was called RIEMANN II which
infact
> did and/does things very similar to either Maple or Mathematica? Did you
> look into RIEMANN II?

Oh, yes. I'm an owner of this programm and of Maple 4.2 for Atari, but the best what I have is Maple 5 on the Spectre.
Riemann is a symbolic algebra program too, but on a quite lower level. For a useful work, it lacks too many functions. So you have to add these things. Therefore it has a good programming language included. It's a Lisp with a Pascal-like form.
It depends on what you need, if you don't need many functions and if you you are able to program what you're missing, then Riemann could be your program. Besides it's the only such a program which runs on a TT or has a GEM-desktop.
Maple 4.2 has many more functions, but it's out of date, and a newer version isn't in sight. Besides it cost's almost five times what Riemann cost's. For Macs and PCs there ist a student version of Maple 5.2 for almost half the price of Riemann, but not for the Ataris. For these other computers these student version of Maple 5.2 is the best for this price you can get.
Here in Germany it's possible to get Maple on universities for a few dollars if the univ. has a campus license for Maple and it's the normalversion, not the student version ! This way I get my versions :-)

Bernd

513. Re: Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-10-08 23:03:00 UTC
From: Bernd_Schmidt@sl.maus.de
Message-ID: <A53667@SL.maus.de>
Source record: 199758

> Is the graphical stuff the only difference? I could live with a version
that
> was text only...

Oh no, the version 5 is the actual version, which has so more functions
and a so better concept, that you can't really compare this both versions.
If you could look on the new version on a Mac and then old version on a
ST,
you would realize that the old version is outdated and oldfashioned.

Bernd

514. Re: Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-10-09 00:07:32 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.JBx72qFcoI_@semprini.waterloo-rdp.on.ca>
Source record: 199841

```
In <2cb25cce@troed.ct.se>, Rickard Troedsson writes:
> In a message of 05 Oct 93 16:10:04, Chris Herborth wrote:
>
> CH> c) producing crippled computers and running around calling them
> CH> ground-breaking, state-of-the-art, etc (gee, that's a nice
> CH> Falcon030sx they gave us; too bad the DSP is next to useless most
> CH> of the time)
>
> Since when!
>
> The DSP is USEFUL most of the time ..

If you spend most of your time rendering fractals or loading JPEGs.

--
------------------=========================================------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth
```

515. Re: Jaguar after Christmas

Newsgroup: comp.sys.atari.st
Date: 1993-10-09 00:18:04 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.Qsef23tFEoQ@semprini.waterloo-rdp.on.ca>
Source record: 199842

In <7OCT93.08595221@cc4.crl.aecl.ca>, csullogg@cc4.crl.aecl.ca writes:
> I had a battle with Atari over the fact that EVERY product (STe,
> LYNX, PC3, ABCs) that had been promised PRIOR to the Christmas
> sale period actually appeared on the market AFTER Christmas.
>
> When I asked what Atari had against dealers capturing Christmas
> sales, I was simpley told that I was not promised anything as a
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
> dealer.
^^^^^^^

So much for the flamers trying to convince me that Atari's been trying
to rebuild its dealer base. This type of stupidity, as well as the
dealer 'black listing', is unbelievable.

> So, if the Jag comes out after Christmas, anyone who is surprised
> by this needs to study a little of Atari's marketing history.

The ol' Bait-and-RealSoonNow.
--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

516. Re: Atari Jaguar on CBS THIS MORNING

Newsgroup: comp.sys.atari.st
Date: 1993-10-09 00:38:27 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Oct8183827@flammulated.owlnet.rice.edu>
Source record: 199740
Cross-posted to: rec.games.video.misc,alt.games.lynx,comp.sys.atari.st

In article <1993Oct8.190742.26112@beaver.cs.washington.edu> sdenman@lynx.cs.washington.edu (Stuart Denman) writes:

Robert A. Jung (rjung@netcom.com) wrote:
: Subject line says it all. I was just told that (as far as anyone can
: determine), CBS THIS MORNING will be running a segment on the Atari Jaguar
: on Friday, October 8, 1993. The crew from CBS went up to Sunnyvale a while
: ago and stayed for about six hours. How much of that will be on the air is
: anyone's business, but it should be interesting.

Can you let us know what they said? Some of us missed it. Thanks

I taped the segment.

It was pretty good. They had both the 3DO and the Jaguar on display
for a little while. The three Jaguar games the showed in action were
Raiden, Cresent Galaxy, and Cybermorph, with most of the time spent
looking at Cybermorph.

Raiden looked good for what litle I saw, I am a big fan of the arcade game.

Cresent Galaxy looked nice, but looked like a standard side-scroling
shooter, which may interest others but not me.

Cybermorph looked like something I would get - It had nice smooth
shaded colored hills, and fairly smooth graphics. The morphing effect
was kind of neat, but I would have liked to see a more complex ship
than they had (perhaps the final version will have a nicer looking
one). It looked a lot better than Skyfox to me.

The only thing that was sort of disappointing was they didn't show
Alien vs. Preditor, which I really wanted to see in action.

They also said that the limited rollout would be in November, and that
the price would be $250. This may be the price for just the initial
units, and then it will fall with the nationwide rollout - I am
unsure.

--
---> Kendall Gelner (kendall@rice.edu)

517. Re: software for a home business wanted

Newsgroup: comp.sys.atari.st
Date: 1993-10-09 00:58:20 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <750139804.0@mettav.royle>
Source record: 199801

Hi John , on 29 Sep 93 <14:35:50> you did write :

>> My in-laws want an Atari software package to keep track of their
>> small dress-making business, to keep track of customer lists, inventory
>> and accounting. Can someone suggest something CHEAP?
JH>
JH> Hmmm, I don't know of any 'all-in-one' software for the Atari that
JH> does all that, Roger. For managing customer lists I like TRACKER/ST.
JH> I'm afraid I'm not familiar with what accounting software is available
JH> these days for the Atari, however. Anybody else care to offer a
JH> suggestion?
JH>
Yeah 'The Biz' from Orpheus Software look's quite comprehensive to me.Does
all the thing's he want's to anyway.It is a new product but there is a demo
version which I played about with courtesy of one of the UK mag's coverdisk's
....I beleive it was STFormat (May 93 Issue). It is Cheap for this kind of
thing being 79.99UKP.....If he can get a hold of the demo to
try it out I'm sure he'll be impressed.

Graham

* Origin: Graham's Point at the Tavern (100:1011/0.8)

518. Re: Dungeon Master/Chaos Strikes Back

Newsgroup: comp.sys.atari.st
Date: 1993-10-09 01:12:51 UTC
From: simon@hurricane.seas.ucla.edu
Message-ID: <simon.750129171@hurricane>
Source record: 199739

In <memo.791657@cix.compulink.co.uk> ilaskey@cix.compulink.co.uk (Iain Laskey) writes:

>In article <simon.750059328@hurricane>, simon@hurricane.seas.ucla.edu (Simon Chiu)
writes:
>>Anyone have this game for sale or knows a place that sells this?

>Currently in the UK, they are sold together as a pack under the
>Psygnosis label.
> ---
> I don't want to start any blasphemous rumours,
> But I think that God's got a sick sense of humour - ML Gore
> ---------------------------+---------------+-------------------------
> ilaskey@cix.compulink.co.uk | Iain R Laskey | Atari Falcon & Unix user

Hmm, probably...around here, the ST doesn't seem as popular...

Anyone ever know if they came out with something called Delux Mule?
I used to call a BBS and the sysop claimed that he was working on a
game for the ST called Mule Deluxe.

-Simon

519. Re: Problem Downloading s/w

Newsgroup: comp.sys.atari.st
Date: 1993-10-09 01:27:32 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <750139804.1@mettav.royle>
Source record: 199802

Hi Richard , on 3 Oct 93 <19:12:28> you did write :

RM> Always format the diskettes on the DOS machine; just be sure the
RM> density matches. Double density (~770K) is a good first try; if the
RM> DOS drive is high density (1.44 MB), you will need to use a command
RM> line flag with FORMAT to get double density. Sorry, I don't use DOS
RM> enough to remember the flag :-)
Not a good idea to format Hdensity disk's to 720K though ...use Ddensity one's
and the flag is ' Format [drive:] /f:720'

Graham

* Origin: Graham's Point at the Tavern (100:1011/0.8)

520. Re: Jaguar delayed?

Newsgroup: comp.sys.atari.st
Date: 1993-10-09 02:29:40 UTC
From: rjung@netcom.com
Message-ID: <rjungCELyxH.Eoz@netcom.com>
Source record: 199742

In article <92630@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>Atari might not LIKE what STReport says, but they can't prove it's
>libelous, or as badly as they hate it, they would have slammed it hard
>legally.
>
>So do YOU have proof that Atari doesn't have, to make public charges like
>that..?

Bob, if I posted everything I knew about the Jaguar and Atari's efforts, I'd be slapped from here to New Jersey and back with "violation of non-disclosure" claims.

In any event, I trust ST Report's accuracy as much as I trust my ability to heft a Buick. And I wonder why you continue to leap at every opportunity to put down Atari Corp....

--R.J.
B-)

////////////////////////////////////|\\
Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
------------------------------------+-----------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were chosen because you are the class clown and frankly, you're expendable."

521. It's HERE!

Newsgroup: comp.sys.atari.st
Date: 1993-10-09 02:46:22 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2958lu$egg@darkstar.UCSC.EDU>
Source record: 199741

It's alive, it's here! Yes, I'm, talking about my FALCON!!! :)

I know it's been said before, but I forgot. Where is the Space Junk
demo? is it on UMICH anywhere?

THanks,

~Chris

522. Re: pure c. cost and distributers

Newsgroup: comp.sys.atari.st
Date: 1993-10-09 02:53:14 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.jyFg6eXRBBQ@semprini.waterloo-rdp.on.ca>
Source record: 199843

In <1993Oct7.084700.17918@ugle.unit.no>, Stig Vidar Hovland writes:
> If you want to make GEM programs, Pure C is definitely the right program
> for you. If you don't want to use GEM, it is still one of the best
> compilers on the market. Only Gnu C is better in some ways. Lattice C
> is dreadful compared to Pure C.

If you want to do C++ programming though, GNU C is your only choice.
When Comeu (sp) C++ is released, you'll have another choice, but I'm
pretty sure it's a front-end for Lattice C (like AT&T's cfront).

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

523. # CORRECTION

Newsgroup: comp.sys.atari.st
Date: 1993-10-09 03:03:00 UTC
From: fred.puyo@canrem.com
Message-ID: <60.38307.4514.0N185BC6@canrem.com>
Source record: 199814

THE
//
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FLOOR 905 - 471 - 9373 FLOOR/
FLOOR FLOOR/
FLOOR FEATURES: Dating ads, Many Message Bases, FLOOR/
FLOOR Files, Online Support, and FLOOR/
FLO0R Much much more! FLOOR/
FLOOR COST: F R E E ! FLOOR/
FLOOR FLOOR/
FLOOR 24 Hours A Day\7 DAYS A WEEK FLOOR/
FLOOR Atari and IBM support FLOOR/
FLOOR**FLOOR/
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 RoseMail 2.10: Nanet 41-61-74 Balmy Beach BBS (416)690-9641

524. Re: Well-behaved BBS programs

Newsgroup: comp.sys.atari.st
Date: 1993-10-09 03:35:50 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.U0iQxLbj3q_@semprini.waterloo-rdp.on.ca>
Source record: 199844

In <2cb25d20@troed.ct.se>, Rickard Troedsson writes:
> RATSoft is the best BBS program for the Ataris .. at the moment it will not run
> in TosWin, but if people are interested the authour will make the next version
> Geneva compatible ..
>
> (and with the new MultiTOS maybe)
>
> For more info on RATSoft, Email me, or call my BBS.

Actually, I'm responsible for serveral people around here converting
from ///Turbo Board to RATSoft. I think I got him at least five
sales... ;-)

Has he gotten rid of the GFA-BASIC parts yet? They were causing some
rather serious stability problems... :-(

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

525. CBS THIS MORNING Summary

Newsgroup: comp.sys.atari.st
Date: 1993-10-09 03:37:52 UTC
From: rjung@netcom.com
Message-ID: <rjungCEM234.Kyv@netcom.com>
Source record: 199745
Cross-posted to: rec.games.video.misc,alt.games.lynx,comp.sys.atari.st

A brief summary of the video-game-related portion of today's CBS THIS MORNING, for those who didn't see it. Note: I may have mentally rearranged a few bits, but I think I got all the high points. Corrections welcome.

Part I: 3DO
- Footage of "Crash and Burn" in action.
- Looks like photos in game magazines
- "32-bit system", beyond anything out today
- Sierra On-line
- Game development (nothing recognizable)
- President comments on unit
- Trip Hawkins
- Demos PGA GOLF
- "Looks like a TV broadcast, except you control it"
- Boy Scout troop plays C&B
- Enthusiastic comments
- "Better sound/graphics than Sega or Nintendo"

Part II: Atari Jaguar
- Unit shown
- Jaguar for $250
- CD-ROM Drive optional (shown attached)
- Games shown ("First time shown on TV")
- CRESENT GALAXY
- CYBERMORPH
- RAIDEN
- Looks like game magazine photos
- Sam Tramiel speaks
- Review by video-game editor of San Francisco Chronicle
- "For $200, it's very impressive."

That's about it, really. If you have been reading the video-game magazines and seen the game photos already, you are not missing much. The Jaguar games did not look as impressive next to the 3DO (the showing of ALIENS VS. PREDATOR would have helped a lot, IMO), but they do look better than the Genesis or SNES stuff out today. Both systems got equal air-time, and neither machine got any bias for or against it. The closest there was to a bias was when the segment ended with an exchange about the 3DO's price:

"How much does the 3DO cost again?"
"$700"
"Who's going to buy it at that price?"
"There are people who will pay for the advanced technology. And the price is expected to go down in the future."

All in all, nothing was revealed that regular reading of the magazines and rec.games.video.misc didn't reveal already.

--R.J.
B-)

////////////////////////////////////|\\
Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
-------------------------------------+-----------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were chosen because you are the class clown and frankly, you're expendable."

526. Re: X11 Speedo Fonts

Newsgroup: comp.sys.atari.st
Date: 1993-10-09 03:38:28 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.iEdg9qf4&62@semprini.waterloo-rdp.on.ca>
Source record: 199845

In <28uhp6INNeat@mojo.eng.umd.edu>, Gerry Mon writes:
> Try turning the Font Width table OFF. I have about 75 Speedo fonts
> installed and it takes less than a minute for my GDOS programs to
> load.
>
> When the Font Width table is ON, everything takes forever to load...

I'll do that next time I've got Speedo active; does anyone know know
why the Fond Width tables slow things down so badly? Especially after
taking a while to pre-build them... quite a bad performance hit!

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

527. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1993-10-09 04:06:43 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <295dcj$sgl@terminator.rs.itd.umich.edu>
Source record: 199746
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-rw-r-- entropy 6490 Oct 2 21:04 ./Mint/0index
-rw-rw-r-- hyc 5350 Oct 2 21:00 ./Mint/diff1819.zoo
-rw-r--r-- entropy 163951 Oct 6 12:58 ./Gnustuff/Tos/Util/utlsrc37.zoo
-rw-r--r-- entropy 12597 Oct 6 13:01 ./Gnustuff/Tos/0index
-rw-rw-r-- entropy 21632 Oct 6 10:16 ./Utilities/0index
-rw-rw-rw- lenn 84162 Oct 6 10:13 ./Utilities/mb32.zoo
-rw-r--r-- lenn 57930 Oct 6 10:14 ./Magazines/Aeo/aeo_0217.zip
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

528. Re: PHONE NUMBER NEEDED for OPI!

Newsgroup: comp.sys.atari.st
Date: 1993-10-09 04:22:11 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenCEM450.75C@netcom.com>
Source record: 199747

In article <1993Oct7.100429.15975@umiami.ir.miami.edu> dlk0ms9s@umiami.ir.miami.edu writes:
>
> I need a phone number for the people ,OPI, that made the D.E.K.A. keyboard
>attachment for the ST. PLEASE anyone get me this number, I really need it!

They're no longer in business.
--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

529. Help w Spacejunk Demo!

Newsgroup: comp.sys.atari.st
Date: 1993-10-09 05:27:37 UTC
From: ac382@Freenet.carleton.ca
Message-ID: <CEM761.lsq@freenet.carleton.ca>
Source record: 199807

I have downloaded the 3 parts of the 4+MB SPACEJNK.ZIP file but do not know what to do next! How do I get the segments linked into the original zip file? Reply by e-mail or post here if you think more people might encounter the same problem.
Thanks
Jack

--

!! Computer Engineering @ Carleton University Ottawa Ontario Canada!!
----------ac382@freenet.carleton.ca----------

530. Jaguar delayed?

Newsgroup: comp.sys.atari.st
Date: 1993-10-09 06:00:08 UTC
From: roine.stenberg@stacken.ct.se
Message-ID: <5254608e@stacken.ct.se>
Source record: 199748

```
TO: ricardo
> - Sunnyvale, CA JAGUAR TO BE DELAYED 'TILL
> AFTER CHRISTMA

Haha, this looks like a STReport thing. Is it not ?

---
* Origin: STacken BBS, Mj|lby, Sweden. +(46)142-19331. (2:204/419)
```

531. Re: TT Availability?

Newsgroup: comp.sys.atari.st
Date: 1993-10-09 06:16:19 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <92734@cup.portal.com>
Source record: 199803

Yes, Atari was one of the first computer companies to TALK about having CD-ROM support. In 1986, a third-party company, ActiVenture, shared the tiny little room at Summer CES in Chicago where Atari introduced the ST to the world, and demostrated their CD-ROM drive for the ST. The company rep that was showing it off had the entire (?) Compton's Encyclopedia in his shirt pocket, and wowed the audience by having them suggest topics to look up...

I was in the front row, and suggested "Dinosaur", since my daughter had a fascination with dinosaurs at the time... he entered the search term, and up popped page after page of info about dinosaurs.. everyone in the room was very much impressed.

In the years that followed, Atari continued to TALK about their "state of the art", "cutting edge technology" CD-ROM project...

And they TALKED and TALKED about it...

Meanwhile, other companies started quietly producing their own CD-ROM products, while Atari continued to TALK about how someday, they were going to be the first in the industry to have a CD-ROM system.

At first they TALKED about how the system would be too expensive to market, and said that they wouldn't release it until the prices came down. And meanwhile, other companies were shipping CD-ROM drives, and CD-ROMs were coming out with all kinds of information on them for other computers.

Eventually, they said that there were so many CD-ROM products on the market that they couldn't successfully sell a CD-ROM system under the Atari name, and everyone should go out and buy a drive, and figure out for themselves how to hook it up to an Atari computer, and make it work.

And meanwhile, you can buy a CD-ROM drive for PC systems for less than $200, including cables and interface, and software drivers to make it work, while there is NO available CD-ROM system for any Atari computer in a "plug and play" configuration.

(Yes.. there WERE a few "CDAR-504" CD-ROM players floating around.. a store near me even had ONE.. but it was never released as a full-line Atari product.)

And yes, the SoundBlaster board has a Digital Signal Processor on it, pre-dating the Falcon by a number of years.

BobR

(Sorry if anyone doesn't like hearing any of this, but that's the way it is. Don't flame me for remembering it, flame Atari for killing the dream.)

532. Re: SHBUF

Newsgroup: comp.sys.atari.st
Date: 1993-10-09 06:26:12 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.793319@cix.compulink.co.uk>
Source record: 199749

In article <60.38230.4514.0N185A3A@canrem.com>, cybercube.research@canrem.com (Cybercube Research) writes:
>-> Does anyone know where I could get a program called SHBUF by Martin
>-> Osieks (the man behind WinX)? I've tried several ftp sites and local
>-> boards.
>
>Hi Ofir,
>
>why not ask the man himself ? *,*
> _/
>You can reach Martin at Martin_Osieka@mtk.maus.de
>Should you be unable to contact him or the files, let me know and I'll
>get some of my friends to contact him.
>
>Ralf.
>
Thanks for the offer, I just got a copy of the program from Oliver Scheel.

Ofir ogal@cix.compulink.co.uk

533. Re: POV-Ray 2.0 timings

Newsgroup: comp.sys.atari.st
Date: 1993-10-09 06:26:12 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.793320@cix.compulink.co.uk>
Source record: 199750

In article <H.eg.YvLIWTvkYx6@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
>Here are some feel-good numbers for you folks that think I have nothing
>good to say about the Atari platform... ;-)
>
>POV-Ray 2.0 was released this week (yahoo!)... POV-Ray is a really
>great free raytracer, and version 2 has some serious performance
>boosts...
>
>I compiled POV 2.0 for OS/2 at work using GCC 2.3.3 (optimised) and for
>my ST using GCC 2.4.4 (optimised) under MiNT. Here's how long it took
>me to trace a very simple scene (basicvue.pov; an orange sphere on a
>blue plane):
>
>'386/33 8M RAM, OS/2 2.1 - 1 hour 40 minutes, 20 seconds.
>'486/33 28M RAM, OS/2 2.1 - 0 " 0 " 33 seconds. (!!!)
>
>Atari ST, 4M RAM, MiNT 1.08 - 1 " 45 " 36 seconds.
>
>That's right folks, the 8Mhz 68000 was _almost_as_fast_ as the '386/33.
>Why? I'm not sure; perhaps the TOS version of GCC optimises better, or
>perhaps our math library is faster at this sort of calculation.
>
>Now, for those of you who think a Falcon030 is the same performance as a
>'486dx2/66, it would've traced the image in about 20 seconds. The
>Falcon would probably do it in 50 minutes (and that's being generous).
>
>Oh, what POV-Ray options did I use? +w320 +h200 +q9 +a0.3 +ft
>(320x200x24-bits, save as a TARGA file, highest quality, best
>anti-aliasing)
>--

As far as I know the 486 has built-in FPU. A Falcon with an FPU would take
much less than 50 minutes to do the job. You could mail me the compiled
version of your test and I'll run it on my Falcon+FPU and post the result.
My own tests show that on a variety of float calculations the FPU is 15
times faster the the 030, but some functions are 100 times faster. My
guess is that the Falcon would take less than 3 minutes to do this.

Ofir ogal@cix.compulink.co.uk

534. Re: Jaguar delayed?

Newsgroup: comp.sys.atari.st
Date: 1993-10-09 06:35:12 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <92735@cup.portal.com>
Source record: 199804

Interesting post, RJ, but you managed to hit on just about everything except the question I asked..

Tell me, why is my asking if you have proof of "slander", "wondering why you continue to leap at every opportunity to put down Atari Corp"..?

How is that related..?

Did I ask you to post everything you know about Atari Corp. and the Jaguar?

Where in the world did that come from..? Please read my message again if you need to. I said NOTHING about the Jaguar in my message to you.

Let me try one more time...

Do you have proof of "slander" (actually libel) that Atari Corp does not?

What I said was that Atari has never used their lawyers and millions of dollars to crush STReport. If there really WAS any "slander", don't you think they would have done so long ago..?

I'm just interested to know why you're so sure STReport's editor never misses an opportunity to "slander" Atari Corp., when they themselves don't seem to think so.

You might not trust STReport's accuracy, and I might not trust MAD Magazines' accuracy, but that's far different from voicing charges of slander.

BobR

(By the way, before anyone starts, I'm not associated in any way with STReport or Ralph Mariano. I just take exception to the idea that anyone who criticizes Atari must be a slandering, libelous low-life.)

535. Re: Dungeon Master/Chaos Strikes Back

Newsgroup: comp.sys.atari.st
Date: 1993-10-09 06:37:51 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <92736@cup.portal.com>
Source record: 199805

Re: looking for DM and CSB...

If no one replies with used copies for sale, try calling FTL direct..

(619) 453-5711

BobR

536. Re: CBS THIS MORNING Summary

Newsgroup: comp.sys.atari.st
Date: 1993-10-09 07:02:35 UTC
From: rcarter@nyx.cs.du.edu
Message-ID: <1993Oct9.070235.25727@mnemosyne.cs.du.edu>
Source record: 199806
Cross-posted to: rec.games.video.misc,alt.games.lynx,comp.sys.atari.st

>rjung@netcom.com (Robert A. Jung) writes:

> A brief summary of the video-game-related portion of today's
> CBS THIS MORNING, for those who didn't see it.

Lots o' (good) stuff deleted...

>Part II: Atari Jaguar

> - Review by video-game editor of San Francisco Chronicle
> - "For $200, it's very impressive."

Here is the whole text of this person's comments:

Glenn Rubenstein, video game reviewer, San Francisco Examiner:

"For $250, I am very impressed with the Jaguar. Y'know, I
would actually spend my own money, not a lot of journalists
would say that about a product, but I would actually go out
and buy a Jaguar."

Regards,
--
Ron Carter \ Director \ Center for the Study of Creative Intelligence
CSCI \ Denver, CO USA \
rcarter@nyx.cs.du.edu \ Are you sure -you- would pass a Turing test?

537. Re: 68881 or 68882 FPU?

Newsgroup: comp.sys.atari.st
Date: 1993-10-09 07:06:22 UTC
From: Chris.Richards@f712.n286.z1.fidonet.org
Message-ID: <750154105.AA00216@dswhq.omahug.org>
Source record: 199829

In a message of <24 Sep 93 11:55:05>, Christian Perle (1:286/2) writes:

CP> buy a FPU for my Falcon030. I know that the 68881 can be put into the
CP> Falcon without
CP> soldering. Is it possible with the 68882 too? Are these chips
CP> pin-compatible?

The '881 and '882 are pin compatible, and the '882 is about 50% faster. The primary difference in the two has to do with the speed and the '882 uses a different stack frame if I recall correctly. I DO know that the '882 will work in the Falcon, 'cause I've got one in mine.

Later,
Gizmo

538. Re: Flash Speed

Newsgroup: comp.sys.atari.st
Date: 1993-10-09 07:10:24 UTC
From: Chris.Richards@f712.n286.z1.fidonet.org
Message-ID: <750154105.AA00217@dswhq.omahug.org>
Source record: 199830

In a message of <24 Sep 93 16:18:56>, Mickey Boyd (1:286/2) writes:

MB> I was a Flash 1.6 user for a long time, and I am 99.999999% sure that
MB> there is no "19200" baud button. This is why I switched to Uniterm.

Oh dear......does that mean that the version of Flash that I have is hacked?
'Cause it sure has the '19200' button in the RS-232 dialog box. :-{)

Later,
Gizmo

539. Re: Jaguar delayed?

Newsgroup: comp.sys.atari.st
Date: 1993-10-09 07:56:49 UTC
From: rjung@netcom.com
Message-ID: <rjungCEME2r.597@netcom.com>
Source record: 199808

In article <92735@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>Let me try one more time...
>
>Do you have proof of "slander" (actually libel) that Atari Corp does not?

Let's not forget that Ralph Mariano left himself an "out". He never said explicitly that the Jaguar was delayed. Instead, he said "I heard a _rumor_ that the Jaguar was delayed". In other words, he gets to inflame people, yet is free from accountability.

Any way you slice it, Ralph is using ST Report as a soapbox to put down any negative Atari news he hears (or makes up). Unless he's willing to cite sources and names, I still wouldn't trust him any further than I can heft a Buick. Given the previous track record of ST Report, Bob, I'm surprised you find his position worth defending...

(And don't go splitting semantics on me about the meaning of the word "slander". I'm not an English major. You know and I know exactly what my original message meant, that Ralph's out slapping his tar brush indiscriminately...)

--R.J.
B-)

////////////////////////////////////|\\
Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
-------------------------------------+-----------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were chosen because you are the class clown and frankly, you're expendable."

540. Re: Atari Jaguar on CBS THIS MORNING

Newsgroup: comp.sys.atari.st
Date: 1993-10-09 09:32:25 UTC
From: "Gordon W. Meyer aka Gordie to his friends." <BIBLINSKI@delphi.com>
Message-ID: <931009.16345.BIBLINSK@delphi.com>
Source record: 199817

According to Bob Brodie, during DELPHI's weekly CO, the game that will be packaged with the Jag is Cybermorph.

--Gordie Meyer
Assistant Area Manager
DELPHI's Atari Advantage SIG
biblinski@delphi.com

541. Re: Autobooting a HD with 1040ST

Newsgroup: comp.sys.atari.st
Date: 1993-10-09 10:01:05 UTC
From: bo.leuf@daggskim.ct.se
Message-ID: <2cb5e542@daggskim.ct.se>
Source record: 199809

Trevor Pearson hacked the following on 06 Oct 93 (to All)...

> From: tpearson@titan.trl.OZ.AU (Trevor Pearson)
>
> I recently replaced the 20 Mb drive in a SH205 HD with an 80Mb drive.
> I formatted it and partioned it with HDX 5.04 (80 Mb partition) and
> used the latest AHDI (6.?) Now I cant get it to run any programs in
> the auto folder when it boots. It takes ages to boot from the HD, seems
> to hang when checking the drive, then comes back with unrecognized
> drive. It then boots OK including accessories but not programs in the
> auto folder. I tried 5 16Mb partitions but there was no diference. If I
> put the 20 Mb drive back everything works fine. Can anybody tell me ...

You don't say what you boot with on the 20M. The symptoms described fit with the driver being configured to boot from another logical drive than C: This would have the system looking for AUTO elsewhere, not finding it, and then defaulting to only load ACC on your normal C: (or A if you had booted from disk). This was never an issue with early AHDI versions, but most alternative drivers gave the option of having alternative boot drives - some like ICDBOOT allow you to select boot drive by holding the relevant key (C or D or E or...) at boot time. An advantage if you run GEM / MiNT / GCR / PC-em and multiple harddisks.
BTW: An upgrade to at least TOS 1.4 is recommended to avoid accumulative structural faults in the filesystem. Helps speed too.

(illegible signature) Bo Leuf
- Email: bo.leuf@daggskim.ct.se

542. Re: Hard Drive help, please...

Newsgroup: comp.sys.atari.st
Date: 1993-10-09 10:01:05 UTC
From: bo.leuf@daggskim.ct.se
Message-ID: <2cb5e737@daggskim.ct.se>
Source record: 199810

The Piano hacked the following on 06 Oct 93 (to All)...

> From: awest@ub.d.umn.edu (The Piano Man)
>
> Hi all,
>
> I have a problem with one of my hd partitions. I find that I have a
> bad sector in the root directory of my E: partition or something like
> that, and my ICD program tells me that I must reformat to recover this.
Should have been possible to "map it out", but you may not originally have
formatted the disk with ICD format. If not, then yes, reformat.

> My question is, is there anyway to format just that partition, and not
> the whole hd? I tried rebuilding it with the various ICD utilities, but
> nothing seems to work...
Some utilities allow PC-like format single partition. Eg by Claus Brod. Again,
since you have ICD utilities, then reformat. You may want to readjust
partitioning while you're at it, somehow there's always one which gets a bit
tight with time...

> Just an interesting note, the bad sectors are in a small section of the
> drive all arranged in a periodic pattern...is this a sign that there is
> a physical problem (such as a scratch...) on my drive?
Seems likely.

> If it helps, I have a MiniScribe 3650 with Adaptec 4000/4070/5???
> controller, and the ICD AdSCSI host adaptor. It is running as a 64 Mb
> with four 16Kb partitions (C, D, E, F...pretty generic).
16 _M_byte I would hope :-)
It's usually a good idea to run a smaller C: with misc boot and system, unless
you have a good reason for avoiding BGM. (TOS 1.4 or higher allows 32M before
going over to BGM format.) Why not 6 / 10 / 16 / 32 ?

(illegible signature) Bo Leuf
- Email: bo.leuf@daggskim.ct.se

543. Re: 16 bit trakcer

Newsgroup: comp.sys.atari.st
Date: 1993-10-09 10:01:05 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2cb5114e@troed.ct.se>
Source record: 199811

In a message of 07 Oct 93 20:42:49, Georges Kesseler wrote:

GK> Attention!!!!
GK> The falcon protracker is a hacked together version from me. It is only
GK> tested
GK> on RGB monitors and will probably not work on VGA as I write directly to
GK> the
GK> hardware to set the lower overscan.

It works, but it "flips" the top of the screen ever so often ... quite useable
though ..

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

544. Re: Falcon/ST Compatibility Questions

Newsgroup: comp.sys.atari.st
Date: 1993-10-09 10:01:06 UTC
From: magnus.thylander@p4.troed.ct.se
Message-ID: <2cb45cc7@p4.troed.ct.se>
Source record: 199812

> Anyway, questions to Falcon owners:
>
> 1. Anybody using the MDisk ramdisk accessory on a Falcon? Mine is
> v6.0, is there a newer one out there? I use it mostly for
> formatting and copying floppies. What ramdisks *do* work OK
> on the Falcon?

Sorry, haven't heard of it...

> 2. Is there a problem with using DD floppies in the HD drive and can
> these floppies be read in a DD drive (i.e. I will still have an
> ST in use and want to be able to swap disks between the two)?

Nope, you'll have no problems reading DD disks on the Falcon, neither will you have a problem reading the same disk on your ST afterwards. Of course you can't read HD disks on your ST though, unless you buy an HD-diskdrive...

> 3. Can I get medium and low res on the mono monitor now? I know you
> can get high res (interlaced...ugly) on the color monitor.

I don't think so, it shouldn't be possible. You really should buy a VGA/SVGA or multisync monitor instead, that way you'll get flickerfree high-resolution graphics with colours.

> 4. Can the D2D software be run under MTOS together with a MIDI
> sequencer or is this expecting too much?

Depends on the MIDI sequencer... If the sequencer can run under MultiTOS I guess you can run them both at the same time, they won't interact however, if the sequencer isn't made for it. Of course you can get things like Cubase Audio, Notator Logic (I think) and Dame if you want MIDI and D2D...

> 5. I have only heard the D2D output over cheap speakers, is it
> really squeaky clean (i.e. no hums, buzzes, etc.)?

Depends on the source :-) I'm no expert so I really can't say...

> 6. Does the VKiller virus protection software run OK on the Falcon?

No idea...

****
* GREETZ, Magnus Thylander..... *
* .... **
* .... CoSysOp * UseNet: magnus.thylander@p4.troed.ct.se *
* . ... .. * FidoNet: 2:200/612.4 *
* .. ..XISTENCE * FujiNet: 7:102/102.4 *
* ....ARCASTIC * NeST: 90:1101/112.4 *

****

545. Re: Where to find the Jaguar☐

Newsgroup: comp.sys.atari.st
Date: 1993-10-09 10:43:34 UTC
From: huber@cs.tu-berlin.de
Message-ID: <HUBER.93Oct9114331@lira.cs.tu-berlin.de>
Source record: 199816

```
>I've read about Rec.video.games.misc - But can't find it!!!
rec.games.video.misc
is the name of this newsgroup.

Michael
```

546. Re: Unix Windows -- X Windows?

Newsgroup: comp.sys.atari.st
Date: 1993-10-09 12:41:07 UTC
From: klamer@mi.el.utwente.nl
Message-ID: <klamer.750170467@mi.el.utwente.nl>
Source record: 199818

In <749592255snz@falcon.demon.co.uk> alex@falcon.demon.co.uk (Alex Kiernan) writes:
<In article <klamer.749460227@mi.el.utwente.nl> klamer@mi.el.utwente.nl writes:
<>} I don't see why programs wouldn't run without memory protection..??
<>
<>The problem is no the memory protection (although handy during debugging)
<>but the impossibility to implement paging. And shared libraries also are
<>quite difficult without an mmu. And a auto resizing stack. And...

<And the complete impossibility of implementing the brk() system call...

Not complete impossible -- see the atari port of minix, which does include
the brk() call...

In the minix implementation the space allocated by the (s)brk() call competes
with the space used by the stack. The size for the combination of these two
must be set at link time (It is noted in the program header.)
Not a very efficient implementation, but at least you have source code
compatibility with UNIX.

Klamer
--
Klamer Schutte Tel: +31-53-892778 Fax: +31-53-340045
Dept. of Electrical Engineering -- University of Twente, The Netherlands
preferred: klamer@mi.el.utwente.nl SMTP: klamer@[130.89.33.3]

547. Re: ASSEMBLY PROGRAMMERS

Newsgroup: comp.sys.atari.st
Date: 1993-10-09 12:45:49 UTC
From: klamer@mi.el.utwente.nl
Message-ID: <klamer.750170749@mi.el.utwente.nl>
Source record: 199819

In <28p80u$pmq@caesar.wits.ac.za> anthony@concave.cs.wits.ac.za (Anthony Spirou) writes:

>Are there any 68000 programmers out there who wouldn't mind sharing their
>expertise????? I am only interested in really in-depth advanced stuff...
>(Forget simple scrollers, but how do you do 3D scroll bars etc...)

I think that if you really are interested in fancy stuff you should not
program in assembly. Assembly is OK for short programs / routines needing
maximum speed or minimum size. But for the rest you should use a high level
programming language!

Klamer
--
Klamer Schutte Tel: +31-53-892778 Fax: +31-53-340045
Dept. of Electrical Engineering -- University of Twente, The Netherlands
preferred: klamer@mi.el.utwente.nl SMTP: klamer@[130.89.33.3]

548. Re: How much for...

Newsgroup: comp.sys.atari.st
Date: 1993-10-09 13:46:10 UTC
From: Jan_Willekens@p12.f202.n281.z2.fidonet
Message-ID: <2cb6c1e0@p12.f202.n281.z2.fidonet>
Source record: 199634

In a message of <Thu 7 Oct 93 01:25>, sTTeve the ATARI man :P
(2:281/202.0) writes:

st> Also can any of the multisynchs do the TT high rez? I know the NEC's
st> have a 135Mhz bandwidth.... ?

The TTM194/195 is a Philips M47EAA7WJL (with ISL) monitor with the
'Balanced ECL 1 Bit @ 120 L-L' type. (a 'standard' like VGA) So it's NOT
the same as VGA! So you can't hook up a VGA NEC, it will have to be an ECL
monitor. Graphics cards use the VGA standard, though...

Greetings... - Jan -
FidoNet: 2:281/202.12 InterNet: jan@nextjk.wlink.nl
ZyXELNet: 16:400/305.1 or: janwill@sci.kun.nl (faster)

--- ZapMail 1.30
* Origin: When she spoke her words ensnared me... (2:281/202.12)

549. Re: Mint on TT

Newsgroup: comp.sys.atari.st
Date: 1993-10-09 14:03:26 UTC
From: Jan_Willekens@p12.f202.n281.z2.fidonet
Message-ID: <2cb6c4d2@p12.f202.n281.z2.fidonet>
Source record: 199635

In a message of <Thu 7 Oct 93 14:49>, Johannes Link (2:281/202.0) writes:

JL> when running TOS or MINT processes who require input, every other
JL> character is
JL> printed black on the screen (using MINIWIN or TOSWIN14). Any guess
JL> about the
JL> reasons?

Are you using NVDI? If so, upgrade to a newer version, that will solve the
problem.

Greetings... - Jan -
FidoNet: 2:281/202.12 InterNet: jan@nextjk.wlink.nl
ZyXELNet: 16:400/305.1 or: janwill@sci.kun.nl (faster)

--- ZapMail 1.30
* Origin: When she spoke her words ensnared me... (2:281/202.12)

550. Re: OS/2

Newsgroup: comp.sys.atari.st
Date: 1993-10-09 14:13:26 UTC
From: Jan_Willekens@p12.f202.n281.z2.fidonet
Message-ID: <2cb6c710@p12.f202.n281.z2.fidonet>
Source record: 199633

In a message of <Thu 7 Oct 93 14:06>, csullogg (2:281/202.0) writes:

c> FOr years and years I have been one of the most vocal opponents
c> of Messy-DOS and WINDOWS kludge. Recently, I attended the Ottawa
c> Government Computer show and had a one hour demo of OS/2.
c>
c> Loved it. Even though I now work with a TT/TTM195 during the day
c> and a Mega4ST/Reflex (1024x496) in the evening, OS/2 has finally
c> tweaked my interest in the PC world.

I know the feeling :-) BTW, if you decide to switch, don't throw away your
TTM195! You can connect it to your PC if you pop in an ECL (NOT VGA!) card.

Greetings... - Jan -
FidoNet: 2:281/202.12 InterNet: jan@nextjk.wlink.nl
ZyXELNet: 16:400/305.1 or: janwill@sci.kun.nl (faster)

--- ZapMail 1.30
* Origin: When she spoke her words ensnared me... (2:281/202.12)

551. UW in CoNnect. Was: Re: Unix Windows -- X Windows?

Newsgroup: comp.sys.atari.st
Date: 1993-10-09 14:13:46 UTC
From: Jan_Willekens@p12.f202.n281.z2.fidonet
Message-ID: <2cb6c733@p12.f202.n281.z2.fidonet>
Source record: 199636

In a message of <Fri 8 Oct 93 05:35>, Michael Baffoni (2:281/202.0)
writes:
MB> You know, I was just talking to Wolfgang (author of CoNnect)
MB> about adding Unix Windows capability to CoNnect. However, he didn't
MB> think that too many people would be interested (and left it out to
MB> keep the executables smaller).
MB>
MB> I was just wondering if this is true? How many of you would like
MB> to see UW implemented on CoNnect...and would you be more likely to
MB> pay the share-ware fee and register (for who haven't yet...)?

I WANT IT IN!!! I'd really love to have it implemented in CoNnect, together
with long-filenames-when-downloading even if it meant that I'd have to pay
extra. (I already paid my shareware fee ;-)

Greetings... - Jan -
FidoNet: 2:281/202.12 InterNet: jan@nextjk.wlink.nl
ZyXELNet: 16:400/305.1 or: janwill@sci.kun.nl (faster)

--- ZapMail 1.30
* Origin: When she spoke her words ensnared me... (2:281/202.12)

552. Re: TT Availability?

Newsgroup: comp.sys.atari.st
Date: 1993-10-09 14:30:13 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <296htl$aa8@charm.magnus.acs.ohio-state.edu>
Source record: 199820

> And meanwhile, you can buy a CD-ROM drive for PC systems for less than
> $200, including cables and interface, and software drivers to make it
> work, while there is NO available CD-ROM system for any Atari computer
> in a "plug and play" configuration.

Hmmmm....that depends on your definition of plug and play. With my AdSCSI plus and ICD's Meta DOS I can hook up a SCSI CD-ROM to my old ST. That sounds like "plug and play" to me.

If you want to include specific software into "plug and play" that MIGHT change things. I'm not aware of EXACTLY what software is available. I do know that there is CD-ROM software for the Falcon. If it is backwardly compatible then there is also software available.

->->->((JP))<-<-<-

It's the good girls who keep diaries; the bad girls never have the time.
--- Tallulah Bankhead

553. HD floppy disk under spectre GCR?

Newsgroup: comp.sys.atari.st
Date: 1993-10-09 14:30:45 UTC
From: bco107@cd4680fs.rrze.uni-erlangen.de
Message-ID: <296hulEq1h@uni-erlangen.de>
Source record: 199821

Hi!

I am running a spectre GCR (Mac-)emulation on my atari mega/ste.
The HD floppy disk drive, I have, works well both with DD and HD disks.
However, on the Mac side there are major problems: I know well that the
emulation cannot handle HD disks; but DD disks cause all kinds of error
messages as well.
Does anybody know the reason for these problems or, even better,
how to avoid them?

Thanks, Matthias.
hofmann2@organik.uni-erlangen.de

554. Re: It's HERE!

Newsgroup: comp.sys.atari.st
Date: 1993-10-09 14:48:52 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Oct9.144852.1478@unix.brighton.ac.uk>
Source record: 199823

Spacejunk Demo! Wow!

I want it, I wamt it!!!!

I too now wish to know where to get a copy.

Cheers

--
+---+
| You are knowing it is a rock when it is falling on your head. |
| |
| Michael May, Brighton University, Sussex, England |
| HND Computing Year 2, Software Engineering Stream |
| mm68@uk.ac.bton.unix |
+---+

555. Re: Jaguar delayed?

Newsgroup: comp.sys.atari.st
Date: 1993-10-09 15:16:09 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1993Oct9.111609.16004@umiami.ir.miami.edu>
Source record: 199822

```
In article <rjungCELyxH.Eoz@netcom.com>, rjung@netcom.com (Robert A. Jung) writes:
> In article <92630@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>>Atari might not LIKE what STReport says, but they can't prove it's
>>libelous, or as badly as they hate it, they would have slammed it hard
>>legally.
>>
>>So do YOU have proof that Atari doesn't have, to make public charges like
>>that..?
>
> Bob, if I posted everything I knew about the Jaguar and Atari's efforts,
> I'd be slapped from here to New Jersey and back with "violation of non-
> disclosure" claims.
>
> In any event, I trust ST Report's accuracy as much as I trust my ability
> to heft a Buick. And I wonder why you continue to leap at every opportunity
> to put down Atari Corp....

I've always wondered if BobR worked for ST Deports, or at least if he
doesn't he should.

:-)
Mark Santora

>
> --R.J.
> B-)
>
> ////////////////////////////////////|\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\
> Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
> ------------------------------------+-----------------------------Lynx up!
> "You weren't chosen because you are the best pilot in the Air Force. You were
> chosen because you are the class clown and frankly, you're expendable."
```

556. Re: TT Availability?

Newsgroup: comp.sys.atari.st
Date: 1993-10-09 16:45:08 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <92755@cup.portal.com>
Source record: 199824

Well, not to belabor the point, but I would define "plug and play" as
plug in a CD-ROM drive and play a CD-ROM.

True, you can connect *any* SCSI device to an ST with an AdSCSI interface,
or directly to the SCSI port on a Falcon.

But that doesn't mean you'll be able to "play".

When Atari threw up its hands and buried its CD-ROM, it released Meta-DOS
which contains the extensions needed to access SCSI devices like CD-ROM
drives. But it's FAR from "plug and play".

At the same time, the $199 PC CD-ROM drive I mentioned comes with a disk
which contains drivers that will let you be reading your first CD-ROM
almost as soon as you can close the cover on the computer and tear the
shrink-wrap off the CD.
As far as I know, no one offers a similar CD-ROM drive product for the
Atari line of computers. You want one, you figure it out yourself.

BobR

557. Re: Jaguar delayed?

Newsgroup: comp.sys.atari.st
Date: 1993-10-09 17:01:25 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <92756@cup.portal.com>
Source record: 199827

Yes, I know what you meant when you said "slander" instead of libel, it's a common mistake, and I sometimes have to look it up myself.. that's not at all what my question was however...

You're doing a fine song and dance around the question, RJ... but you still haven't answered it.
\
You said the editor of STReport (and I don't care if it HAD been MAD Magazine instead.. that's not the point) never misses an opportunity to "slander" Atari Corp.

That must mean that you have definite knowledge that STReport is knowingly and maliciously lying with intent to cause undue harm to the entity being slandered.

My point is that even as badly as Bob Brodie hates Ralph Mariano, and even as badly as Atari Corp in general hates STReport, they have never used all the lawyers they've sued Nintendo with, over and over, to try to crush STReport.

That indicates to me that THEY must know that it's NOT "slander", and that it's well enough based in truth that they can't win a lawsuit.

If Atari Corp and their lawyers are satisfied that it's not slander, I'm just wondering what it is that you know to make you want to make public accusations like that.

"I don't trust Ralph Mariano further than I can throw him" is no problem, but accusations of slander are different.

You may not agree with what he says, and you may not like what he says, but that doesn't necessarially make it untrue.

For the record, I don't agree with everything in STReport, and I don't particularly even like Ralph's "style". But that doesn't automatically make him a liar.

(I won't get into STReport's "record", as you seem to be having trouble focusing on this one issue, but you seem to be wrong there too.)

BobR

558. Re: Jaguar delayed?

Newsgroup: comp.sys.atari.st
Date: 1993-10-09 17:10:17 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <92757@cup.portal.com>
Source record: 199826

Nope, Mark.. I have nothing to do with STReport. They're perfectly capable of keeping Atari Corp busy looking over their shoulders by themselves.

If I *did* write for them, there would be none of the STR-style "I know something you don't know, but I'm not going to tell you" kind of stuff.

One of the things I *don't* like about STReport is the way Ralph never gets around to naming names and detailing events.

He says just enough to make the "guilty parties" nervous, but not enough for my friend Stash to know what the hell he's talking about. Anyone who isn't well enough connected to know what the editorials are talking about will probably be completely in the dark. Stash prints STReport and Z*Net, and has to ask me what it's all about.

If you've read STReport, you know that most of the editorials don't make a lot of sense... AND YET ... they're enough to get Atari and their friends all bent out of shape. There must be SOMETHING that "they know" that "they know Ralph knows" for them to get their underwear all twisted up like they do when they read it.

That wouldn't be my style at all.

BobR

559. Re: Jaguar delayed?

Newsgroup: comp.sys.atari.st
Date: 1993-10-09 17:33:14 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <CEn4rE.2zt@jonh.wimsey.bc.ca>
Source record: 199835
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

rjung@netcom.com (Robert A. Jung) writes:

> You didn't include your source, but I'm sure this "news" item came from
>ST REPORT. Of course, ST REPORT is the National Enquirer of the Atari world,
>and its editor is out to slander Atari any chance he gets.

> I'd take this "news" with a MASSIVE grain of salt.

Unfortunately, however much ST Report resembles the gossip rags in
style, their track record on accuracy is considerable. The IAAD has been
trying to plug the 'leak' for 2 1/2 years, and still hasn't managed it.
Plus, there are obviously enough dissatisfied employees at Atari to keep
Ralph well supplied with inside news.
Much as I dislike a lot of ST Report, I've found in the 5 years I've
been reading it, that his reporting eventually turns out to be generally
accurate, if sensationalist.
Why would Atari dislike him so much if he was wrong all the time?

--
John Henders GO/MU/E d* -p+ c+++ l++ t- m--- s/++ g+ w+++ -x+
Segments are for Worms

560. Re: the Atari TT line

Newsgroup: comp.sys.atari.st
Date: 1993-10-09 17:42:24 UTC
From: David.Freeland@f730.n286.z1.fidonet.org
Message-ID: <750189497.AA00221@dswhq.omahug.org>
Source record: 199831

```
*> From: hutch@bellman.lanl.gov (John Hutchinson)
*> Newsgroups: comp.sys.atari.st
*> Subject: the Atari TT line
*> Organization: Los Alamos National Laboratory
*> Reply-To: hutch@bellman.lanl.gov
*> Date: Mon, 4 Oct 1993 13:34:19 GMT
*> In article 9563@news.eng.convex.com, ehood@convex.com (Earl Hood)
*> writes: >
*> >Is Atari still supporting the TT line (i.e. are they still be
*> >manufactured)?
*> The TT is no longer being manufactured, unfortunately. Your best bet
*> is to
*> try to find one used, but they are in demand so look hard.

The TT IS going back into production.

David

/|\ fED-UP v1.11 (unregistered)
```

561. Re: STFM Hires monitor : advice so

Newsgroup: comp.sys.atari.st
Date: 1993-10-09 18:07:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A51014@M4.maus.de>
Source record: 199601

>I am interested to know what is involved in converting a mono SVGA
>monitor
>to work with the ST. Does anyone out there know?

Modifications to an SVGA monitor: Virtually nothing.

The ST's signal is 35,7 kHz horizontal scan rate.
An SVGA monitor must be capable of 31,5 (VGA), 35,2 (800x600 56 Hz) and
35,5 (1024x768 87 Hz interlaced) and might do 38 kHz (800x600 60 Hz).

35,5 is so close to 35,7 that most monitors will "catch" the ST's signal
without modification.
You might get odd picture position or size, so you'd like to adjust that.

And, you must solder an adaptor from the standard 15 pin VGA connector to
the ST's 13 pin DIN connector.

Finally, SVGA monitors do not have speakers.

bye, Peter

562. Re: 16 bit trakcer

Newsgroup: comp.sys.atari.st
Date: 1993-10-09 18:12:23 UTC
From: zcam1121@rpool9.rus.uni-stuttgart.de
Message-ID: <296uu7$mcl@info2.rus.uni-stuttgart.de>
Source record: 199828

In article <KESSELER.93Oct7183447@arthur.crpht.lu>,
Georges Kesseler <kesseler@arthur.crpht.lu> wrote:
>Attention!!!!
>The falcon protracker is a hacked together version from me. It is only tested
>on RGB monitors and will probably not work on VGA as I write directly to the
>hardware to set the lower overscan.

Don't worry, it's running well on my Multiscan. :-)
One question: Does the highspeed play routine use the DSP?

Ciao, Heiko.

563. Re: Bye Bye My Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-10-09 18:13:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A51015@M4.maus.de>
Source record: 199799

>I prefer socketed things though... :)

You wouldn't if your machine was 8 years old.

I'd be kissing J.T.'s feet if my machine were fully SMD.
(Because I never ever had to replace a chip, but have to reseat the
socketed stuff every three weeks...)

bye, Peter

564. TESTING....!

Newsgroup: comp.sys.atari.st
Date: 1993-10-09 19:02:00 UTC
From: eugenio.vicencio@canrem.com
Message-ID: <60.38367.4514.0N185CFD@canrem.com>
Source record: 199773

FOR THE GREEN DR.2B
Hi, I suppose you must know by now who is writing this for ya.
No estoy seguro cual de las dos conferencias es la mas apropiada
para el despacho de mensajes al exterior.
Como te decia en mi anterior, esta manana hube de levantarme
temprano para llevar al Mauro al Bco. y despues pase al Canadian Tire a
comprar un nuevo starter, pues el JETTA se me quemo ayer.
Cualquiera de estos mensajes que recibas, indicame a vuelta de
correo el numero de la conferencia, para identificarla propiamente yo
aca.
Saludos por ahora, chao
papa

• RoseMail 2.10•: Nanet 41-61-74 Balmy Beach BBS (416)690-9641

565. SilkMouse and Before Dawn

Newsgroup: comp.sys.atari.st
Date: 1993-10-09 19:09:00 UTC
From: Arne_Rudolph@ac.maus.de
Message-ID: <A25908@AC.maus.de>
Source record: 199760

For all those of you, who tried getting SilkMouse _and_ 'Before Dawn' to work
together (and failed): try setting the popup 'Change vectors' to 'at boot'.
From now on 'Before Dawn' grabs the system-vectors only once (when booting the ACC), which is what SilkMouse likes best.

If you want to know the details: it looks, as if SilkMouse does not use the
XBRA-protocol for intercepting system-vectors. This way 'Before Dawn' can not
find out, wheter it is still linked into the mouse-vector, or whether it has
been kicked out. Usually not finding its ID in the XBRA-chain means 'kicked
out', so 'Before Dawn' reinstalls its mouse-routine. This ends up in an endless loop, because this routine points to SilkMouse, which calls the routine of 'Before Dawn', which ... (I think you get the picture)

If anybody knows Mark Slagell, please tell him, that he should use the XBRA-
protocol (even ATARI's MACCEL does this ;-)

Ciao,
Arne

566. ftp mail servers

Newsgroup: comp.sys.atari.st
Date: 1993-10-09 19:56:15 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CEnBDv.IIp@sdf.lonestar.org>
Source record: 199770

I need the name of an ftp mail-server. BART only handles a.a.u.e and I'd like to know the name of one that can access any ftp site (I used to know the name of one). The command to get English documentation would be most helpful too so I figur eout how to use it!!

Also, when doing a real FTP, does the system check your password (your email address for anonymous FTP) for validity?

I'm on a public access Unix station where I get my mail and such, and my address, but I found that I have FTP ability on my schools mainframe (which I'm not supposed to find let alone use, I was told it wasn't possible), but I always have trouble getting on and lose teh connection right after typing anonymous and my Email address.

Please repond to E-Mail since I rarely ahve time to read this conference.

Thanks
Evan Langlois
evanlang@sdf.lonestar.org

567. Re: Jaguar delayed?

Newsgroup: comp.sys.atari.st
Date: 1993-10-09 20:27:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <memo.794992@cix.compulink.co.uk>
Source record: 199832

In article <294jrf$6eo@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>Well, I know that STReport, because of just the actions discussed, (lying,
>etc.) has been permenently BANNED from using or posting to GEnie. I'd say
>that that is a pretty firm indication that ther are just full of it. Also,
>at the Glendale RTC posted to GEnie, that question came up and the response
>was solmething along the lines of "You read that in STReport, right? Of
>course it's not true."
>i.e. the Jas is ON TIME.
I spoke to Atari UK today and they said it was due for a November release
in the US and wouldn't confirm a UK date beyone 'sometime in early '94'

I don't want to start any blasphemous rumours,
But I think that God's got a sick sense of humour - ML Gore
---
ilaskey@cix.compulink.co.uk | Iain R Laskey | Atari Falcon & Unix user

568. Re: Help required in submitting software to the internet.

Newsgroup: comp.sys.atari.st
Date: 1993-10-09 20:28:58 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <92770@cup.portal.com>
Source record: 199834

For the widest possible distribution, it would probably be best to submit software to BOTH the comp.sys.atari.binaries newsgroup, and to send it to well-known archive sites like atari.archive.umich.edu

People who don't have FTP access can get it from the binaries newsgroup, and having it on the archives will insure that it's available in the future, in case anyone doesn't get it now.

Actually, to save on "trans-atlantic" bandwidth, it would be good to submit it to archive sites in the US and in Europe and the UK. That way people can get it from a closer site, and take some of the load off of the umich site. (Unfortunately I don't have the Internet addresses for some of the German and UK sites with me... I know someone will be able to fill in the blanks though...)

Files submitted to the binaries newsgroup should be UUencoded and mailed to the administrator of the group..

FTP uploading is the opposite of FTP downloading.. change to the INCOMING directory of the archive site and use the FTP PUT FILENAME.EXT command.

If the mail address of the archive administrator is given, you can also drop them a message describing the new upload to help them know where to move it.

BobR

569. Re: Ice & Jampack

Newsgroup: comp.sys.atari.st
Date: 1993-10-09 20:58:43 UTC
From: mr2@irz.inf.tu-dresden.de
Message-ID: <2978m3$3p3@irz403.inf.tu-dresden.de>
Source record: 199833

In article <Pc21ac2w165w@sys6626.bison.mb.ca>,
winnipg@sys6626.bison.mb.ca (Winnipg) writes:
>Are there any un-ice and un-packers around?

Yep,many.The best one,i think,is the Mega-depacker 2.xx
It should be available at every common atari-site.

Matthias

570. Re: POV-Ray 2.0 timings

Newsgroup: comp.sys.atari.st
Date: 1993-10-09 21:03:00 UTC
From: Arne_Rudolph@ac.maus.de
Message-ID: <A26315@AC.maus.de>
Source record: 199787

O>As far as I know the 486 has built-in FPU. A Falcon with an FPU would
O>take much less than 50 minutes to do the job. You could mail me the
O>compiled version of your test and I'll run it on my Falcon+FPU and post
O>the result.

I am interested in the Sourcecode of POV 2.0, too! Is any ftp server
carrying
it?

Ciao,
Arne

571. Re: Jaguar delayed?

Newsgroup: comp.sys.atari.st
Date: 1993-10-09 21:15:26 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Oct09.211526.32749@rchland.ibm.com>
Source record: 199625
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <rjungCEK1t2.E3D@netcom.com>, rjung@netcom.com (Robert A. Jung) writes:
|> In article <1993Oct06.160706.26791@rchland.ibm.com> ricardo@rchland.vnet.ibm.com
(Ricardo Hernandez Muchado) writes:
|> > - Sunnyvale, CA JAGUAR TO BE DELAYED 'TILL AFTER CHRISTMA
|> > -------------

[stuff deleted]

|> ST REPORT. Of course, ST REPORT is the National Enquirer of the Atari world,
|> and its editor is out to slander Atari any chance he gets.
|>
|> I'd take this "news" with a MASSIVE grain of salt.
|>
|> --R.J.
|> B-)

Again, no flames. I understand what you guys are saying as I mentioned in
a posting above. I also said that I found more evidence now balancing
in favor of ATARI.

Contrary to what people might think there, I also want to see the Jaguar.

|> ////////////////////////////////////|\\
|> Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
|> -------------------------------------+-----------------------------Lynx up!
|> "You weren't chosen because you are the best pilot in the Air Force. You were
|> chosen because you are the class clown and frankly, you're expendable."

--

Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

572. Re: Dungeon Master/Chaos Strik

Newsgroup: comp.sys.atari.st
Date: 1993-10-09 21:35:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A53728@SL.maus.de>
Source record: 199800

In article simon.750129171@hurricane Simon Chiu wites:

S>I used to call a BBS and the sysop claimed that he was working on a
S>game for the ST called Mule Deluxe.
M.U.L.E.?

Well, if You can wait a while there'll be a clone of this game for the
Falcon. Made by a great coder from Germany - he knows who I mean ;-)

Bye
Stefan

===
Stefan_Damerau@sl.maus.de

573. Re: POV-Ray 2.0 timings

Newsgroup: comp.sys.atari.st
Date: 1993-10-09 22:31:18 UTC
From: rvenable@helix.nih.gov
Message-ID: <1993Oct9.223118.12776@alw.nih.gov>
Source record: 199836

In article <H.eg.YvLIWTvkYx6@semprini.waterloo-rdp.on.ca>
cherborth@semprini.waterloo-rdp.on.ca writes:
>Here are some feel-good numbers for you folks that think I have nothing
>good to say about the Atari platform... ;-)

Not necessarily; read on ...

>I compiled POV 2.0 for OS/2 at work using GCC 2.3.3 (optimised) and for
>my ST using GCC 2.4.4 (optimised) under MiNT. Here's how long it took
>me to trace a very simple scene (basicvue.pov; an orange sphere on a
>blue plane):
>
>'386/33 8M RAM, OS/2 2.1 - 1 hour 40 minutes, 20 seconds.
>'486/33 28M RAM, OS/2 2.1 - 0 " 0 " 33 seconds. (!!!)
>
>Atari ST, 4M RAM, MiNT 1.08 - 1 " 45 " 36 seconds.
>
>That's right folks, the 8Mhz 68000 was _almost_as_fast_ as the '386/33.

You mean until the 486 came out, the ST and Intel boxes were even.

>Now, for those of you who think a Falcon030 is the same performance as a
>'486dx2/66, it would've traced the image in about 20 seconds. The
>Falcon would probably do it in 50 minutes (and that's being generous).

So where are your numbers to support this? And how would it do
if the the DSP chip were used? After all, every Falcon will have
one, so why not use it? Stop speculating; complete the work
before spouting off; so far, we know a '486 beats an ST.

>Oh, what POV-Ray options did I use? +w320 +h200 +q9 +a0.3 +ft
>(320x200x24-bits, save as a TARGA file, highest quality, best
>anti-aliasing)
>--
>------------------==------------------
> cherborth@semprini.waterloo-rdp.on.ca
> Chris Herborth

Pretty thin argument, really, without the Falcon numbers with and
without the DSP chip; and doesn't this belong in advocacy, BTW?

--
Rick Venable (301) 496-1905 |=| "Eschew
FDA/CBER Biophysics Lab HFM-419 |=| Obfuscation"
Bethesda, MD 20892 USA |=|
rvenable@helix.nih.gov |=| -- the Phantom Nerd

574. Re: elm for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1993-10-09 22:48:33 UTC
From: jhoffman@netcom.com
Message-ID: <jhoffmanCEnJCy.2t6@netcom.com>
Source record: 199837

Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:
: In <2873faINNna9@coli-gate.coli.uni-sb.de>, Benjamin Lorenz writes:
: > Well, I read your posting, ftp'ed the newest version of elm (2.4 PL22) and
: > compiled it with no greater problems on my TT... :-)
: >
: > If there is some interest, I can upload it on some ftp-servers.
: > MiNT and Minix FS are required because I didn't change any filenames.
: >
: > PS: trn is also running on my Atari! Interested?

: Yes, please, both! I'll kiss your feet! :)

How will you use these apps. Don't they require you to be connected to an
ethernet? Can you use serial lines? Is there a slip and IP stack that works
on an ST??

John
--
+---+
| John Hoffman | jhoffman@netcom.com | Boring Sigfile |
+---+

575. Re: Unix Windows -- X Windows?

Newsgroup: comp.sys.atari.st
Date: 1993-10-09 23:08:43 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1480@usdtsg.DaytonOH.NCR.COM>
Source record: 199753

In article <1993Oct08.043508.169457@zeus.aix.calpoly.edu> mbaffoni@farad.elee.calpoly.edu (Michael Baffoni) writes:
>
> I was just wondering if this is true? How many of you would like
>to see UW implemented on CoNnect...and would you be more likely to pay the
>share-ware fee and register (for who haven't yet...)?

Already registered, Mike :-) It's an interesting idea, but I don't know if it is really necessary anymore - since programs like SCREEN basically give you the same thing (not in separate windows, but through "toggled" windows like the DOS version of UW). Besides, SCREEN seems a lot easier to compile on more systems than the UW server. This is only my opinion, of course :-)

Rob
Robert.Anisko@daytonoh.ncr.com
R.ANISKO@genie.geis.com

...CoNnect's a program worth registering for, regardless...

576. Re: Jaguar delayed?

Newsgroup: comp.sys.atari.st
Date: 1993-10-09 23:35:47 UTC
From: rvenable@helix.nih.gov
Message-ID: <1993Oct9.233547.13469@alw.nih.gov>
Source record: 199850

In article <92756@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>My point is that even as badly as Bob Brodie hates Ralph Mariano, and
>even as badly as Atari Corp in general hates STReport, they have never
>used all the lawyers they've sued Nintendo with, over and over, to try
>to crush STReport.
>
>That indicates to me that THEY must know that it's NOT "slander", and
>that it's well enough based in truth that they can't win a lawsuit.

That's only one interpretation, and there was a lot of cash
money at stake in the Nintendo suit. What does Atari have to
gain from suing Ralph? Perhaps the lawyers realize bringing
a case would only provide free publicity to a point of view
they'd rather just ignore. They may believe STReport is
libelous, but may not see any value in pursuing it. All we
know is that there has not been a lawsuit, nothing more.

Unless CBS is lying, it's not clear there's any delay; and
doesn't this belong somewhere in the rec.games.video hierarchy?

--
Rick Venable (301) 496-1905 |=| "Eschew
FDA/CBER Biophysics Lab HFM-419 |=| Obfuscation"
Bethesda, MD 20892 USA |=|
rvenable@helix.nih.gov |=| -- the Phantom Nerd

577. Re: HD floppy disk under spectre GCR?

Newsgroup: comp.sys.atari.st
Date: 1993-10-09 23:35:55 UTC
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <93282.59755.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 199751

Sorry to inform you, but Spectre GCR does not work with a 1.44 meg high density drive. You will need to hook up an external, double density 750K disk drive as drive "B" in order to get Spectre to work on your machine. There may be some out there who claim that Spectre GCR will work with a HD drive, but this is a common problem that many, many people have.
------------------------ Original Article ------------------------

I am running a spectre GCR (Mac-)emulation on my atari mega/ste.
The HD floppy disk drive, I have, works well both with DD and HD disks.
However, on the Mac side there are major problems: I know well that the emulation cannot handle HD disks; but DD disks cause all kinds of error messages as well.
Does anybody know the reason for these problems or, even better, how to avoid them?

578. Re: POV-Ray 2.0 timings

Newsgroup: comp.sys.atari.st
Date: 1993-10-09 23:40:16 UTC
From: jeffmay@magnus.acs.ohio-state.edu
Message-ID: <297i50$b0r@charm.magnus.acs.ohio-state.edu>
Source record: 199849

In article <memo.793320@cix.compulink.co.uk> ogal@cix.compulink.co.uk writes:
>
>
>In article <H.eg.YvLIWTvkYx6@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
>>Here are some feel-good numbers for you folks that think I have nothing
>>good to say about the Atari platform... ;-)
>>
>>I compiled POV 2.0 for OS/2 at work using GCC 2.3.3 (optimised) and for
>>my ST using GCC 2.4.4 (optimised) under MiNT. Here's how long it took
>>me to trace a very simple scene (basicvue.pov; an orange sphere on a
>>blue plane):
>>
>>'386/33 8M RAM, OS/2 2.1 - 1 hour 40 minutes, 20 seconds.
>>'486/33 28M RAM, OS/2 2.1 - 0 " 0 " 33 seconds. (!!!)
>>
>>Atari ST, 4M RAM, MiNT 1.08 - 1 " 45 " 36 seconds.
>>
>>Oh, what POV-Ray options did I use? +w320 +h200 +q9 +a0.3 +ft
>>(320x200x24-bits, save as a TARGA file, highest quality, best
>>anti-aliasing)
>>--
>
>As far as I know the 486 has built-in FPU. A Falcon with an FPU would take
>much less than 50 minutes to do the job. You could mail me the compiled
>version of your test and I'll run it on my Falcon+FPU and post the result.

I compiled pov-ray 2.0 and ran it on my TT (using gcc version 2.4.2)
The results (both with and without the FPU compiler option) were:

Atari TT, 20M RAM, MultiTOS, without FPU - 20 minutes 10 seconds
" , " , " , with FPU - 0 mintues 49 seconds

(using the basicvue.pov file with the same options as
above)

Just thought somebody might be interested.
--Jeff

579. Re: Jaguar delayed?

Newsgroup: comp.sys.atari.st
Date: 1993-10-09 23:55:10 UTC
From: rjung@netcom.com
Message-ID: <rjungCEnMFz.1p5@netcom.com>
Source record: 199752
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <CEn4rE.2zt@jonh.wimsey.bc.ca> jhenders@jonh.wimsey.bc.ca (John Henders) writes:
> Why would Atari dislike him so much if he was wrong all the time?

Because you don't need to be accurate to hurt the reputation of a person (or a company). Case in point: Michael Jackson's child-abuse allegations.

--R.J.
B-)

////////////////////////////////////|\\
Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
------------------------------------+-----------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were chosen because you are the class clown and frankly, you're expendable."

580. Re: Falcon + Space Junk Demo = WOW!

Newsgroup: comp.sys.atari.st
Date: 1993-10-10 00:06:07 UTC
From: magnus.thylander@p4.troed.ct.se
Message-ID: <2cb60af8@p4.troed.ct.se>
Source record: 199838

```
>> What are the filenames? Is it one huge 4Mb file or splitted so one can
>> put it on regular 1,44Mb disks?
>
> Okay, the filenames are:
> spacejnk.readme
> spacejnk.zip.01
> spacejnk.zip.02
> spacejnk.zip.03
>
> The three parts are one big ZIP file divided by three.

Okay, thanks alot! It would be nice if in the future people would name the
filename when they announce something new uploaded!

***********************************
* GREETZ, Magnus Thylander..... *
* .... ******************************************
* ..... .. CoSysOp * UseNet: magnus.thylander@p4.troed.ct.se *
* . ... .. * FidoNet: 2:200/612.4 *
* .. .....XISTENCE * FujiNet: 7:102/102.4 *
* ....ARCASTIC * NeST: 90:1101/112.4 *
*****************************************************************
```

581. Re: Geneva: A Review

Newsgroup: comp.sys.atari.st
Date: 1993-10-10 00:06:07 UTC
From: magnus.thylander@p4.troed.ct.se
Message-ID: <2cb60be5@p4.troed.ct.se>
Source record: 199839

```
>> - A more compatiable and fast multitasking OS than MTOS. - An
>> updated AES simular to the Falcon's TOS 4.
>
> thylander> As far as I've heard, Geneva is NOT an OS, it's just a new
> thylander> AES, which explains why it needs the MiNT-Kernel to
> thylander> multitask TOS-programs. Hence it can't be a faster OS than
> thylander> MultITOS...
>
> Well, what about PowerDos? There was word that a new version was in
> the works to work especially well with Geneva. THAT would be a nice
> system! PowerDos seems really great. The only thing is, I can't
> figure out how to run it from the lack-of-instructions which came
> with it...

Maybe, but without it Geneva isn't so great!

> Still, Geneva alone sounds like a fantastic program! I just wish it
> wasn't so expensive!

Cooperative multitasking not able to multitask TOS-programs! It doesn't sound
that great to me!

**********************************
* GREETZ, Magnus Thylander..... *
* .... ****************************************
* ..... .. CoSysOp * UseNet: magnus.thylander@p4.troed.ct.se *
* . ... .. * FidoNet: 2:200/612.4 *
* .. .....XISTENCE * FujiNet: 7:102/102.4 *
* ....ARCASTIC * NeST: 90:1101/112.4 *
**********************************************************************
```

582. Re: Questions Esp. About Samplers

Newsgroup: comp.sys.atari.st
Date: 1993-10-10 00:06:07 UTC
From: magnus.thylander@p4.troed.ct.se
Message-ID: <2cb60f24@p4.troed.ct.se>
Source record: 199840

> Secondly, I hear the Falcon has a DSP chip, which produces CD quality
> or better sound. Is there any sampling hardware/software available for
> this system yet, esp. one that takes advantage of this chip? If so,
> is it any good? I haven't been around, so can someone quote some of
> the going prices for the Falcon, in it's different configurations? If
> it can sample, I'm may be in the market of getting one. Also, does it
> have MIDI ports like the ST? Another thing I should mention: it would
> be a plus on any sampling software that lets me define 'banks' so I can
> have more than one sample in the computer at once, but play them at the
> same time.

Well, firstly: The DSP doesn't produce the sound. Secondly: The falcon does have 16bit 8(I think) channel 50kHz sound chip built in. The DSP can be used to manipulate the sound in a lot of ways, but it can also be used for anything else really, it's simply a very fast processor! The Falcon comes with 16bit 50kHz D/A and A/D converters which means you do have a "better than CD-quality sampler" built in, and they're great! Programs for Direct-To-Disk sampling and sample-manipulation is available, both as PD/SW (i.e. WinRec/WinCut, Mjuzakk-tracker, Dame SW-version, Falcon D2D) and commercial packages (i.e. Cubase Audio, Notator logic, 4T/FX, D2D Edit, DigiTape pro, Dame commercial version......and so on)! There's LOTS of it, have a look in a.archive! ALL of these take advantage of the DSP for music-effects!

YES, it does have MIDI-ports, just like the ST/STE... The last thing mentioned shouldn't be difficult...haven't tried it though...

```
**********************************
* GREETZ, Magnus Thylander..... *
* .... ****************************************
* ..... .. CoSysOp * UseNet: magnus.thylander@p4.troed.ct.se *
* . ... .. * FidoNet: 2:200/612.4 *
* .. .....XISTENCE * FujiNet: 7:102/102.4 *
* ....ARCASTIC * NeST: 90:1101/112.4 *
****************************************************************
```

583. Re: Falcon + Space Junk Demo = WOW!

Newsgroup: comp.sys.atari.st
Date: 1993-10-10 00:06:07 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2cb682a8@troed.ct.se>
Source record: 199846

In a message of 09 Oct 93 00:28:56, Iain Laskey wrote:

IL> Ran demo (after sussing it didn't work on VGA. Hope this isn't a
IL> trend for games...

Probably .. a VGA can't do lower than 480 scanlines, when the Falcon uses lower resolution it sends "double lines" .. well .. this takes the same bandwidth as if they had used the full resolution ..

What I want to say with this is that routines that use ALL available processortime most often will have to use a low resoltion .. the VGA can't cope with that -> TV/RGB is the solution ..

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

584. POV-Ray 2.0 timings

Newsgroup: comp.sys.atari.st
Date: 1993-10-10 00:06:07 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2cb6837c@troed.ct.se>
Source record: 199847

```
CH> Now, for those of you who think a Falcon030 is the same performance as a
CH> '486dx2/66, it would've traced the image in about 20 seconds. The
CH> Falcon would probably do it in 50 minutes (and that's being generous).

Use either a math-coprocessor (which a 486 has built in) or use the DSP.
+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+
```

585. Re: TT Availability?

Newsgroup: comp.sys.atari.st
Date: 1993-10-10 00:06:07 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2cb6842c@troed.ct.se>
Source record: 199848

In a message of 09 Oct 93 08:49:23, Bob_bobr_retelle wrote:

B> And meanwhile, you can buy a CD-ROM drive for PC systems for less than
B> $200, including cables and interface, and software drivers to make it
B> work, while there is NO available CD-ROM system for any Atari computer
B> in a "plug and play" configuration.

Bullshit.

Buy a CD-ROM.

No special hardware needed.

Hook it up to the SCSI-II port on the back of the Falcon.

Use it.

Stop lying.

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

586. Re: Jaguar delayed?

Newsgroup: comp.sys.atari.st
Date: 1993-10-10 01:49:57 UTC
From: aspect@cats.ucsc.edu
Message-ID: <297po5$87k@darkstar.UCSC.EDU>
Source record: 199754

As I believe I said before, if STReport is actually reporting the truth, why were they BANNED from GEnie recently? that seems to indicate that they were not playing a fair journalistic game. Besides, how could Atari sue over Ralph saying that he heard a rumor? Are they supposed to prove that he didn't hear a rumor? That it was himself that he heard the rumor from? By the wording of the article, it would seem that Ralph is choosing his words very carefully in order to protect himself from being sued, since he knows that nothing he is saying has any factual basis to it. I'm sure Atari would love for him to make one fatal slip of the tongue so that they can quiet him permanently (not in temrs of censorship of contrary views, but rather an attempt to protect a certain sense of journalistic integrity which Ralph seems to lack) Also, in the last conference, Bob Brodie said that there was no truth to the rumor of the Jag delays.

~Chris

587. GOT STUFF TO SELL?

Newsgroup: comp.sys.atari.st
Date: 1993-10-10 02:07:20 UTC
From: dhbutler@magnus.acs.ohio-state.EDU
Message-ID: <9310100206.AA04601@magnusug.magnus.acs.ohio-state.edu>
Source record: 199755

Hi all,
A relative of mine wishes me to piece together another ST and a half for
him, so if any of you out there still have hardward for sale let me know (also
interested in decent software).

I'm especially interested in the Mega-4 system I saw posted a bit back...

Please mail me lists of what you still have for sale and I'll get back to you
ASAP if I want anything,

Thanks!

BTW, I have several sets of ROMS for the Spectre GCR/128 for sale, these are
used ROMS, but I have tested them in my GCR and they work fine. I'm looking for
$99 each set ($30 cheaper than TOAD). The numbers match those recomended by
Dave Small. Anyone interested?
-->
|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

||| // "It is even harder for the average ape to
/ | \ \// believe that he has descended from man.
- H. L. Mencken

588. Re: TT Availability?

Newsgroup: comp.sys.atari.st
Date: 1993-10-10 02:19:24 UTC
From: bill@main.morris.org
Message-ID: <297rfc$kl2@c3po.jvnc.net>
Source record: 199756

In article <296htl$aa8@charm.magnus.acs.ohio-state.edu>, jpoling@magnus.acs.ohio-state.edu (Jeff A Poling) writes:
>> And meanwhile, you can buy a CD-ROM drive for PC systems for less than
>> $200, including cables and interface, and software drivers to make it
>> work, while there is NO available CD-ROM system for any Atari computer
>> in a "plug and play" configuration.
>
> Hmmmm....that depends on your definition of plug and play. With my AdSCSI
>plus and ICD's Meta DOS I can hook up a SCSI CD-ROM to my old ST. That sounds
>like "plug and play" to me.
>

Also, dont forget, most of the PC-clone 'plug-and-play' CD-ROMs
are SoundBlasterPro type devices. ie; propriatory... meaning, you by
a SBPro, and you can only use it in a PC clone...

Billy D'Augustine
bill@main.morris.org

Welcome to the USA: government by the rich and privilaged, for the rich
and privilaged, and of the rich and privilaged. Isn't it time for a change?

589. updated for sale list

Newsgroup: comp.sys.atari.st
Date: 1993-10-10 04:39:48 UTC
From: bammbamm@dswhq.omahug.org
Message-ID: <750228251.AA00293@dswhq.omahug.org>
Source record: 199790

*** LISTING UPDATED ON 10/09/93 - ITEMS THAT WERE SOLD HAVE BEEN ***
*** REMOVED AND MANY NEW ITEMS HAVE BEEN ADDED!! ***

I have the following items sitting on my shelf gathering dust so I
decided to put them up for sale:

Quantity Item Price
2 Atari SC1224 Color monitor (old ones with GREAT picture) $150
each
1 Atari SC1224 Color monitor (new style) $125
1 Magnavox video monitor $ 50
1 Word Writer ST - original disks and manual $ 17
1 DataManager ST - original disks and manual $ 17
combo deal-WordWriter/DataManager $ 30
1 Shadow background file transfer prog - orig. disk/man $ 5
1 Flash 1.6 - original disk/manual $ 9
1 NeoDesk version 2 - original disk/manual $ 15
1 Copy II ST (Central Point Software)- original disk/manual$ 5

1 Atari 5200 Game COMPLETE SYSTEM
system includes:
1 Atari 5200 with original box
1 Atari Tracball in original box
2 Atari 5200 joysticks in original boxes
1 Wico Command Control Joystick (excellent self-centering) orig. box
1 Competition Pro 5000 Joystick (best stick ever for 5200) orig. box
1 2600 Cartridge Adaptor in original box
1 Pole Position cartridge with original box
1 Galaxian cartridge with original box
1 Dig Dug cartridge with original box
1 Missile Command cartridge with original box
1 Pengo cartridge with original box
1 Joust cartridge with original box
1 Popeye cartridge with original box
1 Star Trek cartridge with original box
1 Q*Bert cartridge with original box
1 Gyruss cartridge with original box
1 Space Invaders cartridge with original box
1 Pacman cartridge with original box
1 Ms. Pacman cartridge with original box
1 Mario Bros. cartridge with original box
1 Wizard Of Wor cartridge with original box
1 Frogger cartridge with original box
1 Defender cartridge with original box
1 Berzerk cartridge with original box

1 Countermeasure cartridge
1 Robotron 2084 cartridge
1 Super Breakout cartridge
1 Centipede cartridge
Entire set (5200/22 games/4 joysticks/trackball/2600 adaptor) $100

1 Atari 7800 Game System
system includes:
1 Atari 7800 with original box - NO JOYSTICKS
1 Karateka cartridge
1 Dig Dug cartridge
1 Galaga cartridge
1 Food Fight cartridge
1 Centipede cartridge
1 Joust cartridge
1 Robotron 2084 cartridge
1 Xevious cartridge
1 Pole Position II cartridge
1 Ms. Pacman cartridge
1 Asteroids cartridge
Entire set (7800/11 games) $ 50

Prices do not include shipping and are negotiable (especially if you want to make an offer on multiple items ;-)

If interested please contact me (Jim Collins) via:

GEnie - J.COLLINS22
Delphi - JIMCOLLINS
internet - bammbamm@dswhq.omahug.org
fidonet - 1:286/730.0 (netmail address)
atarinet - 51:203/4.0 (netmail address)

590. PGP & gcc

Newsgroup: comp.sys.atari.st
Date: 1993-10-10 04:44:11 UTC
From: sglass@netcom.com
Message-ID: <sglassCEnztn.L0C@netcom.com>
Source record: 199757

I'm looking for PGP 2.3A for the ST. I've gotten the diffs from Clausthal, but the docs remind me of the old recipe for rabbit stew, "First, steal a rabbit...". Simply, where does one get the sources to apply the diffs to?

The doc with the diffs mention GCC. I built the sun4gcc target on SunOS 4.1.3 with zero errors and it works fine, but I prefer the security of my own ST. Cutting to the chase, what're the issues related to using gcc on an ST?

Is there an ftp site that has an ST PGP package like the DOS package at soda.berkeley.edu?

Thanks.
--
| Indeed, many do love to argue. It is so much
sheldon glass | easier and more fun than other things one
sglass@netcom.com | might do sitting in front of a computer.
#include <std.disclaimer> | - Bjarne Stroustrup

591. Re: 50hz games?

Newsgroup: comp.sys.atari.st
Date: 1993-10-10 05:34:42 UTC
From: gizmo@dswhq.omahug.org
Message-ID: <750238154.AA00303@dswhq.omahug.org>
Source record: 199791

In a message of <25 Sep 93 21:42:12>, Steven Whatley (1:286/2) writes:

SW> I am having probles with games that change sync rate. The two games
SW> in particular are CENTIPEDE and KABOOM. I have an Atari 120v SC1224
SW> color monitor. These gaems make the vertical sync go crazy. Any
SW> help will be appreciated.

If I remember correctly, those two games change the sync rate to 50 hz. All you need to do is tweak your vertical hold control on the monitor until it JUST BARELY locks in on the signal for the game; you should then be able to use either 50 or 60 hz without problems.

Later,
Gizmo

592. Re: DSP difficulties with Falcon...

Newsgroup: comp.sys.atari.st
Date: 1993-10-10 05:36:42 UTC
From: gizmo@dswhq.omahug.org
Message-ID: <750238154.AA00304@dswhq.omahug.org>
Source record: 199792

In a message of <25 Sep 93 23:14:45>, Kendall Helmstetter Gelner (1:286/2) writes:

KH> I have another strange problem with my falcon - a number of
KH> programs seem to not work with the DSP!! If I run Audio Fun Machine,

KH> So, what could be wrong? All of this stuff worked just s little
KH> while ago...

Ummm........this is just a stab in the dark, but it is the only thing I can think of......

Over on the right side of the machine by the cutout for the mouse/joystick ports, there are a couple of small (14 pin I think) socketed chips. These are GAL chips, and I think they control the Host Interface to the DSP. You might try CAREFULLY prying these chips loose and then reseating them. While you are at it, take your thumb and press down FIRMLY on anything that is in a socket. Don't be afraid of pressing down; as long as the motherboard is flat on a solid surface you aren't gonna break anything.

Hope this helps.

Later,
Gizmo

593. Re: X11 Speedo Fonts

Newsgroup: comp.sys.atari.st
Date: 1993-10-10 05:45:42 UTC
From: gizmo@dswhq.omahug.org
Message-ID: <750238154.AA00305@dswhq.omahug.org>
Source record: 199793

In a message of <26 Sep 93 14:17:06>, Chris Herborth (1:286/2) writes:

CH> This is, IMHO, such a load of crap. WHY would Atari use such a
CH> stupid, proprietary scheme when there are zillions of PD/SW Adobe
CH> Type-1 fonts available, and Adobe seems quite happy to lisence their
CH> stuff to anyone?

I believe that the primary reason was that Speedo was quite a bit faster than the Adobe type fonts, and possibly because Speedo is vector based. Aren't Adobe fonts bitmapped?

Anyway, these are only guesses/hazy memories, so it is quite possible that I am wrong.

Later,
Gizmo

594. Re: Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-10-10 06:00:08 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2cb6cb80@p2.stacken.ct.se>
Source record: 199761

> From: Lars-Erik.Osterud@f100.n30.z47.byte.bbs.no (Lars-Erik Osterud)
>
>> Not quite... There has to be _more_ software availabe today and the
>> qu _much_ better then six years ago. The rest is true.
>
> The Scandinavia situation can't get any worse (as you're sure to know
> living in Sweden). Here in Norway I know of only ONE Atari dealer !!

That bad huh? There are maybe half a dozen left in Sweden but I do most of my shopping mailorder from England and Germany, it's both faster and cheaper. I don't think it will change, even if the Falcon manage to sell well. Lets face it, we own a minority machine and since most people in the business has the letters PC stamped in their forehead, we'll just have to make the best we can of the situation.

> The closing of Atari Scandinavia in Sweden and the divisions in
> Norway and Denmark was a disaster for Atari. Now almost no one has or
> wants to get an Atari, and only a few of us ST-maniacs are still
> holding out :-(

I think a lot of people would actually like to buy a Falcon, trouble is it's too expensive to be a straight replacement for the now defunct STE and too "toyish" for those used to TT's and tower PC's. It's also because few people have ever heard of the Falcon since AdAstra doesn't do any advertising to support it in Sweden. In that respect they are even worse than Atari Scandinavia was, at least they tried.

> I feel like Atari doesn't care a #$%& about us Atari owners over here !

I don't care much for Atari Corp either. but I sure do like my Falcon !!!

> Lars-Erik 0sterud / E-mail: lars-erik.osterud@byte.bbs.no
> SysOp ABK-BBS / ABK-BBS: +47 67132659 V.32bis Data+Fax

Still running MiniBBS ?

__ __
_ /_/___ /_ __________
>>--------------------/ /atrik __/anfridsson \----------------------<<
// patrik.sanfridsson@p2.stacken.ct.se or sanfrids@elixir.e.kth.se \\
\\ Fido 2:204/419.2 STacken BBS +46-142-19331 NeST 90:1100/110.2 //
>>---<<

595. HD Recording

Newsgroup: comp.sys.atari.st
Date: 1993-10-10 06:00:08 UTC
From: peter.segerdahl@cindy.ct.se
Message-ID: <2cb6cb80@cindy.ct.se>
Source record: 199762

```
* Originally from Area 'N.FALCON.MISC'
* Originally to All
* Forwarded by Patrik Sanfridsson on 2:204/419.2, 09 Oct 93 17:23:22

Hi,

yesterday I spoke to the developer of a really great new program for
the F030. It is called Dame and the specifications really looks great.
This is one of the reason why I am starting to get my confidence in
F030 back.

- It is a D2D recording program

- Up to 92 channels simultaneous mix down to two channels with
crossfade, fade in/out, volume settings etc

- Any mix is always reversible

- Uses its own file system so the recording/playback quality is GREAT
Never any fragmentation problems!

- English (and Dutch) manual available

- Midi time sync; connect any midi-sync equipment
e.g. hook up your old ST with CuBase and get a great studio or
get a midi sync to your homestudio and you have a huge multitracker!

- Unlimited playlist, only your HD's are the limit

- The guy has been programming DSP since three years ago!
No shitty motorola DSP preset that most of the other competitors
seems to use.

- A great parametric EQ so you can boost or cut exactly the freq. you like
(not only the one that some programmer has chosen). Real-Time of course.

- Two channels simultaneous playback for maximum sound quality
(using more than two channels on the F030 will cause less quality)

- Available in a Monochrome version for those of you still using SM124/144

- It is NOT version 1.0 but 4.x so it has been tested for several years.
(previously sold to ST owners)

- Used by several studios and radio stations in Europe

- Price! only 200$ consumer price (maybe even cheaper from some...).
--------------------------------------------------------------------------
```

More GREAT news:

- Finally a digital input/output interface with coaxial connectors :-))))
It is finished and released since a couple of years ago and
modified for F030 (several months ago). All the other digital input/outp
that I have read about are very expensive, uses only optical connectors
and none of them are actually released. This is!
(life can not get any better)

- DSP Sample rate transformation; e.g. making it possible to send out
digital data in 44.1 KHz to your DAT for CD mastering, saving you
LOTS of money.

- Backup and archive functions to your DAT recorder, digital of course!

- Remove the most irritating copy protection a DAT recorder puts on a
digital recording. Your own choice ON or OFF!

- Used by several studios and radio stations in Europe

- As today the digital interface only work together with Dame so it is
not really a separate product but you do not have to purchase it at
the same time and their is no package price for buying both.

- A limited version is available as shareware. Register and get an English
manual (I have started out that way :-)).

- etc etc etc

- Price! only 300$ consumer price (maybe even cheaper from some...).

- Price; Dame + the digital interface: US$ 500:-.

This is really a professional program!!
==========

If you want more information on Dame please contact me here or on:

Ph. +46-31-81 98 50
Fax +46-31-81 21 39
InterNet peter@vinga.trillium.se

Best Regards,
Peter Segerdahl

PS. I am from now on also distributing the products in Sweden.

---
* Origin: STacken BBS, Mj|lby, Sweden. +(46)142-19331. (90:1100/110)

596. Re: RFI problem

Newsgroup: comp.sys.atari.st
Date: 1993-10-10 06:11:24 UTC
From: gizmo@dswhq.omahug.org
Message-ID: <750238154.AA00306@dswhq.omahug.org>
Source record: 199794

In a message of <28 Sep 93 19:31:32>, Gregory Bernath (1:286/2) writes:

GB> Can anybody give me a clue on how to track down/fix this? Or
GB> should I just strip it down and sell the pieces, before the FCC
GB> tracks me down?

Ummmm.....does your power cable have the third prong still in place? And does the outlet it plugs into properly ground that third prong? It sounds to me like you are loosing your chasis ground, and that is letting out spurious RF.

Later,
Gizmo

597. Re: Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-10-10 06:40:48 UTC
From: gizmo@dswhq.omahug.org
Message-ID: <750238154.AA00307@dswhq.omahug.org>
Source record: 199795

In a message of <02 Oct 93 00:18:52>, Bob_BobR_Retelle (1:286/2) writes:

BB> If you don't accept that fact as "evidence" that Atari has destroyed
BB> its dealer network (my original statement in answer to the original

Atari's dealer network was destroyed primarily by selling machines to mail order companies who were then able to turn around and sell the machines to end users for less than what dealers paid for them. Now Atari is trying to recitify this situation by telling dealers that they can't sell mail order, and people are harping about that.

You comment that Atari is nowhere near what it was 6 years ago. True, but in 6 years a lot of things change. 6 years ago Atari was at its best in recent history. Things went downhill, partly because of the reason mentioned above, and partly for other reasons. While your statement that support now isn't what it was 6 years ago is accurate, it fails to recognize that there is NEW support developing for the Falcon out there RIGHT NOW. I can tell you for a fact that after investing close to 20 grand in developing the RAM Gizmo and some other products I am working on, that I intend to be around for a while. I know there are others out there as well.

The only conclusion that I can come to is that NOTHING is gonna make some people happy, so Atari needs to just concentrate on making money; with the release of the Jaguar I think they are doing just that.

Later,
Gizmo

598. Re: TT Availability?

Newsgroup: comp.sys.atari.st
Date: 1993-10-10 08:19:44 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <92802@cup.portal.com>
Source record: 199764

Umm.. who's lying, eh Rickard..?

Right...

Buy a CD-ROM.

No special hardware needed (IF you have a Falcon.. I believe *I SAID THAT*).

Hook it up to the SCSI-II port on the back of the Falcon (I believe *I SAID THAT TOO*)

Use it... for what..? A paperweight..?

Are you saying the Falcon TOS has the MetaDOS drivers for CD-ROM drives built in..?

If so, then ok you can use it.. if not, as I said, it's a paperweight.

And, suppose you *DON'T HAVE A FALCON*..? (My original message said nothing about having to own one of the few Falcons in the world to use a CD-ROM)

(An aside to the "you can catch more flies with honey than with vinegar" proponents who don't like my "style" of messages..

Let me introduce you to the "style" of Rickard Troedsson:

>Bullshit
...
>Stop lying

Lotsa honey there, eh..? But then, he's on Atari's side..)

I use sarcasm, Rickard uses vulgarity...

You still can't "plug and play" a CD-ROM on an ST.

BobR

599. Re: TT Availability?

Newsgroup: comp.sys.atari.st
Date: 1993-10-10 08:24:03 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <92803@cup.portal.com>
Source record: 199765

Er, Billy... most of the PC clone "plug and play" CD-ROMs use an ISA bus adapter card that has nothing to do with a sound board..

(The $199 ones I've been talking about, that is...)

The soundboard CD-ROM drives are usually SCSI drives, which are a bit more expensive.

And... it depends on your definition of "proprietary"..

If you mean that you can only use a SoundBlaster Pro board on one of the 40 million or so PC clones in the world, then yes, I guess it is "proprietary"...

BobR

600. Re: Jaguar delayed?

Newsgroup: comp.sys.atari.st
Date: 1993-10-10 08:35:40 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <92804@cup.portal.com>
Source record: 199766

What would Atari get out of shutting up STReport..?

Do you know Bob Brodie..? (I do...)

Do you know Ralph Mariano..? (I do...)

If Bob Brodie thought there was ANY way to "get" Ralph Mariano, I'm sure
he would consider it money well spent.

If Atari could shut STReport down, they would... if only for the satisfaction
of silencing the critical voice that has not let them get away with anything
for the last 6 or 7 years.

They wouldn't get much if any money out of it, but they WOULD get a Friday
night without an STReport.

All *YOU* know is there hasn't been a lawsuit... what *I* know is that if
Atari *could* "get Ralph", they would...

(My opinion, based on 6 or 7 years of observing...)

BobR

601. Re: Jaguar delayed?

Newsgroup: comp.sys.atari.st
Date: 1993-10-10 08:38:23 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <92805@cup.portal.com>
Source record: 199768

" .. you don't need to be accurate to hurt the reputation of a person (or a company)."

Case in point: The editor of STReport never passes up an opportunity to slander Atari Corp.

You see, if it applies in one case, it has to apply in all...

BobR

602. Re: Jaguar delayed?

Newsgroup: comp.sys.atari.st
Date: 1993-10-10 08:48:22 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <92806@cup.portal.com>
Source record: 199767

There is a great deal more to the situation regarding "STReport BANNED from GEnie" (sounds like one of those great Inquirer style headlines, eh..?) than "playing a fair journalistic game"...

(Someday it would be fun to actually write a book about the "Sex, Lies, and Video Tapes" that go on "behind the scenes"...)

STReport is NOT "banned" on CompuServe...
STReport is NOT "banned" on Delphi...
STReport is NOT "banned" on countless private BBSs...

Seems there is only ONE "problem area"... the ONE where Atari holds a *CONTRACT* to the "Information Service"...

It *couldn't* be a case of violations of "Right Think" and "AtariSpeak", could it..?

I dunno... must be just a coincidence...

BobR

603. PRISM PAINT II Demo

Newsgroup: comp.sys.atari.st
Date: 1993-10-10 08:50:07 UTC
From: Lexicor@world.std.com
Message-ID: <CEoB7K.8Cu@world.std.com>
Source record: 199763

Prism Paint II demo is now available at ftp.uni-kl.de and
atari.archive.umich.edu, at least that's were I uploaded it!

Prism Paint II works on any platform for Atari, graphi & animation
and support's run-time files from Phoenix to build animations, modular
design etc. etc.

If you want more information on it...or want a uuencoded cop of the
zipped demo then you can always email Lexicor@world.std.com

Or! why not join the lexicor-list@world.std.com and inform youreslf on
th latest of what we know of Atari Graphics and naturally Lexicor Software
products!

Cheers!

Yat@Lexicor

Lexicor@world.std.com

604. Re: GEM NetHack (was Re: NetHack)

Newsgroup: comp.sys.atari.st
Date: 1993-10-10 10:24:07 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Oct10.052407.23173@bsu-ucs>
Source record: 199769

> Blasphemy! :-) Actually, Warwick's GEM port has menu items for all of the
> commands; it's much, much faster to just use the keyboard though (well,
> once you know the commands).
>
> Beware... once you start playing NetHack, you'll never stop!

Maybe I'm just an adventure game weenie, but NetHack seems a little too hard to be fun...

Every time I get a character going (I've never gotten one above 4th level, but then I'n not _that_ frequent a player) I run into a ghost of a player I had when I tried to get smart and save a backup of a character once. I HATE that!!!!!! KNow any way to kill a ghost with a sub-4th level character?

--

-=[Matt McCabe]=-
-=[E-mail to 01mbmccab@virgo.bsuvc.bsu.edu]=-

605. Re: TT Availability?

Newsgroup: comp.sys.atari.st
Date: 1993-10-10 16:22:13 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <299crl$cgi@charm.magnus.acs.ohio-state.edu>
Source record: 199771

MetaDOS is far from confusing and if you are and ICD owner or at least
nice to them when you call, they will help you install it if you have problems.
My falcon came with a CD-ROM driver installed on the Hard Drive. Lastly many
CD-Roms on the market come with ST-Drivers (gif viewers, ect...)

Sure their aren't hoards of CDROM games for the Atari. But their are
dozens of reference disks available which are plug and play.

Dan Ackerman

ackerman.29@osu.edu

606. Re: Jaguar delayed?

Newsgroup: comp.sys.atari.st
Date: 1993-10-10 16:28:29 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <299d7d$cgp@charm.magnus.acs.ohio-state.edu>
Source record: 199772

Could it just be that you can't get blood from a turnip. Suing someone who has no money is about as constructive as trying to organize a beatles reunion.

Dan Ackerman
ackerman.29@osu.edu

607. Re: Jaguar delayed?

Newsgroup: comp.sys.atari.st
Date: 1993-10-10 17:27:32 UTC
From: rjung@netcom.com
Message-ID: <rjungCEoz5w.GuA@netcom.com>
Source record: 199774

In article <92805@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>" .. you don't need to be accurate to hurt the reputation of a person
>(or a company)."
>
>Case in point: The editor of STReport never passes up an opportunity to
>slander Atari Corp.

Thank you for proving my point, Bob.

--R.J.
B-)

P.S. I'd still rather heft a Buick than trust ST Report...

////////////////////////////////////|\\
Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
-----------------------------------+-----------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were
chosen because you are the class clown and frankly, you're expendable."

608. Re: Mega STE TOS version --- THANKS!!!

Newsgroup: comp.sys.atari.st
Date: 1993-10-10 19:47:55 UTC
From: marshall@cs.uq.oz.au
Message-ID: <15844@uqcspe.cs.uq.oz.au>
Source record: 199776

There is another problem which I think is a TOS2.5 problem (I ave a MegaSte with TOS2.5). I have ATSpeed installed on my machine, and it can be run as either a program or an accessory. If I run it as an acc, and then exit back to TOS, the screen is shifyted to the right, with a ghost image of the part that was shifted out re-appearing on the left. Each time I invoke the acc and then exit, more shifts occur and more "ghosts" appear. I tried using a little auto utility called wrapfix, but it doesn't fix it. I believe this doesn't happen with TOS2.6, but I don't have 2.6 to try it. Oh yes, this wrapping happens with some other programs too, especially some graphics programs.

--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

609. MIDI software for sale

Newsgroup: comp.sys.atari.st
Date: 1993-10-10 20:34:59 UTC
From: AEB123@psuvm.psu.edu
Message-ID: <93283.163459AEB123@psuvm.psu.edu>
Source record: 199777

I've got Sonicflight Capture for the Roland D-10/110/20. (probably D-5 also) Full-featured sound editor, programmer and librarian. Includes utility to save D-10 drum patterns and convert sounds from D-50 and MT-32 to D-10/110/20. Also handy desk accessory to load sounds from within your favorite sequencer. Works on ST series machines. Extra sounds included. $60 including shipping.

K. Stromme

610. Re: Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-10-10 21:10:23 UTC
From: crissman@btree.uucp
Message-ID: <1993Oct10.211023.20420@btree.uucp>
Source record: 199553
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

```
**********************************************************************
>>> Please Notice The Followup: Line To comp.sys.atari.advocacy <<<
**********************************************************************

In article <H.eg.G1ojGeS67&_@semprini.waterloo-rdp.on.ca>
cherborth@semprini.waterloo-rdp.on.ca weighs in with:

>SoftLogik has abandoned PageStream on the Atari platform; 2.2 is the
>last version. They're developing it for the Amiga only now.

Do you suppose the competition from Calamus was too intense on
the Atari platform, causing SoftLogik to retreat to a machine
that *may* not be able to run Calamus (just guessing, here)?

>I wouldn't program on a PC if you twisted my arm _really_ hard; an 'OS'
>that requires the programmer to use "__near" and "__far" pointers, and
>worry about "memory models" and whatnot is bad news.

:-)

>So, when's Atari going to release a 68040 machine? Or maybe a PPC601
>machine? :-\

Last I heard, Motorola wasn't even going to manufacture the 601
processor, starting instead with a more-advanced unit such as the
602. Given that info, I wouldn't be waiting for an Atari-labeled
601-based system.

>------------------==========================================------------------
> cherborth@semprini.waterloo-rdp.on.ca
> Chris Herborth

Hi, Chris!

-- George Crissman

**************************************************************************
* Opinions Expressed Are Not Necessarily Those Of Brooktree Corporation *
* George Crissman San Diego, California, USA *
* UUCP: ...ucsd!btree!crissman Internet: crissman@brooktree.com *
* ********************************************************************
* "True Color" is adjusting one video primary color (red, green, or *
* blue) without the requirement to change the hue of the other two. *
**************************************************************************
--
```

611. Re: 16-BIT-MUSICEDITOR (FALCON) FINALLY AVAILABLE!!!

Newsgroup: comp.sys.atari.st
Date: 1993-10-10 21:15:25 UTC
From: hbksjsbk@sbusol.rz.uni-sb.de
Message-ID: <299u1dINNlgp@sbusol.rz.uni-sb.de>
Source record: 199778

Rickard Troedsson (rickard.troedsson@troed.ct.se) wrote:
: In a message of 07 Oct 93 12:08:53, Annius Groenink wrote:

: AG> What you'd really be interested in is a program which translates
: AG> German Rap into Americain Rap in real time.

: Maybe someting for the DSP ... ;)

good idea!
you guys are lucky, that i have not tried to rap in english!!
EVERY dsp-rotine would be better :-)))
bye
bernhard

612. ST Applications Magazine

Newsgroup: comp.sys.atari.st
Date: 1993-10-10 22:15:28 UTC
From: Paul.Civati@mettav.royle.org
Message-ID: <750399004.0@mettav.royle>
Source record: 199649

[I don't think commercial advertisements are allowed on UseNet
but]
[I thought this would be of interest to the majority of
readers...]

ST APPLICATIONS is a monthly magazine consisting of 60 well-produced
A4
pages which is normally obtained through subscription. Each issue
costs
1.95 UK pounds or 18 UK pounds a year.

The editor is Paul Glover who runs the ST Club, one of the biggest
ST
PD libraries in the UK and well experienced in publishing software
and
books.

ST APPLICATIONS is the ONLY serious, well written magazine for the
Atari
range of computers in this country and well worth the money. All
writers
are freelance and Atari computer owners of some years experience. The
ST,
STE, TT and Falcon are all catered for.

Further details, free complimentary copy (UK or Europe only, sorry)
or
subscription can be obtained from:

The ST Club
2 Broadway
Nottingham NG1 1PS
England
Tel: +44-602-410241
Fax: +44-602-241515

ST Applications can be bought from Toad Computers in the US who will
take
subscriptions, from Paragon Computers in Australia and ABC in Oslo.

The ST Club also has a distribution agency which has a Canada
office:

Worldwide Magazines
Unit 19
Chelmsley Wood Ind. Est.
Waterloo Avenue

Chelmsley Wood
Birmingham B37 8QD
England
UK Tel: +44-21-788-3112 Canada Tel: +1-519-539-0200
UK Fax: +44-21-788-1272 Canada Fax: +1-519-539-9725

SUBSCRIPTION RATES:
UK 12 issues - 18 UK pounds (plus 6 Disk Mags - 26 UK
pounds)
Air Mail Europe - 21 UK pounds (plus 6 Disk Mags - 30.50 UK
pounds)
Air Mail World - 31 UK pounds (plus 6 Disk Mags - 38.50 UK
pounds)

A Disk Magazine is also offered which contains a compilation of the
latest
PD software. It is bi-monthly and not a magazine.

Cheques and postal orders (crossed) drawn on UK banks should be made out
to
SIMPLE LOGIC and CO. (Overseas customers please ask for ways to pay),
sorry
no credit cards at present.

Back Issues cost 2 UK pounds each, 1.25 UK pounds each for 3 or more
issues.
Issues 1 to 12 - 9.95 UK pounds, 13 to 24 - 9.95 UK pounds.

GUARANTEE:
If at any time you wish to cancel a subscription, just write and the
unused
portion of your subscription will be refunded by return of post.

LATEST INFO:
The ST Club is offering a 3-issue trial subscription for 4 UK
pounds,
overseas this is 5 UK pounds for Europe and 8 UK pounds Rest of
World.

Credit card facilities may be available in the new year which will
help
overseas customers.

-Paul-

--
(Soon changing to civ@mettav.otl.com)
~=~=~=

info...)

* Origin: Paul's Point, London/Surrey UK [InterNet/UseNet] (100:1011/0.1)

613. Re: PGP & gcc

Newsgroup: comp.sys.atari.st
Date: 1993-10-10 22:37:43 UTC
From: bwwl@helios.rz.tu-clausthal.de
Message-ID: <1993Oct10.223743.11381@solaris.rz.tu-clausthal.de>
Source record: 199785

Sheldon Glass (sglass@netcom.com) wrote:
> I'm looking for PGP 2.3A for the ST. I've gotten the diffs from
> Clausthal, but the docs remind me of the old recipe for rabbit stew,
> "First, steal a rabbit...". Simply, where does one get the sources to
> apply the diffs to?

The sources of PGP are also available from Clausthal (ftp.tu-clausthal.de)
/pub/unix/security/pgp/pgp23srcA.zip

Bye,
Wolfgang.

--

Wolfgang Ley email: Ley@rz.tu-clausthal.de
Teichstrasse 9
D-38678 Clausthal-Zellerfeld "With workstations you can do a lot of
(Germany) nonsense. With PC's not even that..."
Phone: +49 5323 82132

To obtain public-pgp-key use 'finger bwwl@sun.rz.tu-clausthal.de'
or query a public-key-server for 'Ley@rz.tu-clausthal.de'.

614. Re: Jaguar delayed?

Newsgroup: comp.sys.atari.st
Date: 1993-10-10 23:27:43 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <92840@cup.portal.com>
Source record: 199783

Sorry, RJ... my point was that YOU are just as guilty of what you claim STReport is.

You can defame with generalities, but it's OK..?

BobR

615. Re: Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-10-11 00:00:08 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2cb7cd74@troed.ct.se>
Source record: 199779

In a message of 10 Oct 93 02:13:50, Chris Herborth wrote:

CH> > The DSP is USEFUL most of the time ..
CH>
CH> If you spend most of your time rendering fractals or loading JPEGs.

Or listening to music, or using it as a fast math-coprocessor ..

(I've got the DSP56001 manual, do you want me to type in the whole list of
things it can be used for?)

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

616. Re: Well-behaved BBS programs

Newsgroup: comp.sys.atari.st
Date: 1993-10-11 00:00:08 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2cb7cdae@troed.ct.se>
Source record: 199780

```
In a message of 10 Oct 93 02:13:51, Chris Herborth wrote:
CH>
CH> Has he gotten rid of the GFA-BASIC parts yet? They were causing some

Hehe .. yup .. everything is C now ....

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+
```

617. SpaceJunk demo

Newsgroup: comp.sys.atari.st
Date: 1993-10-11 00:00:08 UTC
From: magnus.thylander@p4.troed.ct.se
Message-ID: <2cb7de9c@p4.troed.ct.se>
Source record: 199781

I tried to get the files spacejnk.zip.01-3 from umich but I couldn't find them!
What directory are they in? Are they hidden in some way? Please help!

```
**********************************
* GREETZ, Magnus Thylander..... *
* .... ****************************************
* ..... .. CoSysOp * UseNet: magnus.thylander@p4.troed.ct.se *
* . ... .. * FidoNet: 2:200/612.4 *
* .. .....XISTENCE * FujiNet: 7:102/102.4 *
* ....ARCASTIC * NeST: 90:1101/112.4 *
************************************************************
```

618. Jaguar delayed?

Newsgroup: comp.sys.atari.st
Date: 1993-10-11 00:09:10 UTC
From: Lars-Erik.Osterud@f100.n30.z47.byte.bbs.no
Message-ID: <750300866.AA00746@byte.bbs.no>
Source record: 199784

Heard on CNN just now that the Jaguar was set for release early next
year (they talked about "IBM and Atari teaming up to beat Nintendo")

Lars-Erik 0sterud / SysOp _ lars-erik.osterud@byte.bbs.no
Atari Developer / ABK-BBS: +47 67132659 (V.32bis Data+Fax)

619. Re: Winx woes...

Newsgroup: comp.sys.atari.st
Date: 1993-10-11 00:57:00 UTC
From: Martin_Osieka@wi2.maus.de
Message-ID: <A5915@WI2.maus.de>
Source record: 199797

>Does WINX(whatever version) work with MTOS?
No.
>Does it still require GEMRAM.
In some cases.
> or does it just use the *.sys files?
No, that's difficult, because it would be necessary to add relocation
infos.

>BTW, I've heard this and that about WINX, but just what are the
>advantages to having WINX in a MTOS environment (I already have as many
>windows as I want, etc.).

That's what I think, but ATARI should do this job.

Martin

620. Re: WINX2.1

Newsgroup: comp.sys.atari.st
Date: 1993-10-11 01:03:00 UTC
From: Martin_Osieka@wi2.maus.de
Message-ID: <A5916@WI2.maus.de>
Source record: 199798

>P.s. also with all the goofing I have doing with my falcon I found that
>you can delete the desktop and run programs by the file selector. Weird
>huh?

Switch off MultiTOS!

Martin

621. Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-10-11 02:04:28 UTC
From: Lars-Erik.Osterud@f100.n30.z47.byte.bbs.no
Message-ID: <750321095.AA00752@byte.bbs.no>
Source record: 199602

> > The Scandinavia situation can't get any worse (as you're sure to kn
> > living in Sweden). Here in Norway I know of only ONE Atari dealer

>That bad huh? There are maybe half a dozen left in Sweden but I do mos
>shopping mailorder from England and Germany, it's both faster and chea

I do that too, but most people think that is to much work and goes off
buying an Amiga or a PC instead. And this is going to get even worse !

>have ever heard of the Falcon since AdAstra doesn't do any advertising
>support it in Sweden. In that respect they are even worse than Atari
>Scandinavia was, at least they tried.

Oh yeah ??? I didn't see one single advertisement for Atari in Norway
(ok maybe ONE commercial ONE day in ONE newspaper for the 520STFM-pack)

> > I feel like Atari doesn't care a #$%& about us Atari owners over he
>I don't care much for Atari Corp either. but I sure do like my Falcon

Atari makes GREAT machine (thank you guys) but they do TERRIBLE
marketing. Think about what they COULD have sold of ST's !!!!

>Still running MiniBBS ?

Still running MiniBBS - But it's updated all the time - Try it !!

Lars-Erik 0sterud / SysOp _ lars-erik.osterud@byte.bbs.no
Atari Developer / ABK-BBS: +47 67132659 (V.32bis Data+Fax)

-- ReadMail ST

622. Mega STE TOS version --- THANKS!!!

Newsgroup: comp.sys.atari.st
Date: 1993-10-11 02:04:32 UTC
From: Lars-Erik.Osterud@f100.n30.z47.byte.bbs.no
Message-ID: <750321095.AA00753@byte.bbs.no>
Source record: 199603

>There is another problem which I think is a TOS2.5 problem (I ave a Me
>with TOS2.5). I have ATSpeed installed on my machine, and it can be ru
>either a program or an accessory. If I run it as an acc, and then exit
>to TOS, the screen is shifyted to the right, with a ghost image of the

This looks like the old shifter bug I had on my first MEGA STE
(the first combined graphics/sound chips had som trouble, both the
screen shifting and noise on the digital sound (sparkling/static))

The problems can be fixed with a new chip or with a hardware patch

Lars-Erik 0sterud / SysOp _ lars-erik.osterud@byte.bbs.no
Atari Developer / ABK-BBS: +47 67132659 (V.32bis Data+Fax)

-- ReadMail ST

623. Re: POV-Ray 2.0 timings

Newsgroup: comp.sys.atari.st
Date: 1993-10-11 02:19:00 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.797944@cix.compulink.co.uk>
Source record: 199788

In article <H.eg.YvLIWTvkYx6@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
>Here are some feel-good numbers for you folks that think I have nothing
>good to say about the Atari platform... ;-)
>
>POV-Ray 2.0 was released this week (yahoo!)... POV-Ray is a really
>great free raytracer, and version 2 has some serious performance
>boosts...
>
>I compiled POV 2.0 for OS/2 at work using GCC 2.3.3 (optimised) and for
>my ST using GCC 2.4.4 (optimised) under MiNT. Here's how long it took
>me to trace a very simple scene (basicvue.pov; an orange sphere on a
>blue plane):
>
>'386/33 8M RAM, OS/2 2.1 - 1 hour 40 minutes, 20 seconds.
>'486/33 28M RAM, OS/2 2.1 - 0 " 0 " 33 seconds. (!!!)
>
>Atari ST, 4M RAM, MiNT 1.08 - 1 " 45 " 36 seconds.
>
>That's right folks, the 8Mhz 68000 was _almost_as_fast_ as the '386/33.
>Why? I'm not sure; perhaps the TOS version of GCC optimises better, or
>perhaps our math library is faster at this sort of calculation.
>
>Now, for those of you who think a Falcon030 is the same performance as a
>'486dx2/66, it would've traced the image in about 20 seconds. The
>Falcon would probably do it in 50 minutes (and that's being generous).
>
>Oh, what POV-Ray options did I use? +w320 +h200 +q9 +a0.3 +ft
>(320x200x24-bits, save as a TARGA file, highest quality, best
>anti-aliasing)
>--

Using exactly the same options on a Falcon030+FPU I got:

Falcon030 + FPU 68882, 4MB RAM, TOS 4.04 - 0 hour 0 minutes 49 seconds.

I think you were off by a factor of 60, Chris. I estimate that a Falcon
without an FPU will take about 30 minutes to do the job.

Ofir ogal@cix.compulink.co.uk

624. Re: Jaguar delayed?

Newsgroup: comp.sys.atari.st
Date: 1993-10-11 02:56:42 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1993Oct10.225642.16012@umiami.ir.miami.edu>
Source record: 199789

In article <750300866.AA00746@byte.bbs.no>, Lars-Erik.Osterud@f100.n30.z47.byte.bbs.no (Lars-Erik Osterud) writes:
> Heard on CNN just now that the Jaguar was set for release early next
> year (they talked about "IBM and Atari teaming up to beat Nintendo")
>
> Lars-Erik 0sterud / SysOp _ lars-erik.osterud@byte.bbs.no
> Atari Developer / ABK-BBS: +47 67132659 (V.32bis Data+Fax)
>

They are most definately refering to the WIDE release in 1st quarter next year. There are machines to be available in NY, SF, and Dallas in November.

Mark Santora

625. Megatouch springs

Newsgroup: comp.sys.atari.st
Date: 1993-10-11 04:22:23 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <29an1v$hv9@bigboote.WPI.EDU>
Source record: 199796

Has anyone had the chance to try out the replacement ST keyboard springs that Toad sells? They were called "Megatouch" if I remember correctly. Do they really improve the feel of the keyboard? I guess they couldn't hurt it any... ;-P

And for $11, can you really go wrong?

.s.

PS: Has Atari finally started production of the ST Book? Toad seems to think they sell it, but it's been in their catalog for over a year now...
--
- lancer@wpi.wpi.edu - - Think Tree, "Rattlesnake": -
- I said "you out of water?" she said "nope, out of practice." -
- Then she said "come and quench my thirst -
- 'cause I'm a different kind of dry." -

626. Re: HD floppy disk under spectre GCR?

Newsgroup: comp.sys.atari.st
Date: 1993-10-11 04:36:44 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1481@usdtsg.DaytonOH.NCR.COM>
Source record: 199604

In article <93282.59755.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
L676791@LMSC5.IS.LMSC.LOCKHEED.COM writes:
>
> I am running a spectre GCR (Mac-)emulation on my atari mega/ste.
>The HD floppy disk drive, I have, works well both with DD and HD disks.
>However, on the Mac side there are major problems: I know well that the
>emulation cannot handle HD disks; but DD disks cause all kinds of error
>messages as well.
> Does anybody know the reason for these problems or, even better,
>how to avoid them?

I too use a Spectre on a MegaSTe with a 1.44 drive (under
TOS 2.05 too). Anyways, here's a trick that MAY make life
easier for you (at least with floppies):

...assuming you are booting from hard drive (as using a MAC/emulator
without a harddrive is painful):

-put an ST/IBM-format floppy disk (double sided) into the floopy
drive, and THEN boot Spectre (i.e. boot the emulation from the
Spectre drop down menu)

-the MAC system should notice that it is NOT a MAC-format disk,
and ask if you want to format or eject it

-eject the disk; from this point on your floppy accesses should
be fine

...apparently Spectre looks to see what kind of floppy disk is in the
drive - it needs to see an Atari format one when it boots, or
it can't deal with it too well...

Unfortunately, 1.44 floppies are no go though...

Hope this helps (it's been a little since I've booted up Spectre)...

Rob
Robert.Anisko@daytonoh.ncr.com
R.ANISKO@genie.geis.com

"don't barney and grimace look awful similar? eek..."
-unknown...

627. Re: Mega STE TOS version???

Newsgroup: comp.sys.atari.st
Date: 1993-10-11 05:33:03 UTC
From: garth@splunge.uucp
Message-ID: <1993Oct11.053303.17906@splunge.uucp>
Source record: 199644

The difference between TOS 2.05 and 2.06 that really matters is that 2.05 has a problem with the RS232 routines. Don't despair, though: it's easily fixed. Get ahold of a little AUTO folder program called SERFX2 (Serial Fix 2.0), which was written to address just this problem, uses very little memory, and works like a hot damn. From what I understand about disk formatting, 2.06 doesn't support 1.44 Meg formatting without the AJAX chip (a floppy controller chip that's savvy about the HD format). Any Atari dealer should be able to get the AJAX upgrade installed for you, if 1.44 Meg floppies are a concern of yours.

--
| "Life is a swirling, sucking eddy of despair
| filled with small moments of false hope in
| an ever-blackening universe."
Garth E.T. Wood | "Geez, Dad, if you don't want me to borrow

628. Re: Autobooting a HD with 1040ST

Newsgroup: comp.sys.atari.st
Date: 1993-10-11 06:09:48 UTC
From: tpearson@titan.trl.OZ.AU
Message-ID: <1993Oct11.060948.9956@trl.oz.au>
Source record: 199606

bo.leuf@daggskim.ct.se (Bo Leuf) writes:
> > put the 20 Mb drive back everything works fine. Can anybody tell me ...
>
> You don't say what you boot with on the 20M. The symptoms described fit with
> the driver being configured to boot from another logical drive than C: This
> would have the system looking for AUTO elsewhere, not finding it, and then
> defaulting to only load ACC on your normal C: (or A if you had booted from
> disk). This was never an issue with early AHDI versions, but most alternative
> drivers gave the option of having alternative boot drives - some like ICDBOOT
> allow you to select boot drive by holding the relevant key (C or D or E or...)
> at boot time. An advantage if you run GEM / MiNT / GCR / PC-em and multiple
> harddisks.
> BTW: An upgrade to at least TOS 1.4 is recommended to avoid accumulative
> structural faults in the filesystem. Helps speed too.
>
No I definitely configured to boot from C. Thanks to Brian O'Donnell I
now have the drive working fine using AHDI 5.00. I am getting a new STE
soon so wont be changing TOS till then. Can you tell me more about
"accumulative structural faults in the file system"? I know about the
speed problem but have been using the 20Mb drive for a year without
other major problems.

Trevor.

629. Re: TT Availability?

Newsgroup: comp.sys.atari.st
Date: 1993-10-11 08:00:08 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2cb88e28@troed.ct.se>
Source record: 199605

In a message of 10 Oct 93 12:04:18, Bob_bobr_retelle wrote:

B> Umm.. who's lying, eh Rickard..?

You, as usual.

B> Use it... for what..? A paperweight..?
B>
B> Are you saying the Falcon TOS has the MetaDOS drivers for CD-ROM drives
B> built in..?

Boot up GEM-View .. or Calamus SL .. or any of the other programs supporting
Photo-CD for example ... or indeed use the Metados CD-ROM driver!

(Has DOS 6.1 got built in CD-ROM drivers?)

B> I use sarcasm, Rickard uses vulgarity...

You lie, I correct you.

B> You still can't "plug and play" a CD-ROM on an ST.

Wanna see it done?

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

630. Re: Notator Logic upgrade - $299 worth it?

Newsgroup: comp.sys.atari.st
Date: 1993-10-11 09:37:52 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <CEq835.BKs@cs.ruu.nl>
Source record: 199608

In <H.eg.VseN7CtoF1w@midi.ham.almanac.bc.ca> bhawker@midi.ham.almanac.bc.ca (Bruce Hawker) writes:

>Try running Notator Logic without the manual! (Good Luck!) Even with
>the manual, I find Logic quite daunting. Logic would benefit greatly
>if it included a tutorial and quick reference command card. As it is,
>the manual was written for the mac, with a few additions that pertain
>only to the atari.

It seems illogical to call the program Notator LOGIC, if its user interface is not logical.

(I just finished my thesis in mathematical logic)

--
Annius V. Groenink phone (private) +31 30 895261
Mathematics/Computer Science e-mail: avgroeni@cs.ruu.nl
University of Utrecht groenink@math.ruu.nl
Netherland ZFC Computing annius@zfc.nl (dreamtime only)

631. Anybody know anything about LACOM hard disks?

Newsgroup: comp.sys.atari.st
Date: 1993-10-11 09:39:20 UTC
From: ehs@network.cc.jyu.fi
Message-ID: <29b9k8$4ks@tukki.cc.jyu.fi>
Source record: 199612

The day before yesterday the hard disk on my ST died,
or at least became incommunicado. I _suspect_
(although I may well be wrong) that the broken part is
the host adapter, called LAADAP 2 by a German company
called LACOM. (the hard disk was purchased from another
German mail order company years back)

Since AFAIK there are no Atari dealers in this country
and it seems the German ST-Magazin has disappeared from
the newsstands (I haven't really been up on developments
lately) I presently haven't the slightest idea
where to get a replacement for this board (if it indeed
is the culprit). Suggestions etc. are welcome (e.g. does this
LACOM company still exist, and if so how to contact it?
and maybe there are other inexpensive solutions?
is there a way to figure out if the disk itself is in order?)
preferably by e-mail for not cluttering this newsgroup
unnecessarily.

I am _not_ prepared to spend huge sums of money on another
hard disk. Computers (esp. atari computers) are not a big
priority in my life these days.

632. Re: Notator Logic upgrade - $299 worth it?

Newsgroup: comp.sys.atari.st
Date: 1993-10-11 09:42:49 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <CEq8BD.Bo4@cs.ruu.nl>
Source record: 199610

In <memo.785855@cix.compulink.co.uk> ilaskey@cix.compulink.co.uk (Iain Laskey) writes:

>In article <CEIu8A.1q9@cs.ruu.nl>, avgroeni@cs.ruu.nl (Annius Groenink) writes:
>>If Steinberg sold Cubase at $60 I'm sure they'd get more $ on the whole.
>>I'd buy a copy of 3.0, that's for sure.

>As long as people have attitudes like yours, I'm sure
>Steinberg will continue to support Atari. NOT!
^^^^^^^

A strange sort of `support'.

First registration: $1000
and every half year we'd like you to pay an extra $500 for a version
that seems to run a bit better.

--
Annius V. Groenink phone (private) +31 30 895261
Mathematics/Computer Science e-mail: avgroeni@cs.ruu.nl
University of Utrecht groenink@math.ruu.nl
Netherland ZFC Computing annius@zfc.nl (dreamtime only)

633. How much is my Mega2 worth

Newsgroup: comp.sys.atari.st
Date: 1993-10-11 09:47:30 UTC
From: paulr@mario.inmos.co.uk
Message-ID: <1993Oct11.094730.11186@inmos.co.uk>
Source record: 199609

I'm thinking of selling my Atari but I've no idea how much I can expect to
get for it. System is :

Atari Mega 2 ST (2mb Ram, 720k 3.5" floppy)
Hi-res mono monitor
External 720k 3.5" floppy drive
Epson FX100 printer

All in excellent condition. How much should I ask for, any ideas? (UK)

Thanks,

--

Paul Robins (paulr@inmos.co.uk)
Inmos Ltd, Bristol, UK.

634. Re: Notator Logic upgrade - $299 worth it?

Newsgroup: comp.sys.atari.st
Date: 1993-10-11 09:47:39 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <CEq8JG.Bpz@cs.ruu.nl>
Source record: 199611

In <1993Oct8.101723.11169@jet.uk> djs@jet.uk (David Stevenson) writes:

>In <CEIu8A.1q9@cs.ruu.nl> avgroeni@cs.ruu.nl (Annius Groenink) writes:
>
>>...
>>Yesterday I was working with my cracked version of 2.0, and just when...
> ^^^^^^^^^^^^^^^^^

>Well, I hope that we never see you complaining about poor Atari support, then.
>Of course, if you ever produce any sellable music with your hacked software,
>you won't mind people pirating it and not paying you, will you?

About music, no I wouldn't.

As to software---remember this discussion started as follows (the post was
mine): the prices for sequencing packages are CRIMINALly high, therefore
it is justified to use an illegal copy. If I sell software, and I will,
soon, it will be for a reasonable price, i.e. no more than 60 dollars.
(OK, actually I still find this unreasonable, but less would be infeasible,
and I may bring prices down to, say, $40 if I sell more than a hundred copies.)

--
Annius V. Groenink phone (private) +31 30 895261
Mathematics/Computer Science e-mail: avgroeni@cs.ruu.nl
University of Utrecht groenink@math.ruu.nl
Netherland ZFC Computing annius@zfc.nl (dreamtime only)

635. LHarc V2.30

Newsgroup: comp.sys.atari.st
Date: 1993-10-11 10:00:23 UTC
From: hesche@forint.cs.tu-berlin.de
Message-ID: <29bas0$ot0@news.cs.tu-berlin.de>
Source record: 199613

```
Hi,

LHarc v2.30 is released since this weekend! You can find it at
ftp.cs.tu-berlin.de (130.149.17.7, mail-server@cs.tu-berlin.de),
pub/atari/Archiver/:

-rw-rw-r-- 1 hesche 148534 Oct 11 09:37 lha_230.tos
> LHarc v2.30, optimized LHarc (*.LZH) 11-Oct-93/hesche

Herwig
--
Herwig Schelauske, Charlottenburger Ufer 1, 10587 Berlin, Germany
Phone: +49 30.342 05 39 | InterNet: hesche@cs.tu-berlin.de | MAUS: B
Please send flames to dev/null
```

636. Atari 1040 w/ 4MB RAM & 286 Emulator 4 Sale

Newsgroup: comp.sys.atari.st
Date: 1993-10-11 10:11:29 UTC
From: weiss@bdcv8
Message-ID: <CEq75K.7v6@ra.nrl.navy.mil>
Source record: 199607

For Sale:

Atari 1040 w/ 4MB RAM
ATonce 286 Emulator installed
PS3000 color monitor w/ SS disk drive
Beetle mouse, joystick, all cables included
Great condition! $400 OBO

For $350 FIRM, I have a 44 MB SyQuest Drive in a case with ICD link and all cables, and 3 cartridges, etc.

email: weiss@bdcv8.nrl.navy.mil
phone: (703) 451-2065

I am in the Northern VA/DC area

Warren W. Weiss VMI '87 email: weiss@bdcv8.nrl.navy.mil
AMA# 409056
"Think for yourself and question authority"
Rides: '85 Suzuki GS700+
'82 BMW R65LS Unknown
'74 Kawasaki S3 (foster bike)

"Deus Ex Machina"
---

637. Re: ASSEMBLY PROGRAMMERS

Newsgroup: comp.sys.atari.st
Date: 1993-10-11 10:48:15 UTC
From: ga@mrih.no
Message-ID: <1993Oct11.104815.5670@ugle.unit.no>
Source record: 199614

Klamer Schutte (klamer@mi.el.utwente.nl) wrote:
> In <28p80u$pmq@caesar.wits.ac.za> anthony@concave.cs.wits.ac.za (Anthony Spirou) writes:

> >Are there any 68000 programmers out there who wouldn't mind sharing their
> >expertise????? I am only interested in really in-depth advanced stuff...
> >(Forget simple scrollers, but how do you do 3D scroll bars etc...)

> I think that if you really are interested in fancy stuff you should not
> program in assembly. Assembly is OK for short programs / routines needing
> maximum speed or minimum size. But for the rest you should use a high level
> programming language!

3d stuff in something other than MC68000? Naaaaaw!!! That would be far too
slow!!! You use assembly most of the time and if you need a small job done,
you write it quickly in something else (like C or BASIC). Take a look at
Scriba Communis Responsi. Programmed in raw 68000 assembler. The source code
(Turbo Assembler sources - they use tokens) takes over 100 kilobytes! ;-)

..|'''.| '|| Gard Eggesboe Abrahamsen "Programmers
.|' ' .... || PO Box 5061, Larsgaarden don't byte,
|| .... '' .|| ||' '' .' '|| 6021 Aalesund, Norway they just
'|. || .|' || || |. || Gard.Abrahamsen@mrih.no nybble a bit"
''|...'| '|..'|' .||. '|..'||. Finger ga@samson.mrih.no ***************
Disclaimer: These are my views and my views only; Nobody else wants them.

638. MINT compilation on a TT

Newsgroup: comp.sys.atari.st
Date: 1993-10-11 11:25:45 UTC
From: link@sun1.rz.fh-heilbronn.de
Message-ID: <29bfrp$fv4@risc1.rz.fh-heilbronn.de>
Source record: 199615

HI!

When trying to compile MINT 1.08 on my TT with PURE C (Vers. Aug 28 91),
the compiler always crashes during the compilation of DOSMEM.C...
... without an error message or anything!
I tried any imaginable configuration of the system...

Anyone any guess about the reasons?

Johannes

LINK@SUN1.RZ.FH-HEILBRONN.DE

639. Re: elm for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1993-10-11 12:10:41 UTC
From: hoosier@rider.cactus.org
Message-ID: <3204@rider.UUCP>
Source record: 199617

jhoffman@netcom.com (John Hoffman) writes:
]X-Newsreader: TIN [version 1.1 PL8]
]
]Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:
]: In <2873faINNna9@coli-gate.coli.uni-sb.de>, Benjamin Lorenz writes:
]: > Well, I read your posting, ftp'ed the newest version of elm (2.4 PL22) and
]: > compiled it with no greater problems on my TT... :-)
]: >
]: > If there is some interest, I can upload it on some ftp-servers.
]: > MiNT and Minix FS are required because I didn't change any filenames.
]: >
]: > PS: trn is also running on my Atari! Interested?
]
]: Yes, please, both! I'll kiss your feet! :)
]
]How will you use these apps. Don't they require you to be connected to an
]ethernet? Can you use serial lines? Is there a slip and IP stack that works
]on an ST??

I'm the one who made the original request for elm for the ST, and I can
at least tell you how _I_ intend to use it.

I receive my net mail at either of two locations, both of which are Unix
based (well, Xenix based in the case of the one I dial into with my ST).
I collect items of interest in mail folders, which are simply Unix files
consisting of text with appropriate elm-recognizable headers. While I
give these folders appropriate names to make finding information later
easier, finding individual mail messages within a given folder, and ex-
tracting it as necessary, is time consuming and annoying without the
features of elm, or an equivalent. The result is that I tend to leave
piles of mail folders on disk at both Unix locations long after I should
have transferred them to floppy for archiving here at home, where the
only access I have is my Atari ST.

Obviously, what I'm looking for is a subset of the functionality of elm.
I don't need to actually send and receive mail on the ST; I only need to
be able to read a mail folder, save to another folder, and print. I'm a
bit surprised that I seem to be the only one on the net who sees this as
a useful thing to do.

While I did receive a couple of answers to my original request, one (the
one quoted above) indicated that SW was required that I don't have (MiNT
and Minix), and the other pointed to an ftp site that I searched without
success. It appears that porting elm to the ST is doable, but so far it
is not available in a form usable by most Atarians.

--
Gerald P. (Jerry) Dunham DoF #1.5 hoosier@rider.cactus.org
Atarian ordinaire dunham@mpd.tandem.com

Cheap, fast, good - pick two.

640. PGP 2.3A ST-binary available at ftp.tu-clausthal.de

Newsgroup: comp.sys.atari.st
Date: 1993-10-11 12:52:53 UTC
From: bwwl@sun.rz.tu-clausthal.de
Message-ID: <1993Oct11.125253.1331@solaris.rz.tu-clausthal.de>
Source record: 199618

```
Hi!

Several people asked me to send them the pgp-bin i use...
The binary (and docs and sources) is now available via FTP from
ftp.tu-clausthal.de (139.174.2.10) /pub/atari/misc/pgp/*
(or via mailserver from 'mail-server@ftp.tu-clausthal.de').

Bye,
Wolfgang.
--
------------------------------------------------------------------------
Wolfgang Ley email: Ley@rz.tu-clausthal.de
Teichstrasse 9
D-38678 Clausthal-Zellerfeld "With workstations you can do a lot of
(Germany) nonsense. With PC's not even that..."
Phone: +49 5323 82132
------------------------------------------------------------------------
To obtain public-pgp-key use 'finger bwwl@sun.rz.tu-clausthal.de'
or query a public-key-server for 'Ley@rz.tu-clausthal.de'.
```

641. Re: Notator Logic upgrade - $299 worth it?

Newsgroup: comp.sys.atari.st
Date: 1993-10-11 13:12:21 UTC
From: mk@musik.auc.dk
Message-ID: <1993Oct11.131221.4531@vaxc.aud.auc.dk>
Source record: 199616

In <H.eg.VseN7CtoF1w@midi.ham.almanac.bc.ca>
bhawker@midi.ham.almanac.bc.ca (Bruce Hawker) writes:

>Try running Notator Logic without the manual! (Good Luck!) Even with
>the manual, I find Logic quite daunting. Logic would benefit greatly
>if it included a tutorial and quick reference command card. As it is,
>the manual was written for the mac, with a few additions that pertain
>only to the atari.

But Logic includes tutorials(!), even tutorials that are specific to the
Atari (as well as some for the Mac). As for the quick reference command
card it doesn`t seem logical to include such a thing considering the fact
that you can define all keycommands yourself.
In my opinion Logic IS logic to a hitherto unknown extend, the problem is
that there is so much - new - you can do, that it in all very eysily
becomes quite overwhelming!
However, one should be aware, that the Emagic-lot seems to be following
the standard-interface-rules of the Mac quite disciplined - something not
that common in the Atari area - implying that when you start of some
logical `experiments` you`re supposed to - intuitivily - use the Mac
routines - after all we are not talking neural-net or anything like it.
As I see it the major drawback of the current Logic versions (Atari 1.5
and Mac 1.6) is that you can`t implement hex-coding (no real RMG),
therefore you can`t build e.g. your own task-specific editors, and I`m not
sure they will include it because the SoundSurfer is supposed to handle
all that more or less integrated with or in Logic. And that`s another way
of getting hold of more of your money.
Martin
--
Martin Knakkergaard, adjunkt, Ph.D.
Dept. of Music and Musictherapy, Aalborg University
Kroghstr. 6, 9220 Aalborg 0
phone +45 98158522 ext. 3113 **** fax: +45 98151382

642. TESTING MY SYSTEM..

Newsgroup: comp.sys.atari.st
Date: 1993-10-11 13:32:00 UTC
From: eugenio.vicencio@canrem.com
Message-ID: <60.38469.4514.0N1861AA@canrem.com>
Source record: 199595

Hola:
Just because I'm testing this system, please answer it.
Saludos
Hector

 RoseMail 2.10: Nanet 41-61-74 Balmy Beach BBS (416)690-9641

643. TESTING....!

Newsgroup: comp.sys.atari.st
Date: 1993-10-11 13:35:00 UTC
From: eugenio.vicencio@canrem.com
Message-ID: <60.38470.4514.0N1861AB@canrem.com>
Source record: 199501

Hi Pablo:
Esta es la misma persona que te contestara desde Toronto , a
raiz de tu campana para ayudar al nino Italo Carrillo. Solo que te
escribo con otro nombre y desde otro BBS. Por favor responde, cuando
recibes este mensaje, para saber la velocidad del "echo"
Saludos
Eugenio ({[hector]})
---

644. TESTING...PROBANDO...

Newsgroup: comp.sys.atari.st
Date: 1993-10-11 13:38:00 UTC
From: eugenio.vicencio@canrem.com
Message-ID: <60.38471.4514.0N1861AC@canrem.com>
Source record: 199597

Hola amigo Alvarez:
Estoy probando mi systema desde un BBS diferente, y
quiero comprobar la velocidad del "echo" de este bbs. Mu cho le
agradecere me responda a la direccion mostrada al pie, indicando dia y
hora de recepcion alli.
Eterno agradeceido
Eugenio

 RoseMail 2.10: Nanet 41-61-74 Balmy Beach BBS (416)690-9641

645. TESTING MY SYSTEM...

Newsgroup: comp.sys.atari.st
Date: 1993-10-11 13:42:00 UTC
From: eugenio.vicencio@canrem.com
Message-ID: <60.38472.4514.0N1861AD@canrem.com>
Source record: 199596

Hi F.J.Olmos:
Long, long time ago I have read one of your messages,asking
for "Condoritos", I wonder if you still want them...?
Eugenio

 RoseMail 2.10: Nanet 41-61-74 Balmy Beach BBS (416)690-9641

646. TESTING MY SYSTEM.

Newsgroup: comp.sys.atari.st
Date: 1993-10-11 13:44:00 UTC
From: eugenio.vicencio@canrem.com
Message-ID: <60.38473.4514.0N1861AE@canrem.com>
Source record: 199600

hola Jose:
No recuerdo de donde obtuve vuestra direccion, pero agradecere
si me contestas, para probar mi sistema desde un BBS. diferente.
Agradecido.
Eugenio

 RoseMail 2.10: Nanet 41-61-74 Balmy Beach BBS (416)690-9641

647. TESTING A SYSTEM

Newsgroup: comp.sys.atari.st
Date: 1993-10-11 13:47:00 UTC
From: eugenio.vicencio@canrem.com
Message-ID: <60.38474.4514.0N1861AF@canrem.com>
Source record: 199598

Hi George:
'Cause I'm testing my system from a diferent BBS, I would
appreciate if you answer it a.s.a.p.
Thanks a million + 1
Gene

 RoseMail 2.10: Nanet 41-61-74 Balmy Beach BBS (416)690-9641

648. TESTING SYSTEM...!

Newsgroup: comp.sys.atari.st
Date: 1993-10-11 13:50:00 UTC
From: eugenio.vicencio@canrem.com
Message-ID: <60.38475.4514.0N1861B0@canrem.com>
Source record: 199599

Hola Lalo:
Debido a que estoy probando mi sistema desde un BBS diferente,
te agradecere me contestes, indicando fecha y hora de recepcion alli en
tu terminal, quiero comprobar "echo speed".
Un millon de gracias anticipadas.
Eugenio

 RoseMail 2.10: Nanet 41-61-74 Balmy Beach BBS (416)690-9641

649. Re: Softlogik

Newsgroup: comp.sys.atari.st
Date: 1993-10-11 14:43:14 UTC
From: michi@km21.zfe.siemens.de
Message-ID: <CEqM83.Itq@ztivax.zfe.siemens.de>
Source record: 199619

In article 8ij@charm.magnus.acs.ohio-state.edu, dackerma@magnus.acs.ohio-state.edu (Daniel D Ackerman) writes:
> Someone recently stated that Softlogik had discontinued support of and
>were planning no new products for the Atari. Softlogik just assured me onthe
>phone that this was wrong and whoever stated this didn't know what they were
>talking about.
>

This is fine. I detected a nasty PostScript bug in my PS 2.1 ...

> Just for information sake,
>
>
> Dan Ackerman
>
>
>ackerman.29@osu.edu

650. Re: POV-Ray 2.0 timings

Newsgroup: comp.sys.atari.st
Date: 1993-10-11 15:23:24 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <29btpcINN28cn@rs1.rrz.Uni-Koeln.DE>
Source record: 199620

In <memo.793320@cix.compulink.co.uk> ogal@cix.compulink.co.uk (Ofir Gal) writes:

>As far as I know the 486 has built-in FPU.

True.

>A Falcon with an FPU would take much less than 50 minutes to do the job.

I have no idea about PovRay execution times, but I can definitely
confirm that 030 + fpu make a big difference. When I got my TT
and tried out those -m68020 -m68881 flags, some programs werde
sped up by two orders of magnitude approx. Just make sure the
math-68881.h file is included properly.

>You could mail me the compiled
>version of your test and I'll run it on my Falcon+FPU and post the result.

Better even, post diffs, or sources, or binaries. I'd be
interested too. Thanx in advance.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

651. Re: TT Availability?

Newsgroup: comp.sys.atari.st
Date: 1993-10-11 15:43:34 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <29buv6INNsp1@rs1.rrz.Uni-Koeln.DE>
Source record: 199621

In <92802@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:

>You still can't "plug and play" a CD-ROM on an ST.

I have a book on "Murphy's Computer Laws". One of them states
that idiot proof systems are only used by idiots.

Who cares about "plug and play"? In fact, what is it really,
other than a marketing hype word? If you want a CD ROM on your
TT, go ahead and get yourself one. If you have problems setting
it up, you're welcome to post your questions to this group. But
regarding "plug and play", I really can't offer anything except
the suggestion that you get yourself a plug and have fun playing
with it.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

652. Re: TT Availability?

Newsgroup: comp.sys.atari.st
Date: 1993-10-11 15:47:07 UTC
From: gruber@austin.ibm.com
Message-ID: <CEqp6L.3wpG@austin.ibm.com>
Source record: 199622

> As far as I know, no one offers a similar CD-ROM drive product for the
> Atari line of computers. You want one, you figure it out yourself.
>
> BobR

BobR,
You can buy a CD-Rom drive from Toad Computers, also there are PD stuff
available for CD-Rom and there is a driver for Calamus SL for the
Kodak Photo-CD format sold by DMC Publishing. Not too much to figure
out here.
Scott

653. Re: Questions Esp. About Samplers

Newsgroup: comp.sys.atari.st
Date: 1993-10-11 16:49:29 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.800199@cix.compulink.co.uk>
Source record: 199623

In article <2cb60f24@p4.troed.ct.se>, magnus.thylander@p4.troed.ct.se (Magnus Thylander) writes:
> > Secondly, I hear the Falcon has a DSP chip, which produces CD quality
> > or better sound. Is there any sampling hardware/software available for
> > this system yet, esp. one that takes advantage of this chip? If so,
> > is it any good? I haven't been around, so can someone quote some of
> > the going prices for the Falcon, in it's different configurations? If
> > it can sample, I'm may be in the market of getting one. Also, does it
> > have MIDI ports like the ST? Another thing I should mention: it would
> > be a plus on any sampling software that lets me define 'banks' so I can
> > have more than one sample in the computer at once, but play them at the
> > same time.
>
>Well, firstly: The DSP doesn't produce the sound. Secondly: The falcon does
>have 16bit 8(I think) channel 50kHz sound chip built in. The DSP can be used to
>manipulate the sound in a lot of ways, but it can also be used for anything
>else really, it's simply a very fast processor! The Falcon comes with 16bit
>50kHz D/A and A/D converters which means you do have a "better than CD-quality
>sampler" built in, and they're great! Programs for Direct-To-Disk sampling and
>sample-manipulation is available, both as PD/SW (i.e. WinRec/WinCut,
>Mjuzakk-tracker, Dame SW-version, Falcon D2D) and commercial packages (i.e.
>Cubase Audio, Notator logic, 4T/FX, D2D Edit, DigiTape pro, Dame commercial
>version......and so on)! There's LOTS of it, have a look in a.archive! ALL of
>these take advantage of the DSP for music-effects!
>
>YES, it does have MIDI-ports, just like the ST/STE... The last thing mentioned
>shouldn't be difficult...haven't tried it though...
>

Regarding the last point - Cubase Audio has this facility. Various samples can be stored in RAM and triggered internally or via a MIDI keyboard. The configuration is similar to most hardware samplers where you can map the samples across the keyboard, set level, pan, etc.

Ofir ogal@cix.compulink.co.uk

654. Lattice C in Atari Devpac?

Newsgroup: comp.sys.atari.st
Date: 1993-10-11 17:13:10 UTC
From: dbyfield@outb.wimsey.bc.ca
Message-ID: <dbyfield.0bqp@outb.wimsey.bc.ca>
Source record: 199642

Can anyone confirm or deny a rumour on Fido Net? Someone is posting that Atari is including Lattice C in the cost of the current Developers Package that you can buy from them. I was under the impression that u got Alcyon C compiler and an old ttp assembler. Alex Kiernan-can u confirm? Anyone?

655. Re: TT Availability?

Newsgroup: comp.sys.atari.st
Date: 1993-10-11 17:43:35 UTC
From: davidli@dragon.labmed.umn.edu
Message-ID: <CEquop.GAs@news.cis.umn.edu>
Source record: 199624

>Are you saying the Falcon TOS has the MetaDOS drivers for CD-ROM drives
>built in..?

Are you saying that DOS (3.3/5.0/6.0) has the drivers for CD-ROM drives built in?
Plug-and-play my ass ...

You have to install drivers on a PC in order to use a CD-ROM drive, and you, of all people, should know that, Bob. I have a very nice NEC CD-ROM drive installed in a ZEOS workstation about 25 feet from where I'm typing. I haven't actually USED the damn thing yet, because I need to obtain SCSI device drivers to use a SCSI device on that machine. It's a bit like needing the ICD CD-ROM drivers on a suitably equipped ST, wouldn't you say?

Cheers.

- David Paschall-Zimbel

656. Re: Jaguar delayed?

Newsgroup: comp.sys.atari.st
Date: 1993-10-11 19:10:19 UTC
From: saj@chinet.chinet.com
Message-ID: <CEqyL7.43A@chinet.chinet.com>
Source record: 199632

In article <92735@cup.portal.com>, <Bob_BobR_Retelle@cup.portal.com> wrote:
>
>Let me try one more time...
>
>Do you have proof of "slander" (actually libel) that Atari Corp does not?
>
>What I said was that Atari has never used their lawyers and millions of
>dollars to crush STReport. If there really WAS any "slander", don't
>you think they would have done so long ago..?
>

What we have here is a language confusion. One party 'slanders' another by making hurtful statements about that other party. That's common English usage. One party may commit slander against another party by slandering that other party in the common sense, and meeting some other tests. That's a legal usage. They aren't the same. Moreover, even if a party has been slandered in the legal sense, there are plenty of reasons why that party might not choose to bring legal action.

Libel is even trickier, and I may not have it exactly right: In popular usage, 'to libel' someone is essentially synonymous with the legalism 'to commit a slander against' that person. In legal usage, one libels another by doing in writing essentially the same thing as one did in speech when slandering another. And even there, the aggrieved party needn't bring legal action.

There are 2 interesting questions here: Should the net be treated more as speech or more as writing, and Why are you egging Atari on to sue Ralph Mariano?

Steve

657. Maus or Fido via Internet?

Newsgroup: comp.sys.atari.st
Date: 1993-10-11 19:43:48 UTC
From: Lexicor@world.std.com
Message-ID: <CEr051.7In@world.std.com>
Source record: 199627

I have seen some post's from people of ither maus or fido (maybe?) net. How can I send to someone email at maus or fido..i.e. what is the required suffix eg as in @compuserve.com or is that at all possible?

Thanks

Yat

658. Re: Notator Logic upgrade - $299 worth it?

Newsgroup: comp.sys.atari.st
Date: 1993-10-11 20:08:24 UTC
From: huber@cs.tu-berlin.de
Message-ID: <HUBER.93Oct11210810@oere.cs.tu-berlin.de>
Source record: 199628

>If I sell software, and I will,
>soon, it will be for a reasonable price, i.e. no more than 60 dollars.
>(OK, actually I still find this unreasonable, but less would be infeasible,
>and I may bring prices down to, say, $40 if I sell more than a hundred copies.)
As software-author you can expect about 10% of the sales-price of your
product. So that's 600 $ if you sell 100 copies and take 60 $ for each.
What kind of rubbish do you want to produce for 600 $? A program like
Notator Logic needs some man-years (it's a complete new developpment,
not a simple update). Ok, ok C-Lab sold more than 100 copies of Notator
SL (in fact about 30-40000). But : The times they are changing. The
market for Atari software has become VERY SMALL. Remember this before
getting bankrupt - or talking nonsense again !

Michael

659. Sell me your STuff...

Newsgroup: comp.sys.atari.st
Date: 1993-10-11 20:41:48 UTC
From: dhbutler@magnus.acs.ohio-state.EDU
Message-ID: <9310112040.AA04842@magnusug.magnus.acs.ohio-state.edu>
Source record: 199629

I'm looking to purchase some ST hardware (and maybe software). Anyone with
equipment to sell please E-Mail me a list.

Thanks!
-->
|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

||| // "It is even harder for the average ape to
/ | \ \// believe that he has descended from man.
- H. L. Mencken

660. Re: GEM NetHack (was Re: NetHack)

Newsgroup: comp.sys.atari.st
Date: 1993-10-11 21:01:02 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <29chie$g21@charm.magnus.acs.ohio-state.edu>
Source record: 199630

Hey, I just downloaded GEM NetHack, but it crashes every time I load it! I'm (not yet) running it under TOS 1.04 on a Mega-4 with an ISAC card and a T25 (68000). The screen resolution is 1024*768*16 colors.

Any advice?

-->
|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

||| // "It is even harder for the average ape to
/ | \ \// believe that he has descended from man.
- H. L. Mencken

661. Re: TT Availability?

Newsgroup: comp.sys.atari.st
Date: 1993-10-11 21:40:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A51510@M4.maus.de>
Source record: 199516

>When Atari threw up its hands and buried its CD-ROM, it released Meta-DOS
>which contains the extensions needed to access SCSI devices like CD-ROM
>drives. But it's FAR from "plug and play".

Well, but the upcoming MiNT CD-ROM driver just needs to be copied to
C:\MULTITOS and renamed to CDROMln.XFS, where l is the desired drive
letter and n is the SCSI ID of the CD drive.

Nuff plug'n'play? :-)

662. Atari Software mail order

Newsgroup: comp.sys.atari.st
Date: 1993-10-11 21:56:23 UTC
From: kmcdonal@hal.sim.es.com
Message-ID: <29ckq7$1vb@hal.sim.es.com>
Source record: 199631

Well I've waited long enough. I thought someone, somewhere, would eventually just casually mention a good mail order house for picking up the full line of Atari software. It just hasn't happened.

If anyone has good information, I would be forever in your debt.

Kevin McDonald

663. Re: TT Availability?

Newsgroup: comp.sys.atari.st
Date: 1993-10-11 23:27:08 UTC
From: gbennett@friendly.es.com
Message-ID: <29cq4c$e89@cnn.sim.es.com>
Source record: 199637

>> Who would want a TT today? Come on people, its time to move on and join the
>> civilized world. Atari ST's, TT's and Falcons have been left behind and is not
>> getting the proper nourishment from Atari. You are missing the use of
>> Quicktime, multimedia and cdrom technology that is not available on the Atari.
>> Macs and PC's have surged a head..
>>
>> Peter Sinclair-Day
>
>
>Pete,
> If I had the cash, I could buy a CD-Rom for the TT and a
> driver from DMC Publishing that allows me complete compatability
> with Kodak Photo-CD discs today.
>
> The Falcon as I am sure you are aware can do direct to disk recording
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
granted, but that's a pretty small niche market isn't it? ----^
> and with the software development that is going on now is becoming
> a machine that I'm looking at, you can see from a post a little while
> back the types of software available :::
^^^^^^^^^^^^^^^^^^^^^^^^^ True, there were
several types of software, unfortunately there were few actual
titles listed (79 items listed I believe). Of the item some were hardware,
and many were under development (ie. good possibilty of vaporware)

>
>Scott

Uh Scott, I hate to pop your bubble, but there's a lot more CD ROM tech-
nology than PhotoCD (which BTW is still not commonly used on any platform
yet). Although I am an avid Atari fan, it's time to realize that there
really isn't much support in either hardware or software for the Atari
line. Peter pretty much told it like it is, no matter how good the Atari
computer is (was?), it hasn't kept up with Macs and PCs. I think we're
all dreaming when we try to compare an Atari with a PC or a Mac.

> [PATHETICLY SMALL LIST OF FALCON SOFTWARE DELETED]
>

Greg Bennett A.K.A. 'The Friendly User' (.).) { Belgium! *}
gbennett@friendly.sim.es.com ^ '
Evans & Sutherland Simulation Division ___/
My opinions are my own, nobody else wants them!

```
* See Hitchhiker's Guide to the Galaxy (US version)
--------------------------------------------------------------------------------
```

664. Re: TT Availability?

Newsgroup: comp.sys.atari.st
Date: 1993-10-12 00:42:34 UTC
From: Lexicor@world.std.com
Message-ID: <CErDyz.Etu@world.std.com>
Source record: 199638

>Uh Scott, I hate to pop your bubble, but there's a lot more CD ROM tech-
>nology than PhotoCD (which BTW is still not commonly used on any platform
>yet). Although I am an avid Atari fan, it's time to realize that there
>really isn't much support in either hardware or software for the Atari
>line. Peter pretty much told it like it is, no matter how good the Atari
>computer is (was?), it hasn't kept up with Macs and PCs. I think we're
>all dreaming when we try to compare an Atari with a PC or a Mac.
^^

Doesn't that really depend on your application? The TT with a Graphics Board andd TTRAM with 32Meg's RAM (or in some super extreme cases 256!, haven't seen one yet though *grin*) is still quite impressive! General Applications on th Atari tend to be cheaper too for what they offer as compared maybe to a MAC or PC...

....I do agree that the Atari Market has shrunken really bad..compared to what it used to be like...and even if many of us (and I often feel like that too) have seen and believe even that Atari will go under...or screw up again even more...or that they might mismanage..or..or..or..etc.

We still stick with Atari..and why is that? 'cos it's a great machine still and yes we are changing platforms...but Hey!..I like it :) *grin* and I still support Atari, still stick to it...if there were no people who stuck to Atari..then Atari was seriously gone...but there still are..and why is that? ... dunno....

Yat@Lexicor

ps: Just thought I'd add my two cent's worth...oh btw..anyone know more about the Clones as of recently? i.e GeSOFT's Eagle?

665. Who Actually Uses PGP on Atari?

Newsgroup: comp.sys.atari.st
Date: 1993-10-12 00:59:00 UTC
From: tsjwr@acad3.alaska.edu
Message-ID: <11OCT199316591739@acad3.alaska.edu>
Source record: 199639

Is there anyone out there who is actually doing PGP on the Atari? I'd sure like to hear from you.

I've got the source code, PGP23A.ZIP and the diffs from the Umich archives, PGP23AST.ZIP, but I'm not a C programmer; and it looks pretty intimidating to me.

I want to _use_ this program, not become a software engineer. Can anyone out there advise me?

666. Re: Notator Logic upgrade - $299 worth it?

Newsgroup: comp.sys.atari.st
Date: 1993-10-12 01:05:49 UTC
From: aspect@cats.ucsc.edu
Message-ID: <29cvtd$st0@darkstar.UCSC.EDU>
Source record: 199640

In article <1993Oct11.131221.4531@vaxc.aud.auc.dk> mk@musik.auc.dk (Martin Knakkergaard) writes:
[stuff deleted]
>all that more or less integrated with or in Logic. And that`s another way
>of getting hold of more of your money.
>Martin

That's funny, since the $299 Logic Upgrade _INCLUDES_ SoundSurfer!!!

~Chris
>--
>Martin Knakkergaard, adjunkt, Ph.D.
>Dept. of Music and Musictherapy, Aalborg University
>Kroghstr. 6, 9220 Aalborg 0
>phone +45 98158522 ext. 3113 **** fax: +45 98151382

667. Re: Jaguar delayed?

Newsgroup: comp.sys.atari.st
Date: 1993-10-12 01:10:38 UTC
From: rjung@netcom.com
Message-ID: <rjungCErF9r.63B@netcom.com>
Source record: 199641

In article <CEqyL7.43A@chinet.chinet.com> saj@chinet.chinet.com (Stephen Jacobs) writes:
>Why are you [BobR] egging Atari on to sue Ralph Mariano?

So he can shout (again) that Atari is run by fascists who suppress any speech that doesn't place it in a good light. Just last month he was cackling with glee over in alt.games.lynx, when Andy Eddy reported that Atari and Sendai publishing were not on good terms for things Sendai had published. Bob suddenly fell silent when Andy corrected him by explaining that Atari wasn't out to censor Sendai for speaking any truths, but that Sendai had written false and misleading information against Atari.

Sorta like Bob, Ralph, and ST Report, actually...

--R.J.
B-)

////////////////////////////////////|\\
Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
-------------------------------------+-----------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were chosen because you are the class clown and frankly, you're expendable."

668. Re: Installing a new system font...

Newsgroup: comp.sys.atari.st
Date: 1993-10-12 01:31:00 UTC
From: bill.merik@outlan.ersys.edmonton.ab.ca
Message-ID: <22532.79.uupcb@outlan.ersys.edmonton.ab.ca>
Source record: 199414

There is a program called FONTRIX which allows you to do that and quite a few fonts available that work with it. As I recall, these fonts have a .FNT extender. Or better yet, get Warp 9, it has that capability as one of its' features and even comes with a font editor so you can fix anything in a font that you don't like.
I think Fontrix was a desk accessory, but I'm not sure. I'll try to dig a copy up.

Bill

Message was posted at outlan.ersys.edmonton.ab.ca
#403-478-4010 HST and v.32bis Try it, you'll like it!

669. friend needs software for newly acquired 520ST

Newsgroup: comp.sys.atari.st
Date: 1993-10-12 02:07:33 UTC
From: barry@jackatak.raider.net
Message-ID: <aRBaBc1w165w@jackatak.raider.net>
Source record: 199422

A friend just got a 520ST, a mouse, a color monitor, and a few disks
and is trying to find software for it. Being a long-time Mac and PC
user, he is not familiar with Ataris, and I am not either. If anyone
can suggest a source of software and other info, and/or if you know
of an Atari user's group in the Nashville, TN area, we would
appreciate hearing from you through email. Thanks.

--
barry@jackatak.raider.net (Barry Moore)
------------jackatak.raider.net (615) 377-5980 ------------

670. Installing GCC 2.4.4

Newsgroup: comp.sys.atari.st
Date: 1993-10-12 02:21:36 UTC
From: TOPFM@DARWIN.NTU.EDU.AU
Message-ID: <931012115010.f256@DARWIN.NTU.EDU.AU>
Source record: 199643

I am trying to install gcc2.4.4 on my STfm

I cannot find a file anywhere telling me what goes where.. all zoo's were extracted using the // option.

Can someone please tell me what goes where etc.... do the includes go in c:\gnu\inc or c:\gnu\include (does it matter)???

Rob.


```
+--------------------------+------------------------------+----------------+
| 8 TOP-FM | Unless otherwise indicated | Office Phone |
| 104.1 MHz | this message does not | +61-89-466-266 |
|Darwin, v | reflect the views of the | |
|Northern ---->_*-_|\ | station, staff or the | Studio Phone |
|Territory, / \ | Northern Territory University.| +61-89-466-414 |
|Australia \_.--._/ |------------------------------| |
| v | TimeZone :- ACST | Fax |
| topfm@darwin.ntu.edu.AU | TimeDiff :- UTC +9.5 hrs | +61-89-451-788 |
+--------------------------+------------------------------+----------------+
```

671. Re: POV-Ray 2.0 timings

Newsgroup: comp.sys.atari.st
Date: 1993-10-12 03:10:05 UTC
From: warwick@cs.uq.oz.au
Message-ID: <15875@uqcspe.cs.uq.oz.au>
Source record: 199645

cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

>'386/33 8M RAM, OS/2 2.1 - 1 hour 40 minutes, 20 seconds.
>'486/33 28M RAM, OS/2 2.1 - 0 " 0 " 33 seconds. (!!!)
>Atari ST, 4M RAM, MiNT 1.08 - 1 " 45 " 36 seconds.

>Now, for those of you who think a Falcon030 is the same performance as a
>'486dx2/66, it would've traced the image in about 20 seconds. The
>Falcon would probably do it in 50 minutes (and that's being generous).

A Falcon with an FPU would take about 1 or 2 minutes.

Anyone doing raytracing work without an FPU is insane. Just look at the
figures for the 386 vs. 486 - the 486 has an FPU (on chip), hence it was
100 times faster.

Some people just don't understand how BAD software floating point calculations
are, or how much FP work is done by raytracers.

For comparison, here is the figure for the same scene, but USING POV 1.0
(the old, slow version) on a 33MHz TT with FPU:

0 hours 2 minutes 43.00 seconds

I can't wait to try out POV 2.0 - I hear (from Chris and others) that
SPEED is the Big Improvement.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library
/ * <- Computer Science Department, |||||| GEM++ = C++ GEM library
_.-._/ University of Queensland, _// || _ Both are Free Software
_____ v ___ Brisbane, Australia. ______ |_/ || _| ________________________

672. Stuff to Sell!!!

Newsgroup: comp.sys.atari.st
Date: 1993-10-12 04:09:51 UTC
From: s_perera@iastate.edu
Message-ID: <CErnKG.105@news.iastate.edu>
Source record: 199646

Hey dudes n dudettes,

I'm graduating n I need to sell my Atari hardware pretty soon. I
really don't know how much my stuff is gonna go for, but make me an offer n
we'll try to make a deal.

Here's the list of stuff:

1). SM 124 Monochrome monitor

2). 520 ST with mouse

3). two SF 354 single sided floppy drives

4). Avatex 1200E external modem

Thanks!

Sunil
10/11

--

673. Re: Jaguar delayed?

Newsgroup: comp.sys.atari.st
Date: 1993-10-12 04:21:20 UTC
From: klasmekj@ucunix.san.uc.edu
Message-ID: <29dbc0$i9c@ucunix.san.uc.edu>
Source record: 199577

Can we take this nonsense to COMP.SYS.ATARI.ADCOCACY! Enough is enough people.


```
+-----------------------------------+_
| *> Kevin Klasmeier | |
| *> NET: klasmekj@ucunix.san.uc.edu | |
| *> GEnie: K.Klasmeier | |
+-----------------------------------+ |
'-----------------------------------'
```

674. Re: Atari Compendium question

Newsgroup: comp.sys.atari.st
Date: 1993-10-12 05:23:34 UTC
From: gizmo@dswhq.omahug.org
Message-ID: <750409530.AA00322@dswhq.omahug.org>
Source record: 199509

In a message of <08 Oct 93 12:31:36>, 0440400-gasteren e.m. van (1:286/2) writes:

0e> Could someone please post the exact title, name of the author(s),
0e> publisher and ISBN number of this book. Then we can all rush over to
0e> a bookstore and if it isn't on shell have it ordered.

The Atari Compendium.
Scott Sanders, Author
Published by SDS Publishing
A division of Software Developement Systems
996 Redondo Ave. #404
Long Beach, Ca. 90804
ISBN: 0-9638331-0-3
Library of Congress Catalog-in-Publication number: 93-85667
Published in the United States of America, Planet Earth, Sol System, Milkyway Galaxy, Local Galactic Cluster

Later,
Gizmo

675. Re: Jaguar delayed?

Newsgroup: comp.sys.atari.st
Date: 1993-10-12 05:47:56 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <92944@cup.portal.com>
Source record: 199647

>Why are you egging Atari on to sue Ralph Mariano?

Interesting.. it really takes quite a stretch of imagination to get
that out of anything I've said.. care to elaborate on how you came to
that conclusion from what I've written..?

I have said two things.

1) Atari has NOT sued STReport for libel.

2) Knowing Atari as I do, they would gladly do so, for no monetary return,
for the "principle of the thing" IF they could.

My conclusion has been that they know they haven't been libeled
(or "slandered" as Robert Jung's original accusation was).

RJ has been strangely quiet about answering my question regarding his
knowledge of "STReport's editor never missing an opportunity to slander
Atari".

BobR

676. Re: Jaguar delayed?

Newsgroup: comp.sys.atari.st
Date: 1993-10-12 05:53:51 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <92945@cup.portal.com>
Source record: 199648

Interesting twist you can put on things, RJ...

Are you sure Ralph hasn't secretly recuited you..?

I'll see if I can find that message thread and show what really
was said...

(You really ought to apply as an STR writer with the "reporting" skills
you've demonstrated...)

BobR

677. Re: POV-Ray 2.0 timings

Newsgroup: comp.sys.atari.st
Date: 1993-10-12 06:00:07 UTC
From: roine.stenberg@stacken.ct.se
Message-ID: <52583fb8@stacken.ct.se>
Source record: 199650

TO: jeffmay
> I compiled pov-ray 2.0 and ran it on my TT (using gcc version
> 2.4.2)

I'm very interested about getting the sources for POV 2.0.
Where can i get em ?

---
* Origin: STacken BBS, Mj|lby, Sweden. +(46)142-19331. (2:204/419)

678. UPLOADED: MasterBrowse 3.2 (New Features!)

Newsgroup: comp.sys.atari.st
Date: 1993-10-12 07:05:46 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.eg._9IA4mf68&Q@elfhaven.ersys.edmonton.ab.ca>
Source record: 199626

October 5, 1993

M a s t e r B r o w s e 3 . 2
"""""""""""""""""""""""""""""""

Copyright 1993, Michel Forget
Electric Storm Software

There is a new version of MasterBrowse available!

The file, for reasons I cannot fathom, has been named differently at
different places. Using FTP, you can get it at the following addresses:

atari.archive.umich.edu /atari/Newitems/mb32.zoo
ftp.cs.tu-berlin.de /pub/atari/Utils/Viewer/mb32_bin.zoo
ftp.tu-clausthal.de /pub/atari/Newitems/mb32_bin.lzh

If you are using a mail-server, you may not need the entire path shown
above. It depends on the mail-server. The file has also been sent to
comp.binaries.atari.st for distribution, and should also appear soon (with
the name MB32_BIN.ZIP) on CompuServe, GEnie, and Delphi.

For those who have never used MasterBrowse before, a detailed description
of the program will follow this list of new features and bug fixes:

~ ~

MasterBrowse 3.2

o The method of calling MasterBrowse has changed -- if you do not use
MultiTOS, then the calling method has not changed for you. If you do
use MultiTOS, installing MasterBrowse requires two steps:

1. In GEM.CNF, create an environment variable called MASTERBROWSE
(the case is important) that contains the full pathname of
MBROWSE.PRG (the MasterBrowse executable). Example:

setenv MASTERBROWSE=c:\system\mbrowse.prg

2. In GEM.CNF, change the SHSHOW environment variable so that it
contains the full pathname of MB_CLNT.PRG (the MasterBrowse
client-program). Example:

setenv SHSHOW=c:\system\mb_clnt.prg

If you want to install an icon on the desktop for MasterBrowse, make
sure that the icon is for MB_CLNT.PRG -- not the MasterBrowse
executable! Also, you must ensure that the program path is set
to "Top Window" and the parameter style is set to "Full Path".

Having a client-program allows MasterBrowse to be more intelligent about the way it operates under MultiTOS. The MasterBrowse client checks to see if there is a copy of MasterBrowse already in memory. If there is, the client-program will initiate a communication with MasterBrowse and tell it to load the file(s) you selected. This ensures that there is only one copy of MasterBrowse in memory at all times.

o A bug was fixed in the keyboard redefinition; if the user selected a key definition already in use, there would be no error or warning. The user is now offered the choice of aborting the operation, or exchanging the conflicting keyboard definition with the keyboard definition that is being changed.

o A new feature has been added to the keyboard redefinition! The user can now permanently clear a keyboard definition. This operation asks for confirmation, since a key definition that has been cleared can not be redefined at a later date without creating a new configuration file.

o The "General Options", "Display Options", and "Archive Options" (formerly "Decompression Options") menu entries have been moved from the "File" menu to the "Window" menu.

o MasterBrowse now supports the Drag & Drop protocol if you have MultiTOS installed (or a multitasking operating system that supports the AES 4.0 system calls). This means that you can drag an icon/file from a desktop window (or an application window if the application supports the Drag & Drop protocol) to a MasterBrowse window. MasterBrowse will load all the files that were dropped onto the window.

o A really silly bug was fixed; MasterBrowse had the start of the block and the end of the block reversed. It will now jump to the correct positions.

o MasterBrowse now conforms to the Atari standard keyboard definitions. Thus, ALL of the keyboard definitions have been changed.
If you do not like them, you can change them using the keyboard setup function.

o MasterBrowse now uses the elipses ("...") in menu entries.

o A bug was fixed in the window manipulation routines. The "fuller" now works as it should. Clicking on it once will make a window take up the entire screen, and clicking on it again will return the window to its previous size. If the window is already as big as it can be when the first click is made, the window will be made as small as it can be.

o MasterBrowse no longer uses progress maps, since they were not available under MultiTOS. Removing the progress maps makes MasterBrowse more than ten kilobytes smaller.

o MasterBrowse now aligns windows on a byte boundary, so scrolling speed may improve in some situations.

o A bug was fixed in the "General Options" dialog box. The "Movement Base" editable text field would not change when the user tried to edit it, and then it would vanish completely the next time the user entered the dialog box. Both conditions have been fixed.

o MasterBrowse now allows you to change the size of a window even if a window has no "sizer". Simply click (and hold down) the mouse button in the bottom right-hand corner of the window. A rubber box will appear on the screen, which allows you to change the size of the window exactly as if you had clicked on the "sizer" gadget.

o The archiver command lines are no longer corrupted when the configuration file is saved.

o MasterBrowse can now handle compressed text files under MultiTOS. It now runs the external archive in a window (if it is a TOS/TTP program) and puts an alert box on the screen prompting the user to press return when the archiver is done.

~ ~

Everyone who owns a computer has, at one time or another, needed to view the contents of a text file. The text file viewer supplied with Atari computers will allow you to do this, but it is lacking in many respects.

MasterBrowse is a replacement text file viewer for any Atari computer, in any resolution with a size greater than or equal to 640 X 200. It offers many features that the Atari text file viewer does not:

o MasterBrowse works with all operating systems, including MultiTOS. It should also work with MultiGEM, Mag!X, and Geneva. Under MultiTOS, MasterBrowse will even create a pipe so that other programs can tell it to open and display files. MasterBrowse will also use the Drag & Drop protocol, so a file/icon can simply be dropped on a MasterBrowse window to be displayed. MasterBrowse can also communicate with itself (to avoid loading more than one copy of the program at a time -- the client-program that MasterBrowse uses will simply tell the currently loaded copy of MasterBrowse to display the files instead of loading another copy).

o MasterBrowse has an extremely fast GEM user interface, which makes use of raster copy screen updates, GDOS fonts, pull down menus, windows, optional non-modal dialog boxes (and non-modal alert boxes), colour, and more. MasterBrowse also provides keyboard shortcuts for every single function.

o MasterBrowse can use the command line (of course) to open documents (or open a document batch). The ARGV, xArg, and standard command line formats are supported.

o MasterBrowse allows you to have a virtually unlimited number of documents open at the same time, restricted only by the number of free window handles and the amount of memory available.

o If you do not like the default keyboard shortcuts for menu entries, MasterBrowse will allow you to change them!

o MasterBrowse allows you to use all of your familiar movement keys. You can use the arrow keys, the application keypad, or the space bar and the return key.

o MasterBrowse allows you to move in any direction inside a document, as you would expect. What you might not expect is that you can tell MasterBrowse how far it should move when the movement keys are pressed. How about moving two lines down instead of one? Or perhaps three lines suits you better?

Do you still want more? Keep reading.

-You can jump to a specific line, a specific page, the start of a block, the end of a block, or any of ten personal "bookmarks" that MasterBrowse supplies for each window.

o MasterBrowse allows you to move through a document (by lines or pages) using a special Quick Scroll Mode. It uses the shift, control, and alternate keys so that the scrolling speed is not limited by the key repeat speed.

o MasterBrowse also offers you the ability to search for up to three strings at the same time inside a document (case sensitive or case insensitive), starting at the top of the document or the current position. If a search is performed starting at the current position within the document, MasterBrowse can be told to search in forward mode or reverse mode. After the string is found, another command may be used to find the next (or previous) occurrence of the string. When strings are found, they are placed in the centre of the screen and highlighted.

o MasterBrowse also has block functions. You can mark a block off, and then save it to disk, print it, or write it to the clipboard. You can decide how the block is marked on the screen. MasterBrowse can also be told to remove the block markers after a block operation is completed. Blocks are marked using the -MOUSE-. More? A block can even be extracted from a larger document and placed inside a MasterBrowse window!

o MasterBrowse is a master printer. It can print a document (or a block) with page headings, page numbers, line numbers, a description of the file or block, or a combination of the four. It can even print an identification string for those people who share a printer between more than one computer. You can also save a block to disk (or the clipboard), with all of the same options available. MasterBrowse can also be configured to use the special features of your printer, such as bolding,

italics, and underlining.

o MasterBrowse will allow you to write documents to the disk, with all of the formatting options available for printing/writing blocks.

o MasterBrowse gives you complete control over your windows. You can cycle through them, change their titles, shrink them, close one, close them all, or get information about them all from the keyboard (or the mouse). MasterBrowse also allows you to remove the vertical window scroll bar, the horizontal window scroll bar, or both scroll bars. In addition, each MasterBrowse window can have different scroll bar settings. The size of a window can be changed by clicking in the bottom right-hand corner of the window, even if the window does not have a "sizer" gadget.

o MasterBrowse saves the positions of the first seven windows (if you want it to), so you have complete control over where your documents appear and how your screen looks.

o MasterBrowse allows you to load and save different configuration files.

o MasterBrowse allows you to load and save bookmark lists.

o Every window has a set of block markers and a set of ten bookmarks to itself.

o MasterBrowse supports batch files! If you use a certain group of documents often, just load them up and tell MasterBrowse to create a batch file. One double-click on the batch file, and they will all be loaded again.

o MasterBrowse also has support for the clipboard! A block can be written to the clipboard (with or without formatting) or the clipboard can be read into a MasterBrowse window.

o MasterBrowse allows you to interface (transparently) with as many as four external archivers, so that you can save space by storing your text files in a compressed format.

The features listed above barely scratch the surface of MasterBrowse!

-Michel Forget
Electric Storm Software
October 5, 1993

If this message appears on your system more than once, please let me know. People in the local area have told me that my messages appear more than one time, but nobody from further out has mentioned it. -Thanks

--
() ~ () ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ()
() Michel Forget / Electric Storm Software () Dragons? Why not "The ()
() mforget@elfhaven.ersys.edmonton.ab.ca () Tweety-Bird Reborn"? ()

() ~ () ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ()

679. STICKER 3

Newsgroup: comp.sys.atari.st
Date: 1993-10-12 07:07:43 UTC
From: winnipg@sys6626.bison.mb.ca
Message-ID: <JVmaBc4w165w@sys6626.bison.mb.ca>
Source record: 199564

Has anyone been able to change the look of the sticker(not the pictograms) in this program? Is the author of this program on the net?

680. Re: TT Availability?

Newsgroup: comp.sys.atari.st
Date: 1993-10-12 08:15:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A6586@MS.maus.de>
Source record: 199515

In article <2cb88e28@troed.ct.se>, Rickard Troedsson
(rickard.troedsson@troed.ct.se) wrote:
>B> Use it... for what..? A paperweight..?
>B>
>B> Are you saying the Falcon TOS has the MetaDOS drivers for CD-ROM
drives
>B> built in..?
>
>Boot up GEM-View .. or Calamus SL .. or any of the other programs
supporting
>Photo-CD for example ... or indeed use the Metados CD-ROM driver!

Support for Photo-CD means that they can read PCD files. But you'll
have to install a CD ROM driver nevertheless. And in fact, Atari's
drivers only support TT-SCSI and the old CDAR504 on ACSI.

681. Re: Notator Logic upgrade - $299 worth it?

Newsgroup: comp.sys.atari.st
Date: 1993-10-12 08:54:04 UTC
From: djs@jet.uk
Message-ID: <1993Oct12.085404.4934@jet.uk>
Source record: 199563

In <CEq8JG.Bpz@cs.ruu.nl> avgroeni@cs.ruu.nl (Annius Groenink) writes:
>...
>As to software---remember this discussion started as follows (the post was
>mine): the prices for sequencing packages are CRIMINALly high, therefore
>it is justified to use an illegal copy...
To make a (perhaps predictable) analogy, you reckon that because Porsche cars
are too expensive, then I shouldn't have to put up with my Peugeot, I can
just go out and steal the Porsche?
--
David Stevenson djs@jet.uk JET Joint Undertaking +44 235 465028
(or `djs%jet.uk@uknet.ac.uk' if your mailer does not like `jet.uk')

- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

682. Re: Notator Logic upgrade - $299 worth it?

Newsgroup: comp.sys.atari.st
Date: 1993-10-12 08:57:56 UTC
From: mk@musik.auc.dk
Message-ID: <1993Oct12.085756.2945@vaxc.aud.auc.dk>
Source record: 199551

In article <29cvtd$st0@darkstar.UCSC.EDU> aspect@cats.ucsc.edu
(Christopher Taylor Oates) writes:
>
>> In article <1993Oct11.131221.4531@vaxc.aud.auc.dk> mk@musik.auc.dk
(Martin Knakkergaard) writes:
>> [stuff deleted]
>> >all that more or less integrated with or in Logic. And that`s another
way
>> >of getting hold of more of your money.
>> >Martin
>>
>> That's funny, since the $299 Logic Upgrade _INCLUDES_ SoundSurfer!!!
>>
>> ~Chris

Oh is it? I wasn`t aware of that! Sorry :-) In that case the price seems
even more alright (as said before). The program is great, really great,
and it is not an upgrade (it isn`t even CLAB), it`s completely new!

--
Martin Knakkergaard, adjunkt, Ph.D.
Dept. of Music and Musictherapy, Aalborg University
Kroghstr. 6, 9220 Aalborg 0
phone +45 98158522 ext. 3113 **** fax: +45 98151382

683. Astrology Programs for the Atari

Newsgroup: comp.sys.atari.st
Date: 1993-10-12 09:21:15 UTC
From: fvkampen@cs.vu.nl
Message-ID: <CEs1zF.K8E@cs.vu.nl>
Source record: 199552

Hello everybody,

I am looking for an astrology program for the Atari. That is
a program which can assist me in making horoscopes and stuff
like that. I know there are a few programms of that kind
out there, but I still haven't found what I'm looking for...
So perhaps someone can help me?

Greetings

Florentijn van Kampen

--
+---+
Florentijn van Kampen	"O dear", says God, "I hadn't
fvkampen@cs.vu.nl	thought of that", and promptly
(...) The World is Music (...)	vanishes in a puff of logic"

684. Do you want a 36 MHz Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1993-10-12 09:50:20 UTC
From: Christiaan_Kamstra@p1.f503.n285.z2.fidonet
Message-ID: <2cba7df7@p1.f503.n285.z2.fidonet>
Source record: 199407

Hi everyone!

Note: this is *NOT* an advertisement or something. I bought the thing and it really works great. I want to share my experiences, so you may be able to enjoy it too!

I recently bought a speed-up kit for my ST. Its from a german company called H & N.

There are two kits available:

* HSB 640 28 MHz (about $200)

* HSB 640 38 MHz (about $350)

These are some specs:

* 68HC000 processor
* optional 68881 coprocessor
* 28 or 36 MHz clockfrequency
* 64 KByte cache (data- and instruction cache)
* asynchronous bus-timing
* SMD technology
* Cache can be switched on an off
* Can be switched back to 8 MHz

It really works great! I have not heard of any problems with software yet. (very stable)

Installing is quite a job. The old processor has to be removed and a socket is installed in its place. The board measures about 8 cm by 10 cm. It is placed in the socket. The blitter has to be removed. (you won't notice the speed increase it gives anymore) There are two little sockets on the board on which another board can be fitted (the co-processor board)

You can opt for switches or a software way to switch the speed and the cache. It is also possible to connect a little LED, which indicates the speed.

If you use NVDI with this board it will REALLY knock your socks off!

If you are interested the adress is:

H & N GbR
Hansmannstr. 19
D-52080 Aachen
Germany
Tel: +49 (0)241 55 30 01

Fax: +49 (0)241 55 86 71

See ya!

Christiaan Kamstra

--- JetMail 0.93beta
* Origin: Origin out of order. Think something funny. (2:285/503.1)

685. UPLOAD: GDB 3.6 PL4 for Atari/MiNT

Newsgroup: comp.sys.atari.st
Date: 1993-10-12 10:00:35 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.93Oct12110035@issan.informatik.uni-dortmund.de>
Source record: 199554

```
Patchlevel 4 of my port of GDB 3.6 for Atari/MiNT is now
available. This time it really works :-). It can be found in

ftp.germany.eu.net:pub/comp/atari-st/mint/gdb36p4s.zoo (sources)
ftp.germany.eu.net:pub/comp/atari-st/mint/gdb36p4b.zoo (binaries)

Sorry for inconvenience, but the sources for patchlevel 3 weren't
complete. I have now double checked that everything is included what
is necessary.

Please report any bugs/comments to
schwab@ls5.informatik.uni-dortmund.de

Andreas.

P.S.: Sorry, but this is the only ftp server that i have access to :-(
--
-----------------------------------------------------------------------
Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"
```

686. ANNOUNCEMENT: New PD games

Newsgroup: comp.sys.atari.st
Date: 1993-10-12 10:00:45 UTC
From: ae-a@minster.york.ac.uk
Message-ID: <750420045.16090@minster.york.ac.uk>
Source record: 199351

I have uploaded the following programs to:
atari.archive.umich.edu
nic.funet.fi
ftp.Germany.EU.net

linecras.lzh
mazewar.lzh
video_g1.lzh

All of these files are games (colour) and should work on all STs with TOS versions up to and including 1.62 (They might work on higher TOS versions, but I have not tried this. If you have, tell me if it works or not).

LINE CRASH (linecrash.lzh)
This is a game that uses the extra joystick ports on the STE and the printer port joystick adaptor to allow up to 8 joysticks to be added (although less than eight people can play). On ST computers without the two extra joystickports on the side, up to four people can play.
The idea is to trap your opponents in the style of TRON lightcycles (ie, you leave a line behind your vehicle), and avoid being trapped yourself.
Included in the LZH archive are docs for building your own joystickadaptors.
Written using STOS basic.

MAZEWAR ST (mazewar.lzh)
This is another game for 0 to 8 players. The idea of this game is simple. Shoot your opponents while avoiding being shot yourself. Eight tanks (some can be computer controlled) negotiate a maze. Some walls are indestructable, and some can be shot.
Included in the LZH archive are docs for building your own joystickadaptors.
Written using STOS basic.

VIDEO GAMES I v 0.5 (video_g1.lzh)
Play three games at once on the same ST with the same joystick.
Yes, it is possible. You can simultaneously play Pacman, space invaders, and pong, using combinations of movements of one joystick. Each game is overlayed transparently on top of the other games.
Written using STOS basic.

I have written all of these games myself, and they are Freeware/shareware/public domain.

The last time I checked, These programs have not yet been accepted by nic.funet.fi and ftp.Germany.EU.net.
They are however in /atari/New in atari.archive.umich.edu

Please mail me any comments, etc.

Andrei Ellman (ae-a@minster.york.ac.uk)

687. <<< For Sale In UK: ST Sampler & Video Digitiser >>>

Newsgroup: comp.sys.atari.st
Date: 1993-10-12 10:15:55 UTC
From: adamg@compnews.co.uk
Message-ID: <29e04rINNjla@cardamom.compnews.co.uk>
Source record: 199555

UK Only

FOR SALE: The following for the Atari ST. Both boxed, with manuals etc.

Stereo Replay sound sampler. (Virtually Unused).....45 quid
Vidi-ST video digitiser.....40 quid

Offers welcome - Email me@here.

--
.~~~

688. help

Newsgroup: comp.sys.atari.st
Date: 1993-10-12 10:17:53 UTC
From: gponton@ufrima.imag.fr
Message-ID: <CEs4Lu.Ft7@ufrima.imag.fr>
Source record: 199562

Does someone can give me informations about the Desktop file ?

gilles.ponton@ufr.imag.fr

689. til Lars Erik Osterud (ellers alle norske ...)

Newsgroup: comp.sys.atari.st
Date: 1993-10-12 10:35:11 UTC
From: rogeraw@dhhalden.no
Message-ID: <rogeraw.74.2CBA885F@dhhalden.no>
Source record: 199556

ingen Atari forhandlere i Norge ???

Som jeg har sagt til deg flere ganger (BBS...) saa er DigiCorp offisiell!!
Atari distibutoer i Norge.

Det er naa ca 20 forhandlere rundt om i landet, og du kan ringe meg for aa
faa navnet paa disse. Det samme er for priser ......

Det virker som noen Oslo personer er helt ABC ..... fiksert. Jeg skjoenner
ikke hvorfor. Han har faatt tilbud om aa faa kjoepe fra oss (vaere
forhandler), men er visst ikke interessert. Rart, siden forhandleravansen er
MEGET bra.

Det har forresten vaert skrevet om DigiCorp/Atari i de stoerse databladene i
Norge.

PS! hvem er den ene forhandleren du snakker om?

R.A.W

Proud owner of: TT 10meg, 425MB HD, 24-Bit card
Falcon030, 4/65
#
EMAIL: Rogeraw@dhhalden.no
##
snailmail: Roger A. Wahlgren
Sandvn. 5, 1719 Greaker
Norway

690. Re: Who Actually Uses PGP on Atari?

Newsgroup: comp.sys.atari.st
Date: 1993-10-12 10:42:19 UTC
From: sglass@netcom.com
Message-ID: <sglassCEs5qJ.M0G@netcom.com>
Source record: 199559
Body handling: 1 inline base64-encoded payload block was not displayed

REDELFS JOHN W (tsjwr@acad3.alaska.edu) wrote:
: Is there anyone out there who is actually doing PGP on the Atari? I'd sure
: like to hear from you.

I ftp'd the 2.3a package from Technical University of Clausthal, Germany
tonight. It works and I'm using it.

: I've got the source code, PGP23A.ZIP and the diffs from the Umich archives,
: PGP23AST.ZIP, but I'm not a C programmer; and it looks pretty intimidating to
: me.

I'm a programmer, and trust me - nothing could be simpler. A couple of
my non-programming friends built their PGP programs on SunOS. All you
have to do is make with the appropriate makefile. I had zero errors in
my build. All thanks to the superlative professionalism of the gnu
folks. In the Atari case you have the additional work of applying the
diffs and getting the gcc compiler.

: I want to _use_ this program, not become a software engineer.

Yeah, me too. Although eventually I'll build it for the ST, you get an
executable program from Clausthal. No muss, no fuss.

: Can out there advise me?

The program is character-based, so be prepared with a shell or CLI.
Other than that, RTFM (the whole manual, not just the first 2 docs as I
did).

Finally, have fun.

Thanks Wolfgang Ley and Clausthal.

Version: 2.3a

[Inline base64-encoded payload not displayed]

=Vua3

| Indeed, many do love to argue. It is so much
sheldon glass | easier and more fun than other things one
sglass@netcom.com | might do sitting in front of a computer.
#include <std.disclaimer> | - Bjarne Stroustrup

691. Re: Falcon Software - Atari List

Newsgroup: comp.sys.atari.st
Date: 1993-10-12 10:43:59 UTC
From: c2sgy@dmu.ac.uk
Message-ID: <1993Oct12.104359.28837@dmu.ac.uk>
Source record: 199558

I have just downloaded the latest Maggie (11) file from some ftp site and it gives a 80 + list of Falcon specific programs.

Some of which look mighty interesting ...

Simon

692. Re: 16 bit trakcer

Newsgroup: comp.sys.atari.st
Date: 1993-10-12 10:46:40 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.93Oct12114640@arthur.crpht.lu>
Source record: 199560

```
>
> GK> Attention!!!!
> GK> The falcon protracker is a hacked together version from me. It is only
> GK> tested
> GK> on RGB monitors and will probably not work on VGA as I write directly to
> GK> the
> GK> hardware to set the lower overscan.
>
> It works, but it "flips" the top of the screen ever so often ... quite useable
> though ..
It does that sometimes on RGB too because my hack is very ugly. Do you have
bottom overscan on VGA?

Georges.

--
Georges Kesseler
Office: kesseler@cetrel.lu
Private: kesseler@restena.lu
IRC: Gunstick
```

693. Re: 16 bit trakcer

Newsgroup: comp.sys.atari.st
Date: 1993-10-12 10:48:50 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.93Oct12114850@arthur.crpht.lu>
Source record: 199561

> >The falcon protracker is a hacked together version from me. It is only tested
> >on RGB monitors and will probably not work on VGA as I write directly to the
> >hardware to set the lower overscan.
>
> Don't worry, it's running well on my Multiscan. :-)
> One question: Does the highspeed play routine use the DSP?

No it's the STE-version I used to make the F030 one. I wanted to use the TT
version but I did not succeed.

Georges.

--
Georges Kesseler
Office: kesseler@cetrel.lu
Private: kesseler@restena.lu
IRC: Gunstick

694. Re: DSP difficulties with Falcon...

Newsgroup: comp.sys.atari.st
Date: 1993-10-12 12:15:21 UTC
From: bergemn@$NNTP_INEWS_DOMAIN
Message-ID: <29e74p$irn@siet02.sietec.de>
Source record: 199507

```
Hello !

seems u are busy with programming the DSP inside the F030.
I work on a image-processing-.programm and would also
like to use the chip.
but i didn't get any information how to use it
( got the motorola databook, but what about transfering
prg. to the DSP and starting them ?)
can u give me information about host-.interface between
68030 and 56001 ? and please tell me, which software u use
for creating prg. for the dsp ? (ASM56000 ? of motorola ???)

would be nice if u could send me a xample for demonstration ...

bye !
....... frank bergemann
--

**********************************************************
*** Frank Bergemann ***
*** ***
*** bergemn@kom.sietec.de ***
*** ***
*** please contact me, if you are busy with ***
*** image- or audio-processing ! ***
**********************************************************
```

695. ICD Link

Newsgroup: comp.sys.atari.st
Date: 1993-10-12 12:28:56 UTC
From: cs90ijr@brunel.ac.uk
Message-ID: <CEsAo9.1Bn@brunel.ac.uk>
Source record: 199566

My OMTI SCSI Hard Disk has stopped working - I think the ST Host Adapter Board is at fault. It is an ICD one - P/N 90107. Is it possible to buy a replacement? Where from - UK? Another option is to buy the ICD Link and download the data onto my new Falcon, is it just "plug-in-and-go"?

My first Falcon (4Mb/127Mb) had 21,464 bad sectors on the harddisk!

.Ian.

696. Re: Maus or Fido via Internet?

Newsgroup: comp.sys.atari.st
Date: 1993-10-12 12:35:30 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <CEsAz6.5Dt@hermes.hrz.uni-bielefeld.de>
Source record: 199565

In article <...>, Lexicor@world.std.com (Yat W Siu) writes:

|> I have seen some post's from people of ither maus or fido (maybe?) net. How
|> can I send to someone email at maus or fido..i.e. what is the required suffix
|> eg as in @compuserve.com or is that at all possible?

The Mausnet is a german net only and you may send mail to it by appending
a @maus.de suffix.

The Fidonet is international and you can send mail to it by using the suffix
@p?.f?.n?.z?.fidonet.org, where ? are the appropriate fido adressing numbers.
There may be a more efficient way to adress the fidonet - e.g. german fido
members from within germany - but the above mentioned will surely work.

In both cases, you must use the full recipient name like Torsten_Scherer@...
to adress someone.

Torsten
--
PS: If the above written looks weird, than that's because it probably IS.
WhoDunnIt: Torsten Scherer (Schiller, TeSche...)
Technical Faculty, University of Bielefeld, Germany (53'5"N 8'35"E)
EMail: itschere@techfak.uni-bielefeld.de / tesche@dave.hrz.uni-bielefeld.de

697. Re: HD floppy disk under spectre GCR?

Newsgroup: comp.sys.atari.st
Date: 1993-10-12 13:39:21 UTC
From: thopman@herman.cs.uoguelph.ca
Message-ID: <29ec29$pdn@nermal.cs.uoguelph.ca>
Source record: 199567

Matthias Hofmann (bco107@cd4680fs.rrze.uni-erlangen.de) wrote:
: I am running a spectre GCR (Mac-)emulation on my atari mega/ste.
: The HD floppy disk drive, I have, works well both with DD and HD disks.
: However, on the Mac side there are major problems: I know well that the
: emulation cannot handle HD disks; but DD disks cause all kinds of error
: messages as well.
: Does anybody know the reason for these problems or, even better,
: how to avoid them?
I bought my GCR off a guy who has a MSTe, and he said that his was
unusable for the reasons you describe above, even though it works great
on my ST. The reason is, Spectre plays tricks on the ST's floppy
controller which depend on a certain level of (low) quality...the
controller in the MSTe is actually _too_good_ for GCR to work reliably, so
you're out of luck, I guess, until Dave Small comes out with a new version

THeo

698. Re: TT Availability?

Newsgroup: comp.sys.atari.st
Date: 1993-10-12 13:44:52 UTC
From: gerrymon@eng.umd.edu
Message-ID: <29ecck$2h2@mojo.eng.umd.edu>
Source record: 199568

In article <92734@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>
>And yes, the SoundBlaster board has a Digital Signal Processor on it,
>pre-dating the Falcon by a number of years.
>
>BobR
>

Isn't the DSP only in the high end SoundBlaster 16 ASP board? And
isn't this a recent product (in other words, I don't think it has
pre-dated the Falcon by a number of years).

--Gerry

699. Re: Maus or Fido via Internet?

Newsgroup: comp.sys.atari.st
Date: 1993-10-12 14:06:07 UTC
From: CASTAN@cip.physik.uni-stuttgart.de
Message-ID: <29edkf$ol1@info2.rus.uni-stuttgart.de>
Source record: 199569

Hello,

In <CEsAz6.5Dt@hermes.hrz.uni-bielefeld.de> itschere@techfak.uni-bielefeld.de writes:

> In article <...>, Lexicor@world.std.com (Yat W Siu) writes:
>
> |> I have seen some post's from people of ither maus or fido (maybe?) net. How
> |> can I send to someone email at maus or fido..i.e. what is the required suffix
> |> eg as in @compuserve.com or is that at all possible?
>
> The Mausnet is a german net only and you may send mail to it by appending
> a @maus.de suffix.

"The best way to get information on Usenet isn't to ask a question, but
to post the wrong information." -- aahz@netcom.com
(This has nothing to do with you, Thorsten. But it's funny and it's the truth)

If somebody named Foo Bar is in in the maus, his internal adress is
>>Foo Bar @ XXN<<
XX is the town and N is a number

In the internet you have to type
>>Foo_Bar@XXN.maus.de<<

> Torsten
Gerd

---
internet: CASTAN@cip.physik.uni-stuttgart.de G.Castan@physik.uni-stuttgart.de

Real Name: | Drei Dinge muss ein Mann in seinem Leben tun:
Gerd Castan | Einen Editor schreiben.
Hoehbergstr. 16 | Ein Kind zeugen.
D-70327 Stuttgart | Und sterben.

700. Source level de-bug for Sozobon C

Newsgroup: comp.sys.atari.st
Date: 1993-10-12 14:27:43 UTC
From: sean_c@sn4724.oldham.gpsemi.com
Message-ID: <CEsG68.Gtv@bailgate.gpsemi.com>
Source record: 199570

Does anyone out there know of a source level de-bugger that will work with Sozobon C ? I have a copy of GNUDB from a PD library but this does not seem as though it can be coerced into performing with Sozobon. Indeed it didn't even like the example files it came with , which were compiled under GNUC (?) . Any ideas?

701. Re: Jaguar delayed?

Newsgroup: comp.sys.atari.st
Date: 1993-10-12 14:40:41 UTC
From: gerrymon@eng.umd.edu
Message-ID: <29efl9$449@mojo.eng.umd.edu>
Source record: 199572

In article <92757@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>Nope, Mark.. I have nothing to do with STReport. They're perfectly
>capable of keeping Atari Corp busy looking over their shoulders by
>themselves.
>
>If I *did* write for them, there would be none of the STR-style "I know
>something you don't know, but I'm not going to tell you" kind of stuff.
>
>One of the things I *don't* like about STReport is the way Ralph never gets
>around to naming names and detailing events.
>
>He says just enough to make the "guilty parties" nervous, but not enough
>for my friend Stash to know what the hell he's talking about. Anyone who
>isn't well enough connected to know what the editorials are talking about
>will probably be completely in the dark. Stash prints STReport and Z*Net,
>and has to ask me what it's all about.
>
>If you've read STReport, you know that most of the editorials don't make
>a lot of sense... AND YET ... they're enough to get Atari and their
>friends all bent out of shape. There must be SOMETHING that "they know"
>that "they know Ralph knows" for them to get their underwear all twisted
>up like they do when they read it.
>
>That wouldn't be my style at all.
>
>BobR

Sometimes I get the feeling that Ralph _really_ is making up a lot of things. As you said, a lot of times his editorials and rumors section don't make a lot of sense. They're written in a very nebulous way so that most of the time I don't know what the heck he is talking about.

If something comes up in the future that fits his writing, he'll then claim credit. If nothing comes up then he'll just say "wait and see" or "I never predicted/wrote that -- read it again".

His nebulous style of writing frees him from accountability.

For example, sometimes he'll write about the "revolving door" or that "heads will roll". And then when Atari lays off some employees, he'll jump up and down and try to claim credit.

But what's so hard about predicting layoffs in a major recession? What computer company hasn't laid off employees?

What's so hard about predicting a "revolving door"? I don't know about you, but in my experience, there are always people entering and leaving any place of employement.

But then Ralph will try to claim that he has some inside sources for these "ground breaking" stories.

I could do the same thing. Here's a prediction: A major computer company will release shockingly bad results and be forced to lay off a lot of people.

If the above comes true, I can claim to have inside sources.

If it doesn't, I can alway say, "wait and see" since the probability is high that it will eventually come true.

Or, if someone then accuses me of lying or making things up since [insert computer company] is doing well, I can always say, "But I didn't say that [insert computer company] is doing badly -- read my report again."

In addition, on the Fnet, I've seen Ralph try to take credit for stories that appeared in ST Format or the other European magazines when it comes to rumors about future products from Atari.

He'll try to make it appear as if he has some inside sources for those rumors but all he did was read the rumor section of those magazines and reprinted them in STR. I distinctly remember several instances when I read those rumors in the European magazines a week before they appeared in STR. And Ralph never mentions their true source.

Why does Atari get so bent out of shape with STR and Ralph? It's simple. Because of Ralph's nebulous reporting style, it's readers are always jumping to conclusions. Then Atari officials have to waste so much time and energy trying to combat the negative rumors.

There was a recent example of this. Atari has always been very up front with the availability of the Jaguar: Limited shipments to New York and San Franciso for this year with wide available for first quarter 1994.

But how does Ralph report this? He waits 3 months and then posts the following message (paraphrasing) on the Fnet: The latest "word" is that the Jaguar won't be available until AFTER Christmas. (sign)

All of a sudden, there is a rash of messages and rumors on the Fnet that Atari has messed up again. And Atari has to waste precious time and energy combating these negative rumors.

--Gerry

702. Re: Mega STE TOS version --- THANKS!!!

Newsgroup: comp.sys.atari.st
Date: 1993-10-12 14:47:43 UTC
From: randyh@sad.hp.com
Message-ID: <CEsH3J.HyL@srgenprp.sr.hp.com>
Source record: 199575

Marshall (G.M) Harris (marshall@cs.uq.oz.au) wrote:
: There is another problem which I think is a TOS2.5 problem (I ave a MegaSte
: with TOS2.5). I have ATSpeed installed on my machine, and it can be run as
: either a program or an accessory. If I run it as an acc, and then exit back
: to TOS, the screen is shifyted to the right, with a ghost image of the part
: that was shifted out re-appearing on the left. Each time I invoke the acc
: and then exit, more shifts occur and more "ghosts" appear. I tried using a
: little auto utility called wrapfix, but it doesn't fix it. I believe this
: doesn't happen with TOS2.6, but I don't have 2.6 to try it. Oh yes, this
: wrapping happens with some other programs too, especially some graphics
: programs.

: --
: _-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
: / B <--+ Department of Computer Science :fx:+61 7 365 1999
: _.-._/ | University of Queensland, St.Lucia
: v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

I have TOS 1.4 and have been seeing this problem when running progs that
do Setscreen. I know because I wrote a game that uses Setscreen and it does
this. The whole screen get shifted over to the left by a third of the screen
width. I have to move my mouse through the left side of the screen to the
right side in order to access the DESK menu. Funny thing is that if I run
Megaroids it fixes the problem.

Are you saying there is a utility that will fix it? Where can I get it? AA?

Other apps that cause this phenom are Sebra and the newly post Rayoid game.

Randy
--
/*****************************/*****************************/
// |\ | | _ | // Randy Hosler //
// |/ |-| /\ < | [] /\ // randyh@hpsad.sad.hp.com //
// |\ . | | \/ _> | _ | // 707-794-3677 //
/*****************************/*****************************/

703. Re: Atari Software mail order

Newsgroup: comp.sys.atari.st
Date: 1993-10-12 14:53:14 UTC
From: boyd@sonya.math.fsu.edu
Message-ID: <CEsHCr.9zv@mailer.cc.fsu.edu>
Source record: 199571

Kevin McDonald (kmcdonal@hal.sim.es.com) wrote:
> Well I've waited long enough. I thought someone, somewhere, would
> eventually just casually mention a good mail order house for picking
> up the full line of Atari software. It just hasn't happened.

> If anyone has good information, I would be forever in your debt.

I have a suggestion: Call Toad computers (1-800-448-TOAD) and buy a
copy of Current Notes. Then, you will not only be on TOAD's mailing list
(they are a great ST mail order place), you will also have an American
ST magazine that lists several other mail order and repair places.

Current Notes, coupled with c.s.a.st, has made my ownership of an ST something
other than an expensive mistake. I highly recommend the magazine. I am
not involved with CN in any way, except as a satisfied customer and long time
subscriber.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

704. Hard Drive / Printer 4 sal

Newsgroup: comp.sys.atari.st
Date: 1993-10-12 16:06:13 UTC
From: randyh@sad.hp.com
Message-ID: <CEsKqE.Kqq@srgenprp.sr.hp.com>
Source record: 199573

I have a Supra 20 meg drive for sale. It has a miniscribe hd and supra host adapter and case. It does NOT have a power supply. I used a PC power supply which I am now using with my new harddrive.

This drive has worked for me for 3 years. There are a couple of bad sectors but they can be mapped out.

I would like $90 for it.

Also have a STAR NX1000C 9 pin color printer. Includes extra unused color ribbon. Several built in fonts. 200 cps in draft mode. I will include screen dump and other utilities for the ST.

I would like $50 for it.

Buyer pays shipping.

Randy
--
```
/******************************/******************************/
// |\ | | _ | // Randy Hosler //
// |/ |-| /\ < | [] /\ // randyh@hpsad.sad.hp.com //
// |\ . | | \/ _> | \_ | // 707-794-3677 //
/******************************/******************************/
```

705. Re: Notator Logic upgrade - $299 worth it?

Newsgroup: comp.sys.atari.st
Date: 1993-10-12 16:26:27 UTC
From: error@stack.urc.tue.nl
Message-ID: <29elrj$i1f@tuegate.tue.nl>
Source record: 199578

avgroeni@cs.ruu.nl (Annius Groenink) writes:

>As to software---remember this discussion started as follows (the post was
>mine): the prices for sequencing packages are CRIMINALly high, therefore
>it is justified to use an illegal copy. If I sell software, and I will,

There is no law against high priced software. As such the prices are not
criminally high. Making and using illegal copies however is illegal, and
most importantly it is insulting to those that spent part of their lives
for creating something you obviously like, but aren't prepared to pay
the price for. I could give loads of analogies so you would understand
why your point of view is ridiculous, but analogies have been misused
all too often in this discussion, so I won't.

>soon, it will be for a reasonable price, i.e. no more than 60 dollars.
>(OK, actually I still find this unreasonable, but less would be infeasible,
>and I may bring prices down to, say, $40 if I sell more than a hundred copies.)
What do you mean 'less is infeasible'? Many companies succeed in selling
software for less than $40. After all the only real costs involved are
floppy and printing of docs.
By the way does your $60 program also include 3 midi ports like the
Notator Logic dongle does?

Erlend.

706. Re: MiNT mailing list, where ?

Newsgroup: comp.sys.atari.st
Date: 1993-10-12 16:46:23 UTC
From: ac382@Freenet.carleton.ca
Message-ID: <CEsMLC.903@freenet.carleton.ca>
Source record: 199581

In a previous article, tj@aisdo (Theo Jansen) says:

>Hello World
>As i heard, there is a mailing list that can be joined, concerning
>information about MiNT. Could someone please tell me if it's true,
>and if so, how to join this list ?

PLEASE post any info in this newsgroup as I am sure a lot of people would
be interested. Thanks.

Jack

--

!! Computer Engineering @ Carleton University Ottawa Ontario Canada!!
----------ac382@freenet.carleton.ca----------

707. Re: TT Availability?

Newsgroup: comp.sys.atari.st
Date: 1993-10-12 16:47:12 UTC
From: "Scott Gruber"
Message-ID: <CEsMMo.5Cnx@austin.ibm.com>
Source record: 199574

>
> Uh Scott, I hate to pop your bubble, but there's a lot more CD ROM tech-
> nology than PhotoCD (which BTW is still not commonly used on any platform
> yet). Although I am an avid Atari fan, it's time to realize that there
> really isn't much support in either hardware or software for the Atari
> line. Peter pretty much told it like it is, no matter how good the Atari
> computer is (was?), it hasn't kept up with Macs and PCs. I think we're
> all dreaming when we try to compare an Atari with a PC or a Mac.
>

Well I do agree that there are less programs out there for the atari line
than PC's --- that's just the facts --- but how many good DTP,WordProcessor,
Spreadsheet's do you need ?

When it comes down to it it's a matter of taste on what platform one buys.
I do know that Photo-CD can be extremely usefull in DTP work, also using the
Cyrel Sunrise card one can extract from real time video for DTP work along with
True Color Display, and compatible for up to I believe 37" monitors.

Also for the newest popular laser printers there are always new drivers written.
(ie. HP laserjet 4)

DMC Publishing also supports a driver for the MicroTek line of true color flat bed
scanners for Calamus SL.

These 3rd party developers put out high quality stuff and being such you don't really
need (although would be nice) 20 programs that do the same thing you only need one.

Also there are many professional users in the advertising arena, music industry, publishing
arena that use the atari line of products and are satisfied and have what they
need for their jobs.
^^^^

This also goes for the other computer makers as well : Apple,IBM, etc...
for each of these they too are no doubt satisfied with what they have

------

In a nutshell there is alot more to computing than CD-Rom software. And for the
Atari line there is a program that can fit just about any need if you have the cash *-)
like any platform.

You made the statement that there "isn't much support in either hardware or software
for the Atari line", well lets qualify this, actually there isn't mass support for the
Atari line, but the support that is there, is quality. ^^^^
^^^^^^^

Scott

708. Re: Jaguar delayed?

Newsgroup: comp.sys.atari.st
Date: 1993-10-12 16:58:55 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Oct12105855@flammulated.owlnet.rice.edu>
Source record: 199576

In article <92944@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:

>Why are you egging Atari on to sue Ralph Mariano?

Interesting.. it really takes quite a stretch of imagination to get
that out of anything I've said.. care to elaborate on how you came to
that conclusion from what I've written..?

I have said two things.

1) Atari has NOT sued STReport for libel.

2) Knowing Atari as I do, they would gladly do so, for no monetary return,
for the "principle of the thing" IF they could.

This is all getting rather rediculous. Look, why would ANY buisiness
anywhere sue someone just because they are annoying? If you sue
someone and you loose, then you have to pay the other parties legal
fees as well as your own. Sure sounds like a raw deal to me.

STRepeat may have said things that are very close to slander, but
which you cannot actually sue for. For instance, I could say that I
had heard from a third party that BobR is a !@#^&*@^*(@ and sleeps
with *CENSORED*. If I had personally called you that, you might have
recourse, but otherwise you are stuck.

Why do you think authors like Kitty Kelly get away with slanderous
books? Why do you think tabloids can print that Loni Anderson left
Burt to marry a cow?

Also, right now you appear to be the last person on earth actually
reading STR, so it is doing no-one any harm. If Atari were to sue
STR, then it would just focus a lot of negative attention on them.
Who wants that? Yet another reason to just ignore them. If STR were
read by millions, I think you would have seen a suit by now.

My conclusion has been that they know they haven't been libeled
(or "slandered" as Robert Jung's original accusation was).

Whatevever, your opinion.

RJ has been strangely quiet about answering my question regarding his
knowledge of "STReport's editor never missing an opportunity to slander
Atari".

After a number of attepts at explaining the situation, I would fall
strangley silent on this topic as well... in fact I think I will after this.

--
---> Kendall Gelner (kendall@rice.edu)

709. Still no FSP sites?

Newsgroup: comp.sys.atari.st
Date: 1993-10-12 17:40:37 UTC
From: gp93rjo@t.hfb.se
Message-ID: <gp93rjo.750447637@txfs1.hfb.se>
Source record: 199519

Well, I just had to ask again: does anybody know of any good fsp-sites with ST software?
So far only wuarchive... and they have no warez. *sigh*

/Roger

710. Re: Atari Software mail order

Newsgroup: comp.sys.atari.st
Date: 1993-10-12 18:07:12 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <93285.140712STIRRE31@MAINE.MAINE.EDU>
Source record: 199582

I would also like to suggest ST Informer Magazine. Their number
is (503) 476-0071. It is a great magazine with ads from quite
a few mail order houses. ST Informer sent me a sample copy;
I'm sure they'd send more. Both Current Notes and ST Informer
are worth it!
-scott tirrell

711. Re: TT Availability?

Newsgroup: comp.sys.atari.st
Date: 1993-10-12 18:10:54 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.907.2CBAF32E@dhhalden.no>
Source record: 199579

In article <CEsMMo.5Cnx@austin.ibm.com> Scott Gruber writes:
>When it comes down to it it's a matter of taste on what platform one buys.
>I do know that Photo-CD can be extremely usefull in DTP work, also using the
>Cyrel Sunrise card one can extract from real time video for DTP work along with
>True Color Display, and compatible for up to I believe 37" monitors.

>Also for the newest popular laser printers there are always new drivers written.
>(ie. HP laserjet 4)

Do you know if there's a HP4 driver for Speedo? I haven't heard or seen
anything about it even though the printer has been around for over a year.

>DMC Publishing also supports a driver for the MicroTek line of true color flat
>bed scanners for Calamus SL.

They do, but at a cost. I'd like to buy a Microtek scanner, but I'm not
prepared to pay $200 (which was the price DMC quoted me at CeBIT in March) for
a driver (read: *NO* scanning software, just the driver to aquire the image
directly into Calamus). Mac & PC users get their drivers *and* scanning
software bundled with the scanner.

Jon

Jon

---
jonal@sofus.dhhalden.no | This space intentionally left blank!
jonal@gyda.dhhalden.no |
---

712. Re: STACY BOOK

Newsgroup: comp.sys.atari.st
Date: 1993-10-12 18:22:15 UTC
From: lancer@archimedes.WPI.EDU
Message-ID: <LANCER.93Oct12182215@archimedes.WPI.EDU>
Source record: 199593

0{{ On 12 Oct 1993 21:57:21 GMT, jpoling@magnus.acs.ohio-state.edu (Jeff A Poling) said:
jpoling> Were the STacy and ST NoteBook ever produced?

Yes and (I just found out) yes. There were a good number of STaceys
produced a few years ago and a few people on the net even have 'em!
As for ST Books, there were apparently 5000 produced and then Atari
decided to concentrate on the Falcon and Jaguar and dropped the
product (and the ball, IMHO)...

jpoling> If so, where would be a good place to find one.

Toad Computers has advertised both in the past, but I'd bet they're
sold out... Try Rising Star or D&P or L&Y. All these companies
advertise in Current Notes... i don't remember their numbers right
off...

.s.

PS: And here're some that weren't produced: The ABAQ/ATW, the ST
Pad, the 160ST...
--
- lancer@wpi.wpi.edu - - Think Tree, "Rattlesnake": -
- We wore the dust as blankets, the tumbleweed as pillows -
- I said "the stars are watching", she said "nope, armadillos" -

713. RFD: rec.autos.simulators

Newsgroup: comp.sys.atari.st
Date: 1993-10-12 18:25:40 UTC
From: afzal@divsun.unige.ch
Message-ID: <rec.autos.simulators-RFD1@uunet.uu.net>
Source record: 199580
Cross-posted to: news.announce.newgroups,news.groups,rec.autos,rec.autos.driving,rec.autos.sport,comp.sys.amiga.misc,comp.sys.atari.st,comp.sys.ibm.pc.games.misc,comp.sys.mac.misc

```
This is a Request For Discussion on the creation of a newsgroup for
computer simulations of automobiles.

Group Name
----------

rec.autos.simulators

Status
------

Unmoderated

Rationale
---------

There is an increasing amount of software on the market that
provides simulation of automobiles (both in competitive and
non-competitive circumstances). This software is often
multi-platform and so no platform-dependent newsgroup would
provide an appropriate discussion forum for it. In addition,
rec.autos is an inappropriate forum as that group is not intended
for discussion of software.

It is intended that rec.autos.simulators would provide a forum where
people could discuss such automotive simulation software
irrespective of the platforms on which it runs, and that abstract
technicalities of such software could also be discussed.

Email I have received, plus discussions in various newsgroups
(comp.sys.ibm.pc.games.misc, rec.autos.sport) and on the F1 Grand
Prix mailing list, has made it clear that such a group would be
welcomed by many usenetters.

Charter
-------

This newsgroup will be used for discussions of computer simulations of
automotive vehicles, irrespective of the platforms on which said simulations
are supported. This will include simulations which have a competitive
component (racing simulations) and those which do not. Topics will include
(but are not restricted to):

o Global characteristics of particular simulations.
```

o Platform-dependent characteristics of such simulations (as a convention, it is suggested that such discussions list the platforms in the subject header, e.g.,

Subject: [ibm-pc,sun] Blog's Yugo simulator

o Design and implementation issues of such simulations.

o General discussion of automobile simulations.

Voting

If all goes according to plan, voting will take place 21 days from the posting date of this RFD.

This RFD is being posted to the following newsgroups:
news.announce.newsgroups
news.groups
rec.autos
rec.autos.driving
rec.autos.sport
comp.sys.amiga.misc
comp.sys.atari.st
comp.sys.ibm.pc.games.misc
comp.sys.mac.misc

Follow-ups directed to news.groups
--
Afzal Ballim | Internet: afzal@divsun.unige.ch
ISSCO, University of Geneva | X400: S=afzal;OU=divsun;O=unige;
54 route des Acacias | PRMD=switch;ADMD=arcom;C=ch
CH-1227 GENEVA (Switzerland) | UUCP: mcvax!cui!divsun.unige.ch!afzal

714. Re: Maus or Fido via Internet?

Newsgroup: comp.sys.atari.st
Date: 1993-10-12 18:32:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A53962@SL.maus.de>
Source record: 199513

In article CEr051.7In@world.std.com Yat W Siu wites:

L>I have seen some post's from people of ither maus or fido (maybe?) net.
L>How can I send to someone email at maus

Hi Yat!

It's quite ease to post from inter- to MausNet.

first name_name@system.maus.de

for example (taking my address):

Stefan_Damerau@sl.maus.de
^-----underscore

This information is taken from the G.A.T.O.R. (Short for
Gateway-Orientierungs-Ratgeber). It contains many information about the
several net and the way to send email from one to another.
(Many thanks to Michael Keukert & Dieter Groenling!).

Bye
Stefan

===
Stefan_Damerau@sl.maus.de

715. Re: GEM NetHack (was Re: NetHa

Newsgroup: comp.sys.atari.st
Date: 1993-10-12 18:42:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A53963@SL.maus.de>
Source record: 199514

In article 29chie$g21@charm.magnus.acs.ohio-state.edu Pandemonium wites:

D>Hey, I just downloaded GEM NetHack, but it crashes every time I load
D>it! I'm (not yet) running it under TOS 1.04 on a Mega-4 with an ISAC
D>card and a T25 (68000). The screen resolution is 1024*768*16 colors.

As far as I experienced NetHack (Release 3.1.3) has problems with the
68000 proc. I've started it on my MegaSTE in both modes, GEM and TTY.
With GEM in the NETHACK.CNF I only get two bombs. With TTY I can play
but after being killed I get the HiScoreList and then a message saying
'suddenly the dungeon collapses' ... bad window id# ?????
After this I get the HiScores a second time and - after pressing a key - I
return to the Desktop.
No Problems with my Falcon though ...

Tschuess
Stefan

716. Re: Who Actually Uses PGP on Atari?

Newsgroup: comp.sys.atari.st
Date: 1993-10-12 19:13:17 UTC
From: bwwl@sun.rz.tu-clausthal.de
Message-ID: <1993Oct12.191317.28410@solaris.rz.tu-clausthal.de>
Source record: 199586

REDELFS JOHN W (tsjwr@acad3.alaska.edu) wrote:
> Is there anyone out there who is actually doing PGP on the Atari? I'd sure
> like to hear from you.

Yes. I do.

> I've got the source code, PGP23A.ZIP and the diffs from the Umich archives,
> PGP23AST.ZIP, but I'm not a C programmer; and it looks pretty intimidating to
> me.

> I want to _use_ this program, not become a software engineer. Can anyone
> out there advise me?

Get the docs and the compiled binary via FTP from ftp.tu-clausthal.de
/pub/atari/misc/pgp/pgp23ab.lzh
(or via mail-server from 'mail-server@ftp.tu-clausthal.de')

Bye,
Wolfgang.
--

Wolfgang Ley email: Ley@rz.tu-clausthal.de
Teichstrasse 9
D-38678 Clausthal-Zellerfeld "With workstations you can do a lot of
(Germany) nonsense. With PC's not even that..."
Phone: +49 5323 82132

To obtain public-pgp-key use 'finger bwwl@sun.rz.tu-clausthal.de'
or query a public-key-server for 'Ley@rz.tu-clausthal.de'.

717. Re: Help w Spacejunk Demo!

Newsgroup: comp.sys.atari.st
Date: 1993-10-12 19:26:09 UTC
From: paetau@mits.mdata.fi
Message-ID: <29f0ch$t14@mits.mdata.fi>
Source record: 199583

```
In article <CEM761.Isq@freenet.carleton.ca>,
Jack Kitowicz <ac382@Freenet.carleton.ca> wrote:
>
>I have downloaded the 3 parts of the 4+MB SPACEJNK.ZIP file but do not
>know what to do next! How do I get the segments linked into the original
>zip file? Reply by e-mail or post here if you think more people might
>encounter the same problem.
> Thanks
> Jack

I did it here at my UNIX-site like this:

cat spacejnk.01.zip spacejnk.02.zip spacejnk.03.zip > spacejnk.zip

(You write that to your shell, and it will take the three parts and
combine them to spacejnk.zip).

--
------------------------------------------------------------------------
| Rasmus Paetau (paetau@mits.mdata.fi) | Seeing is believing |
------------------------------------------------------------------------
```

718. Re: PGP 2.3A ST-binary available at ftp.tu-clausthal.de

Newsgroup: comp.sys.atari.st
Date: 1993-10-12 19:31:02 UTC
From: bwwl@sun.rz.tu-clausthal.de
Message-ID: <1993Oct12.193102.28738@solaris.rz.tu-clausthal.de>
Source record: 199587

Wolfgang Ley (bwwl@sun.rz.tu-clausthal.de) wrote:
> Hi!

> Several people asked me to send them the pgp-bin i use...
> The binary (and docs and sources) is now available via FTP from
> ftp.tu-clausthal.de (139.174.2.10) /pub/atari/misc/pgp/*
> (or via mailserver from 'mail-server@ftp.tu-clausthal.de').

Due to problems of the Germany<-->USA link on tuesday (12 Oct) people
outside Europe were not able to contact ftp.tu-clausthal.de within the
past few hours. Please do not write any more mail about this to me - this
was not our problem ;-)

Bye,
Wolfgang.
--
Wolfgang Ley email: Ley@rz.tu-clausthal.de
Teichstrasse 9
D-38678 Clausthal-Zellerfeld "With workstations you can do a lot of
(Germany) nonsense. With PC's not even that..."
Phone: +49 5323 82132

To obtain public-pgp-key use 'finger bwwl@sun.rz.tu-clausthal.de'
or query a public-key-server for 'Ley@rz.tu-clausthal.de'.

719. Re: POV-Ray 2.0 timings

Newsgroup: comp.sys.atari.st
Date: 1993-10-12 19:31:08 UTC
From: jeffmay@magnus.acs.ohio-state.edu
Message-ID: <29f0ls$jj5@charm.magnus.acs.ohio-state.edu>
Source record: 199584

In article <52583fb8@stacken.ct.se> roine.stenberg@stacken.ct.se (Roine Stenberg) writes:

>I'm very interested about getting the sources for POV 2.0.
>Where can i get em ?
>

Sources for POV-Ray 2.0 can be found at alfred.ccs.carleton.ca in the
directory /pub/pov-ray/POV-Ray2.0 .
--Jeff

720. Atart ST hardware/software sale

Newsgroup: comp.sys.atari.st
Date: 1993-10-12 19:37:02 UTC
From: blincoln@garbanzo.ssesco.com
Message-ID: <CEsuHq.ED9@ssesco.com>
Source record: 199585

I have a complete DTP system for sale and a bunch of other stuff too.

please email blincoln@ssesco.com for a full list of the games and
software available...

HardWare: $$$
Atari SLM804 with drum that has seen ~2000 Sheets 400
+ extra drum that is 12K+ (i use it when im doing
+ multi-hundred pages of scrap)
Atari Mega4 ST with ICD Adspeed 16 300
2 40Meg Seagates in a worn shoebox 150
HandScanner w/touchup 50
Viking 19 (21?) inch mono monitor and controller board 500
Color SC1224 Atari Color Monitor 150
2400 baud avatex 25

Software:
CalamusSL 200
+ a couple of the add ons...
Calamus Outline art 50
Touchup (interface for handscanner) w/scanner 50
Stalker 3.0 + 25
+ Steno (whatever version was out when 3.0 came out)
UltraScript (postscript printer for Atart SLM804) 25
PageStream 2.16b (or whatever) 100
Laser C 50
Really a GARGANTUAN amount of software that I wont waste
bandwidth for.. 1-50
Games:
(40+) 1-10
LOTS of games... some good ones (PopulousII), some lousy ones
for very reasonable prices... i dont want to have to
throw them away...
Mags: piles of stupid magazines and 50+ disks from magazines etc..
Disks: 100+ random disks of stuff (who knows whats on it)

Big Price: 1200 + shipping
for everything atari that I own. or 1300 with shipping

Everything, of course, is Best Offer also and I would
be happy to break up bits and pieces of it

I have used this system extensively and have had great success with
it in producing flyers, adverts, my thesis, programming, games, and
this system still beats all Windows software i have tried in speed by 2X,
capabilities by 2X, and ease of use by 5X.

All software listed has original disks and docs and many have the original boxes (including games)...

bcl
blincoln@ssesco.com

bcl
blincoln@ssesco.com

721. Re: Lattice C in Atari Devpac?

Newsgroup: comp.sys.atari.st
Date: 1993-10-12 20:35:03 UTC
From: alex@falcon.demon.co.uk
Message-ID: <750458103snz@falcon.demon.co.uk>
Source record: 199546

In article <dbyfield.0bqp@outb.wimsey.bc.ca> dbyfield@outb.wimsey.bc.ca writes:

>Can anyone confirm or deny a rumour on Fido Net? Someone is posting that
>Atari is including Lattice C in the cost of the current Developers Package
>that you can buy from them. I was under the impression that u got Alcyon C
>compiler and an old ttp assembler. Alex Kiernan-can u confirm? Anyone?

Lattice C is on the US Dev price list (i.e. we sell copies to them), AFAIK
they're not bundling it as part of the dev kit.

--
Alex Kiernan
alex@falcon.demon.co.uk

722. Re: CBS THIS MORNING Summary

Newsgroup: comp.sys.atari.st
Date: 1993-10-12 20:42:51 UTC
From: Marty Chinn <drknight@Garg.Campbell.CA.US>
Message-ID: <5DRBBc6w165w@Garg.Campbell.CA.US>
Source record: 199588
Cross-posted to: rec.games.video.misc,alt.games.lynx,comp.sys.atari.st

rcarter@nyx.cs.du.edu (Ron Carter) writes:

> >rjung@netcom.com (Robert A. Jung) writes:
>
> > A brief summary of the video-game-related portion of today's
> > CBS THIS MORNING, for those who didn't see it.
>
> Lots o' (good) stuff deleted...
>
> >Part II: Atari Jaguar
>
> > - Review by video-game editor of San Francisco Chronicle
> > - "For $200, it's very impressive."
>
> Here is the whole text of this person's comments:
>
> Glenn Rubenstein, video game reviewer, San Francisco Examiner:
>
> "For $250, I am very impressed with the Jaguar. Y'know, I
> would actually spend my own money, not a lot of journalists
> would say that about a product, but I would actually go out
> and buy a Jaguar."
>
> Regards,
> --
> Ron Carter \ Director \ Center for the Study of Creative Intelligence
> CSCI \ Denver, CO USA \
> rcarter@nyx.cs.du.edu \ Are you sure -you- would pass a Turing test?

Glenn Rubenstein? My friend knows him personally and from what he tells me he isn't really a great person to take advice on video games from. In fact he's more of an idiot from what i heard. Notice his column got dropped in wizard.

--
drknight@Garg.Campbell.CA.US (Marty Chinn)
The Land of Garg BBS -- +1 408 378-5108

723. Local Atari User Group Meeting - Wed Oct 13/93

Newsgroup: comp.sys.atari.st
Date: 1993-10-12 21:08:37 UTC
From: daroloso@math.uwaterloo.ca
Message-ID: <CEsyqF.9J4@math.uwaterloo.ca>
Source record: 199589
Cross-posted to: uw.sys.atari,comp.sys.atari.st,comp.sys.atari.8bit,ont.micro,kw.micro

In October, the Kitchener-Waterloo Eight Sixteen Thirty-two (KWEST)
Atari user group will have a general meeting.

Our 16-bit library currently has over 400 disks of public domain
and shareware software.
In addition, there will be our updated catalog disk and our
disk-of-the-month.
Our 8-bit library is also available.

As well our own newsletter "The Hard Copy" will be given to attendees.

The group welcomes new members and visitors with
8-bits, 16-bits, or those just curious.

Meetings held at the University of Waterloo in the
Math & Computer Building.

Room opens at 7:00 pm. Meeting starts at 7:30 pm.

Wednesday, October 13, 1993
DCS Course Room, Room 2009 (2nd floor)

Call 725-2068 for more information.

Hope to see you there,
Dani Roloson

724. More Atari Hardware

Newsgroup: comp.sys.atari.st
Date: 1993-10-12 21:40:55 UTC
From: blincoln@garbanzo.ssesco.com
Message-ID: <CEt089.FJG@ssesco.com>
Source record: 199590

In addition to the hardware listed in the article earlier today
I have an atari 520 + drive and sc1224 which would make a fun
game machine (email me for a list of games)...

Atari 520 ST inc Drive 100 Best Offer
SC1224 150 Best Offer

Joysticks:
2gravis really great joysticks 10$ each
3 junky random other joysticks 3$ each

Also.. 2 Atari Lynx + games + etc for sale Best Offer
Atari Portfolio + serial adapter + extra ramcard Best Offer..

bcl
blincoln@ssesco.com

bcl
blincoln@ssesco.com

725. STACY BOOK

Newsgroup: comp.sys.atari.st
Date: 1993-10-12 21:57:21 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <29f981$k2p@charm.magnus.acs.ohio-state.edu>
Source record: 199591

Were the STacy and ST NoteBook ever produced?

If so, where would be a good place to find one.

->->->((JP))<-<-<-

726. Magazines (was Re: Atari Software mail order)

Newsgroup: comp.sys.atari.st
Date: 1993-10-12 22:20:57 UTC
From: daryl@piano.adept.ih.att.com
Message-ID: <DARYL.93Oct12172057@piano.adept.ih.att.com>
Source record: 199592

I would also like to suggest ST Informer Magazine. Their number
is (503) 476-0071. It is a great magazine with ads from quite
a few mail order houses. ST Informer sent me a sample copy;
I'm sure they'd send more. Both Current Notes and ST Informer
are worth it!

I get both also. ST Informer's is particularly good at giving a lot of
screen shots and showing a GEM menu bar summary of reviewed applications. I
have always disliked reviews that ran on for pages without a single graphic
detailing the on screen behaviour of an application.

Both magazines have pretty complete reviews of products.

Daryl Monge AT&T Bell Labs
EMAIL: daryl@adept.att.com VOICE: 708-713-4696
GEnie: D.MONGE
PAPER: Rm 2A-448 P.O. Box 3050, Naperville, Il 60566

727. Re: Gemulator

Newsgroup: comp.sys.atari.st
Date: 1993-10-12 22:35:01 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Oct12.223501.23463@newshost.lanl.gov>
Source record: 199505

Just FYI, I installed a 66DX2 processor in my 486 last night and ran Ofir's GEMBench speed rating utility and pulled 503% cpu speed as compared to a standard ST. And this is on a relatively mild 486 ISA bus, not a local bus. Of course, your mileage may differ... :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____

728. On the tip of my tongue ..

Newsgroup: comp.sys.atari.st
Date: 1993-10-12 23:06:34 UTC
From: pieterc@wsinis01.info.win.tue.nl
Message-ID: <29fd9q$29p@wsinis01.info.win.tue.nl>
Source record: 199594
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I know this is just one of those terribly boring questions again,
TELL me about it,
but hey; if you know the answer: skip all formalities and just mail me a one-liner ..
(and I'll consider a more
amusing reply :)

Here she is:

"WHAT's the name of that program again that converts WP <---> 1STWordPlus
documents ?"

Another sad contribution to UseNet,
Blushing a bit,
RowdyB

729. Re: the Atari TT line

Newsgroup: comp.sys.atari.st
Date: 1993-10-12 23:18:34 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Oct12.231834.1068@newshost.lanl.gov>
Source record: 199506

For the (hopefully) LAST time... I concur that the TT is back into production.

I was in error in my original post as I have since stated at least _twice_.

I don't mind being corrected (in fact, I appreciate it), but I do wish that people would read the last few days posts before making a comment that has been repeated over and over and over and ... <sigh>

'tanks,

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____

730. til Lars Erik Osterud (ellers alle nors

Newsgroup: comp.sys.atari.st
Date: 1993-10-13 00:34:04 UTC
From: Lars-Erik.Osterud@f100.n30.z47.byte.bbs.no
Message-ID: <750493945.AA00786@byte.bbs.no>
Source record: 199512

>ingen Atari forhandlere i Norge ???

Roger, please use english on a international network service
(even if I and others in Norway, Sweden and Denmark understand
norwegian 99% of the users in comp.sys.atari.st does not !)

>Som jeg har sagt til deg flere ganger (BBS...) saa er DigiCorp offisie
>Atari distibutoer i Norge.

Yes, I know you distibute Atari in Norway, but we don't see it anywhere
Where are the commercials, where are the dealers (I know of ONE in
Oslo). Where are the software (new games for the Atari series ?)

And what connection do you make among the Atari users in Norway
(the active developers among others - start calling ABK-BBS :-)

(BTW: we'll continue this discussion there and not waste ant more
space on the net, irritating all the other users - right ?)

Lars-Erik 0sterud / SysOp _ lars-erik.osterud@byte.bbs.no
Atari Developer / ABK-BBS: +47 67132659 (V.32bis Data+Fax)

-- ReadMail ST

731. Re: STACY BOOK

Newsgroup: comp.sys.atari.st
Date: 1993-10-13 00:58:44 UTC
From: Lexicor@world.std.com
Message-ID: <CEt9Dx.3xn@world.std.com>
Source record: 199504

In article <29f981$k2p@charm.magnus.acs.ohio-state.edu>,
Jeff A Poling <jpoling@magnus.acs.ohio-state.edu> wrote:
> Were the STacy and ST NoteBook ever produced?

Both of thm were produced..on time or th other...however now you'll prolly
need to look for one second hand...

>
> If so, where would be a good place to find one.
>

Hmmm...uh....urh?

>->->->((JP))<-<-<-

Yat

732. Re: Atart ST hardware/software sale

Newsgroup: comp.sys.atari.st
Date: 1993-10-13 01:26:12 UTC
From: DIVAPD@delphi.com
Message-ID: <931012.73572.DIVAPD@delphi.com>
Source record: 199502

Atari Games... If you could leave info on any 'big' ones you might have I'd certainly be interested - Populous II ? Gods ? Bitmap Bros. ? Fire & Ice ? Speedball II ? Sensible Soccer ? Etc...

Thanx! Andy

733. Re: Jaguar delayed?

Newsgroup: comp.sys.atari.st
Date: 1993-10-13 01:28:04 UTC
From: rjung@netcom.com
Message-ID: <rjungCEtAqs.BA1@netcom.com>
Source record: 199508

In article <KENDALL.93Oct12105855@flammulated.owlnet.rice.edu>
kendall@flammulated.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
>In article <92944@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>> RJ has been strangely quiet about answering my question regarding his
>> knowledge of "STReport's editor never missing an opportunity to slander
>> Atari".
>
>After a number of attepts at explaining the situation, I would fall
>strangley silent on this topic as well...

You got it, Kendall. I've got other things I'd rather do with my time than play tit-for-tat with BobR, who is (admittedly) one of the more... "interesting" personalities in the Atari community. But he's got more energy and time than I do; where's Len Stys when you really need him? B-)

--R.J.
B-)

////////////////////////////////////|\\
Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
-----------------------------------+-----------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were chosen because you are the class clown and frankly, you're expendable."

734. Re: More Atari Hardware

Newsgroup: comp.sys.atari.st
Date: 1993-10-13 01:29:14 UTC
From: DIVAPD@delphi.com
Message-ID: <931012.73754.DIVAPD@delphi.com>
Source record: 199503

Lynx...? What title do you have... also are the machines Lynx or Lynx II ?
the old lynx is clunky, the 'II' has a smoother shape... get back to me, I'd
like to maybe buy one to hook to my existing machine!

Thanx in advance - Andy

||| - Be Pure -
/ | \ Be Vigilant
/ | \ - Behave! -

735. Re: How do I split files?

Newsgroup: comp.sys.atari.st
Date: 1993-10-13 02:18:36 UTC
From: Steve.Basford@mettav.royle.org
Message-ID: <750485404.1@mettav.royle>
Source record: 199535

Instead of buying the drinks on 6 Oct 93, Mickey Boyd said...

> Steve Basford (Steve.Basford@mettav.royle.org) wrote:

>> Hello ye all!
>> I've been getting a couple of demos from wuarchive. Problem is
>> the files are
>> big.
>> eg. chaos.msa is 850k
>> How/what do I do to get this split this onto floppies.

No I didn't I wrote the bit below ;-))

>> You need to grab hold of a program called Magic Shadow
>> Archiver...
>> should be available at most places...

[Lots of stuff about MSA/UUencode deleted]

Cheers,

```
+-----------------------------------------+-----------------------+
|InterNet: Steve.Basford@mettav.royle.org | NeST 90:102/108 |
+-------------------+---------------------+-----------------------+
|FidoNet 2:254/108.10|AtariNet 51:502/100.10|TurboNet 100:1011/0.10 |
+-------------------+---------------------+-----------------------+
```

Mount St. Helens should have used earth control.

* Origin: STeve's Cyber-Island (100:1011/0.10)

736. DSP difficulties with Falcon...

Newsgroup: comp.sys.atari.st
Date: 1993-10-13 02:42:00 UTC
From: jon.brenda@outlan.ersys.edmonton.ab.ca
Message-ID: <22572.79.uupcb@outlan.ersys.edmonton.ab.ca>
Source record: 199416

Your problems with the DSP-using programmes might stem from the DSP already being in use. Are you running something in the background with MTOS that might be using it? Also, if you're using MTOS or not, and you install Audio Fun Machine, it has the option of leaving its code active in the DSP's memory. Try booting the machine clean, and give it another shot. I'd also be suspicious of perhaps a buggy P.D. product. Is there one using the DSP, like one of those nifty graphics demos, that you may have run before encoutering problems?

Jon

Message was posted at outlan.ersys.edmonton.ab.ca
#403-478-4010 HST and v.32bis Try it, you'll like it!

737. Autobooting a floppy on a Falcon 4/80

Newsgroup: comp.sys.atari.st
Date: 1993-10-13 02:58:00 UTC
From: jon.brenda@outlan.ersys.edmonton.ab.ca
Message-ID: <22589.79.uupcb@outlan.ersys.edmonton.ab.ca>
Source record: 199415

Hold down the [Control] key when booting to avoid touching the hard disk. Or maybe it's the [Alternate] key. Try 'em both, I know I got Dungeon Master to work on my Falcon. (But I'm not much for games, so I only tried it once.)

Message was posted at outlan.ersys.edmonton.ab.ca
#403-478-4010 HST and v.32bis Try it, you'll like it!

738. Request: SW or ST .3D2 files

Newsgroup: comp.sys.atari.st
Date: 1993-10-13 04:13:20 UTC
From: hamo@deakin.edu.au
Message-ID: <29fv90$qif@sol.ccs.deakin.edu.au>
Source record: 199510

I'm looking for some Cyber Studio/CAD-3D files of spaceships
from Star Wars and Star Trek. If anybody has got any, could they
please send them to me?

Regards,
Hamo

"Boldly going where _______----_______
no one has gone before!" ___---~~~~~~.. ... .~~~~~~~---___
_ ==
_________________________- .. .. _--~~~~~~~~~~~____----------~~~~~
(____________________][__)____ -
/ /____---~~~~.. .. ..~~-_~ ******************************
<_______________________- * Jason Hamilton *
~~~~~~~~~__ { * hamo@deakin.edu.au *
~~~~~~~~~~~/ ******************************

739. Internal 65Meg for Sale HD

Newsgroup: comp.sys.atari.st
Date: 1993-10-13 04:46:35 UTC
From: Lexicor@world.std.com
Message-ID: <CEtJxp.5pz@world.std.com>
Source record: 199511

For those who care! After upgrading my Falcon HD I now have an extra 65 Meg Harddrive and I wouldn't mind turning that into some dough $$$! *grin*

Any offers appreicated..useful for maybe the very few non-HD Falcon users... are there any out there?

Yat

740. BinkleyTerm ST 3.10

Newsgroup: comp.sys.atari.st
Date: 1993-10-13 05:07:20 UTC
From: asmith@zero.cypher.com
Message-ID: <1993Oct13.050720.6936@nuchat.sccsi.com>
Source record: 199517

Can someone please help me with a question about BinkleyTerm ST 3.10? I'm trying to set up Binkley with my BBS but would like to set it up slightly differently from standard. Rather than have Binkley load up the BBS when necessary, I'd like the BBS to load Binkley after a carrier is established.

The actual process of loading Bink at that point is no problem. But my question is is there any way to get Bink to respond to a carrier ALREADY present and spit out the standard "Welcome to..." stuff?

Thanks a lot!

Andrew Smith
asmith@cypher.com

741. Re: Lattice C in Atari Devpac?

Newsgroup: comp.sys.atari.st
Date: 1993-10-13 05:35:26 UTC
From: boblu@tekgen.bv.tek.com
Message-ID: <4148@tekgen.bv.tek.com>
Source record: 199518

In article <dbyfield.0bqp@outb.wimsey.bc.ca> dbyfield@outb.wimsey.bc.ca (Doug Byfield) writes:
>Can anyone confirm or deny a rumour on Fido Net? Someone is posting that
>Atari is including Lattice C in the cost of the current Developers Package
>that you can buy from them. I was under the impression that u got Alcyon C
>compiler and an old ttp assembler.

Yes, Atari is offering Lattice C as an option to the developers package.

---- ----
/\/\/\ Bob Luneski /\/\/\
\/\/\/ Oregon Research boblu@tekgen.bv.tek.com Genie: ORA \/\/\/
\/\/ 16200 S.W. Pacific Hwy., Suite 162 CompuServe: 71333,2655 \/\/
\/ Tigard, OR 97224 Phone: (503) 620-4919 FAX: (503) 624-2940 \/

742. Re: Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-10-13 06:00:08 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2cbabeec@p2.stacken.ct.se>
Source record: 199521

> From: Lars-Erik.Osterud@f100.n30.z47.byte.bbs.no (Lars-Erik Osterud)
>
>> have ever heard of the Falcon since AdAstra doesn't do any
>> advertising support it in Sweden. In that respect they are even worse
>> than Atari Scandinavia was, at least they tried.
>
> Oh yeah ??? I didn't see one single advertisement for Atari in
> Norway (ok maybe ONE commercial ONE day in ONE newspaper for the
> 520STFM-pack)

Maybe they neglected Norway because in Sweden they had full page adverts in Expressen (biggest evening paper), Kalle Anka (biggest comics), Svenska Hemdator Nytt etc. This stopped completely when Atari closed down.

> Atari makes GREAT machine (thank you guys) but they do TERRIBLE
> marketing. Think about what they COULD have sold of ST's !!!!

Just had a peek at the prices today...

A1200/80MB - 7495 SEK
F030/80MB - 14995 SEK

Guess what sells!

> Still running MiniBBS - But it's updated all the time - Try it !!

Would it be possible to run it as a background task on a Falcon with MultiTOS?

__ __
_ /_/___ /_ __________
>>--------------------/ /atrik __/anfridsson \----------------------<<
// patrik.sanfridsson@p2.stacken.ct.se or sanfrids@elixir.e.kth.se \\
\\ Fido 2:204/419.2 STacken BBS +46-142-19331 NeST 90:1100/110.2 //
>>---<<

743. Re: UW in CoNnect. Was: Re: Unix Windows -- X Windows?

Newsgroup: comp.sys.atari.st
Date: 1993-10-13 06:00:08 UTC
From: magnus.thylander@p4.troed.ct.se
Message-ID: <2cbaafdc@p4.troed.ct.se>
Source record: 199522

```
MB>> to see UW implemented on CoNnect...and would you be more likely to
MB>> pay the share-ware fee and register (for who haven't yet...)?
>
> I WANT IT IN!!! I'd really love to have it implemented in CoNnect,
> together with long-filenames-when-downloading even if it meant that I'd
> have to pay extra. (I already paid my shareware fee ;-)

Forgive me for asking such a stupid question, but what is Unix Windows?

************************************
* GREETZ, Magnus Thylander..... *
* .... ******************************************
* ..... .. CoSysOp * UseNet: magnus.thylander@p4.troed.ct.se *
* . ... .. * FidoNet: 2:200/612.4 *
* .. .....XISTENCE * FujiNet: 7:102/102.4 *
* ....ARCASTIC * NeST: 90:1101/112.4 *
*********************************************************************
```

744. Jaguar delayed?

Newsgroup: comp.sys.atari.st
Date: 1993-10-13 07:06:00 UTC
From: jsb@dswhq.omahug.org
Message-ID: <750496368.AA00337@dswhq.omahug.org>
Source record: 199260

hey Bob_BobR_Retelle! what's up?

In a msg of <Monday October 11 1993 - 22:47>,
Bob_BobR_Retelle wrote to All about "Jaguar delayed?":

BBR> 1) Atari has NOT sued STReport for libel.

BBR> 2) Knowing Atari as I do, they would gladly do so, for no monetary
BBR> return, for the "principle of the thing" IF they could.

BBR> My conclusion has been that they know they haven't been libeled
BBR> (or "slandered" as Robert Jung's original accusation was).

<slipping into my Mariano suit (no pun intended)>

"I'm just telling it like it is!" <shaking and pointing index finger>

"That's just how GodD**m simple it is!" <gesticulating wildly>

Remember Bob... People ARE Talking!!! <snicker>

--
---------------------------+---
Jason S. Buchanan | jsb@dswhq.omahug.org * PRIVACY *
P.O. Box 4151 | 417-624-0000 BBS Protect it,
Joplin, MO USA 64803-4151 | PGP & GenMsg Support/Distribution or lose it!
---------------------------+---
PGP 2.3A Key 1024/FEC145 : 63 E4 E9 0D 7B 21 78 7A A9 71 42 95 A5 BB 1E 0E

745. ATARI UNITED! DiskMagazine

Newsgroup: comp.sys.atari.st
Date: 1993-10-13 07:47:48 UTC
From: Gordie Meyer ATARI UNITED cofounder <BIBLINSKI@delphi.com>
Message-ID: <931013.10068.BIBLINSKI@delphi.com>
Source record: 199520

For immediate release:

Mountain View, California--September 29, 1993--ATARI UNITED! announced that the first regular issue of its DiskMagazine will be released in mid-October, 1993. A special preliminary issue of the DiskMagazine was released through STeve's Software at the Glendale Atari Show in September. The magazine will contain news, reviews, press releases, program demos, public domain software and any other information that might be of interest to owners of Atari TOS computers. The floppy-disk based magazine features an interface developed by Bryan Edewaard and Scott Ettinger. The reader is compatible with any version of TOS, from the original STs to the Falxon030 of today and is readable in any resolution with at least an eighty column display.

Gordie Meyer, managing editor of the ATARI UNITED! DiskMagazine, expects the contents to cover a wide range of topics that most users in the Atari community will find beneficial. While a small part of the community is active online, and gets word of new or improved products almost immediately, most Atarians often get that information weeks or months after it first appears, if at all. The AU! DiskMagazine is an attempt at bridging that informational gap. The DiskMagazine will strive to be a source of solid information and support that the average user needs. It will also focus on providing support of user groups, with a regualr "showcase" column featuring various user groups through out the United States. In addition, ATARI UNITED! is offering blanket permission to user groups to reprint or reproduce any or all contents of the DiskMagazine unless specifically noted otherwise. This will aid the user groups in putting together newsletters and disks of the month.

ATARI UNITED! is seeking advertisers for the DiskMagazine, to keep the cost of obtaining the DiskMagazine at a minimum. Anyone interested in advertising in/on the DiskMagazine should contact Gordie Meyer at one of his addresses listed below. ATARI UNITED! is also looking for volunteer writers, and also welcomes the submission of any press releases related to the Atari TOS computer.

ATARI UNITED! DiskMagazine is available for individual subscription at $16.00 a year. (4 issues a year, published quarterly). Individual issues may be purchased at $4.95 by contacting Gordie Meyer. User groups that would like to subscribe at a special rate should contact Gordie Meyer at the address

listed below.

For information regarding the DiskMagazine or to subscribe to the magazine, please contact:

ATARI UNITED! DiskMagazine
Gordie Meyer
P.O. Box 1982
Ames, IA 50010-1982
515/232-1627
biblinski@delphi.com

To subscribe to the ATARI UNITED! DiskMagazine please fill out the information below, enclose a check or money order and mail it in!

Name (Last, First, MI): _____
Mailing Address: _____
_____
City, State, Zip: _____
Phone Number: _____
Online Address: _____

Computer Model: ___ 520 ST ___ 520 STe ___ STacy
___ 1040 ST ___ 1040 STe ___ TT030
___ Mega ST ___ Mega STe ___ F030

Computer Serial Number: _____
(OPTIONAL)

User Group (if a member):_____

( ) Yes! Please include me in your list of possible contacts for isolated Atari TOS owners in my area.

( ) Also please make my name and address available to other Atari related concerns.

( ) Please keep all information on my registration form confidential.

---

*Note: Unless you specify otherwise, ATARI UNITED! will automatically register you in the database with your subscription.

If you do not wish to subscribe to the ATARI UNITED! DiskMagazine, but do want to register free of charge, please send the above information to:

Patti Barbiero
P.O. Box 691
Mountain View, CA 94042-0691
415/903-9787
abarbiero@delphi.com

==========
ATARI UNITED! is dedicated to helping Atari TOS computer users keep up with the dynamic Atari community. AU! is not a commercial effort and hopes to become self-supporting soon. We're only charging what we have to charge to cover our costs for the DiskMag. The prices quoted above applied to North American subscriptions only. Please feel free to contact us via e-mail with any other questions.

Gordie Meyer
ATARI UNITED!
biblinski@delphi.com
==========

746. Re: Maus or Fido via Internet?

Newsgroup: comp.sys.atari.st
Date: 1993-10-13 07:58:05 UTC
From: Lexicor@world.std.com
Message-ID: <CEtssu.KnA@world.std.com>
Source record: 199525

In article <A53962@sl.maus.de>,
Stefan Damerau <Stefan_Damerau@sl.maus.de> wrote:
>In article CEr051.7In@world.std.com Yat W Siu wites:
>
>L>I have seen some post's from people of ither maus or fido (maybe?) net.
>L>How can I send to someone email at maus
>
>Hi Yat!
>
>It's quite ease to post from inter- to MausNet.
>
> first name_name@system.maus.de
>
>for example (taking my address):
>
> Stefan_Damerau@sl.maus.de
> ^-----underscore
>
>This information is taken from the G.A.T.O.R. (Short for
>Gateway-Orientierungs-Ratgeber). It contains many information about the
>several net and the way to send email from one to another.
>(Many thanks to Michael Keukert & Dieter Groenling!).

Thanks to all of thoes who replied to me..I really appreciate it! I was
listerally FLOODED with info mail.

Thanks a lot

Yat@Lexicor

>
>Bye
> Stefan
>
>===
>Stefan_Damerau@sl.maus.de

747. Re: 16 bit trakcer

Newsgroup: comp.sys.atari.st
Date: 1993-10-13 08:00:56 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2cbb97c0@troed.ct.se>
Source record: 199523

In a message of 12 Oct 93 14:09:24, Georges Kesseler wrote:

GK> It does that sometimes on RGB too because my hack is very ugly. Do you
GK> have
GK> bottom overscan on VGA?

VGA low is 240 lines, that would be the "overscan" you get on RGB/TV, right? I
see all of the editor if that's what you mean ..

(Though I would like to see Griff's player instead of the internal one .. ;)

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

748. Re: STACY BOOK

Newsgroup: comp.sys.atari.st
Date: 1993-10-13 08:00:56 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2cbb9c34@troed.ct.se>
Source record: 199524

In a message of 13 Oct 93 02:17:22, Stephe Lewis Foskett wrote:

SL> PS: And here're some that weren't produced: The ABAQ/ATW, the ST
SL> Pad, the 160ST...

Two friends of mine (both in Synchron Assembly) has got ATW's ... or do you
mean they weren't out for public sale?

Great machines IMO ...

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

749. Re: Anybody know anything about LACOM hard disks?

Newsgroup: comp.sys.atari.st
Date: 1993-10-13 09:19:15 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <CEtwK4.KuA@hpbbrd.bbn.hp.com>
Source record: 199418

Eero H. Sarkkinen (ehs@network.cc.jyu.fi) wrote:
> (e.g. does this
> LACOM company still exist, and if so how to contact it?

LACOM is out of business.

> is there a way to figure out if the disk itself is in order?)

Certainly, by hooking it up to another host adapter (ask a friend)
and try it. You can also try to access the hard disk using
low-level hard disk software (such as SED) to find out if
you're just having a kind of installation/harddisk software
problem.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>---

750. link atari st <--> PC

Newsgroup: comp.sys.atari.st
Date: 1993-10-13 09:55:06 UTC
From: thecat@felix.nervous.com
Message-ID: <750506106snx@felix.nervous.com>
Source record: 199402

i have to connect my atari ST with a PC through the parallel port
Is there a program compatible with the DOS program LapLink or similar ?
If not ... can someone give me hints about how to write this kind of
program ?
thanks

>>> Be Careful With That Axe,Eugene... I Already Got Headache ! <<<
The WildCat's Lair... Home of Felix The Cat.
thecat@felix.nervous.com , roberton@deis33.cineca.it
Roberto Nucci 2:332/301.2@fidonet.org

751. Re: BinkleyTerm ST 3.10

Newsgroup: comp.sys.atari.st
Date: 1993-10-13 10:08:50 UTC
From: wz@echo.chem.tu-berlin.de
Message-ID: <wz.750506930@echo>
Source record: 199526

asmith@zero.cypher.com (Andrew Smith) writes:

>Can someone please help me with a question about BinkleyTerm ST 3.10? I'm
>trying to set up Binkley with my BBS but would like to set it up slightly
>differently from standard. Rather than have Binkley load up the BBS when
>necessary, I'd like the BBS to load Binkley after a carrier is established.

>The actual process of loading Bink at that point is no problem. But my
>question is is there any way to get Bink to respond to a carrier ALREADY
>present and spit out the standard "Welcome to..." stuff?

Hi,
there are some different ways to set up Binkleyterm:
If Binkley is loaded with carrier present Bink will try to establish an EMSI
or other mailer connect. In this mode no "Welcome ..." stuff is sended out.
On the other hand, (Binkley is front end) the "Welcome ..." stuff is presented
and on non-mailer-connects binkley drops back to your BBS-prog.

Bye Wolfgang

752. Re: Installing GCC 2.4.4

Newsgroup: comp.sys.atari.st
Date: 1993-10-13 10:27:43 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Oct13.102743.19253@unix.brighton.ac.uk>
Source record: 199527

I know exactly what you mean. Gcc seems great, but a little difficult to get to grips with. I could not get the things running for ages and then when I did I gave up because I could not get any docs on the libraries.

I wanted to write accs and could not work out how to bind the acc startup code (of it exists). I also had loads of programs written with GEMfast and I wanted to update these to GCC but it uses the traditional gem calls so I would have had to change *alot* of code.

I think that someone should write an installer and docs for this (probably) excellent system.

I think you need to set up some environment variables -

GCCEXEC - BINARIES
GNULIB - LIBS
GNUINCLUDE - INCLUDES

If thats not right, change the GCC and GNU prefixes around. ie. GNUEXEC, GCCLIB, GCCINCLUDE. I am sure its one of the two. I trust you have all the utils gcc-as, etc as you will need these to compile anything.

Pads

--
+---+
| You are knowing it is a rock when it is falling on your head. |
| |
| Michael May, Brighton University, Sussex, England |
| HND Computing Year 2, Software Engineering Stream |
| mm68@uk.ac.bton.unix |
+---+

753. Re: TT Availability?

Newsgroup: comp.sys.atari.st
Date: 1993-10-13 10:58:22 UTC
From: error@stack.urc.tue.nl
Message-ID: <29gn0e$n5d@tuegate.tue.nl>
Source record: 199528

Peter_Missel@m4.maus.de (Peter Missel) writes:

>Well, but the upcoming MiNT CD-ROM driver just needs to be copied to
>C:\MULTITOS and renamed to CDROMln.XFS, where l is the desired drive
>letter and n is the SCSI ID of the CD drive.

>Nuff plug'n'play? :-)

No! Of course this should go in the MultiTOS setup/install program.
There a small dialog should allow installing/setting/changing the SCSI
ID and drive letter for the CDROM. Even better would be if the program
would firgure out what drives are CD ROM drives by itself and assume a
logical default as drive letter.

How is that for plug and play? ;-)

Erlend.

754. Re: STACY BOOK

Newsgroup: comp.sys.atari.st
Date: 1993-10-13 11:00:15 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <LANCER.93Oct13110015@wpi.WPI.EDU>
Source record: 199537

0{{ On Wed, 13 Oct 93 08:00:56 CET, rickard.troedsson@troed.ct.se (Rickard Troedsson) said:
troedsson> Two friends of mine (both in Synchron Assembly) has got
troedsson> ATW's ... or do you mean they weren't out for public sale?

Really? Cool... They looked neat! And it would be cool to say "I
have a transputer" and watch all the nerds make faces...

But yes, I meant not for public sale...

troedsson> Great machines IMO ...

If they could do all they were hyped to do, then yeah, great machines!

.s.

--
- lancer@wpi.wpi.edu - -
-There was an old man from Madrid/Who thought before all that he did-
- He figured it out/And worried in doubt -
- And became an old man while he hid -

755. sale: SUPRA HD 48mb scsi

Newsgroup: comp.sys.atari.st
Date: 1993-10-13 11:06:09 UTC
From: mluoto@kruuna.Helsinki.FI
Message-ID: <29gnf1$689@kruuna.Helsinki.FI>
Source record: 199530
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
hello,
I've got one hard disk for atari ST/TT for sale.
It is:
-made by SUPRA
-has a seagate drive (scsi)
-48Mb formatted, no bad sectors at all
-seagate is 2 years old
-has an internal battery-backup clock and a prg that
reads' the curent time into TOS when booted.
-works with 110-120V. or 220-250V. (USA&Europe)
- _FULL of SOFTWARE_
-and SUPRA's & ATARI's driver software
- It has a SCSI interface so you can hook up to 8 or 9
devices on the same interface...such as: cd_rom,
another HD-drive, disk drive, scanner etc...

Im selling for the highest offerer, so here's your chance... !

--
email: Markku.Luoto@Helsinki.Fi # It's difficult to underestand me
(will find me where ever...) # . . .
fax: +358-0-4524015 # ...But underestanding is the
voice: +358-0-426114 or -5091656(home) # beginning of acceptance...
```

756. Re: Gemulator

Newsgroup: comp.sys.atari.st
Date: 1993-10-13 11:10:53 UTC
From: error@stack.urc.tue.nl
Message-ID: <29gnnt$n82@tuegate.tue.nl>
Source record: 199529

hutch@bellman.lanl.gov (John Hutchinson) writes:

>Just FYI, I installed a 66DX2 processor in my 486 last night and ran Ofir's
>GEMBench speed rating utility and pulled 503% cpu speed as compared to a
>standard ST. And this is on a relatively mild 486 ISA bus, not a local bus.
>Of course, your mileage may differ... :)

John, BUSSES have nothing to do with the emulated CPU speed. GEMulator
does not need to access any of the hardware on cards when GEMbench does
its CPU speed testing. And of course the cache is big enough on a 66DX2
to have the testing bit in it I think, so the results are not realistic.
But of course you admit that by saying you mileage may differ :-)

Erlend.

757. Problems with PoV 2.0

Newsgroup: comp.sys.atari.st
Date: 1993-10-13 11:19:34 UTC
From: jdmt@dcs.ed.ac.uk
Message-ID: <CEu24M.KwB@dcs.ed.ac.uk>
Source record: 199531

Hi there,
I have recently downloaded the Persistance of Vision 2.x
sources and compiled them on my TT. While the compilation went O.K. , I am
having a great deal of trouble actually getting any raytracing done. I have been
able to trace a few simple pictures e.g. scenes/level1/simple.pov, but most of
the scenes in the level3 folder die mid-trace - usually with a bus error. I have
also had a lot of underflow warnings, which suprises me as I am using the FPU, and
so therefore have at least 53 bits of precision. Has anyone else had any similar
problems?

I compiled the source, using the Unix machine config. stuff - gccconf.h
and gcc.c and I have tried compiling with gcc-2.3.3 and gcc-2.4.5 , mintlibs 30
and 36, but I still get the same errors.

I really hope someone out there can help,
Thanks in advance,
Cheers,
Joe

P.S. My system is: TT 2MB ST RAM , 8MB TT RAM,gcc-2.4.5 , mintlib 36,mint 1.08,
mfs60.6 and I used the compilation options -m68020 -m68881 -O2 and
-fomit-frame-pointer, I am NOT linking with the pml as I am using the FPU,
and I have set the load bits of the binaries to 7 (fast load,allocate and
load to TT RAM).

758. Spectre + ARA ? Does it work?

Newsgroup: comp.sys.atari.st
Date: 1993-10-13 11:55:31 UTC
From: Edward.Visse@wblab.lu.se
Message-ID: <Edward.Visse-131093134147@fastpath-24.wblab.lu.se>
Source record: 199532

Hi atarinetters

I'm thinking about buying a modem (probably USR Sportster). My question is if I will be able to use ARA (Appletalk Remote Access) under Spectre GCR.

PS. does the sportster have 'silent answer' (ie. no phone ringing when data or fax is comming in) ?

Thanks, Edward

759. Papyrus junior?

Newsgroup: comp.sys.atari.st
Date: 1993-10-13 12:10:47 UTC
From: error@blade.stack.urc.tue.nl
Message-ID: <29gr87$nl4@tuegate.tue.nl>
Source record: 199533

I saw an advertisement in ST Magazine mention Papyrus junior. What is in it and what is left out compared with the normal version?

Erlend.

760. Re: ASSEMBLY PROGRAMMERS

Newsgroup: comp.sys.atari.st
Date: 1993-10-13 12:29:27 UTC
From: c2sgy@dmu.ac.uk
Message-ID: <1993Oct13.122927.22512@dmu.ac.uk>
Source record: 199534

In article <klamer.750170749@mi.el.utwente.nl>, klamer@mi.el.utwente.nl (Klamer Schutte) writes:
> In <28p80u$pmq@caesar.wits.ac.za> anthony@concave.cs.wits.ac.za (Anthony Spirou) writes:
>
> >Are there any 68000 programmers out there who wouldn't mind sharing their
> >expertise????? I am only interested in really in-depth advanced stuff...
> >(Forget simple scrollers, but how do you do 3D scroll bars etc...)
>
> I think that if you really are interested in fancy stuff you should not
> program in assembly. Assembly is OK for short programs / routines needing
> maximum speed or minimum size. But for the rest you should use a high level
> programming language!

> Klamer

And for those of us Atari users that like to get the fastest 3D graphics from our machines? I'd like to see a classic like Elite written in COBOL (!) Not everyone uses their Atari for applications etc. I mostly use my STE for demos/PD games. Have you seen UTOPUS (by Chronicle of Finland) running on a 2 meg STE. The Falcon version should be amazing in True Colour (yes I'm from the UK) and with 16 bit DSP sound....

I know I've detracted from the subject but thats life ...

Simon

761. GCC

Newsgroup: comp.sys.atari.st
Date: 1993-10-13 13:29:04 UTC
From: cs90ijr@brunel.ac.uk
Message-ID: <CEu84H.13w@brunel.ac.uk>
Source record: 199536

Is there a guide for installing and using GCC? (and eventually G++).
I want to use them (and GDB too) on my Falcon :-)

.Ian.

762. Re: TT Availability?

Newsgroup: comp.sys.atari.st
Date: 1993-10-13 14:06:46 UTC
From: saj@chinet.chinet.com
Message-ID: <CEu9vC.Do6@chinet.chinet.com>
Source record: 199543

Somehow, I think my experience might be germane to this discussion. I have a Falcon 030/14 and a '486/33 clone sitting about 6 ft apart. I play nethack a lot on the clone (sometimes Windows solitaire). I play with the UNIX-like development environment and do bbs-ing/internet surfing on the Falcon. The clone has a NEC CD/ROM on it...took a couple hours to get basically working, but 2 weeks (and a replacement driver) to get all the features. I use the CD/ROM for both machines by copying stuff I need to floppy (I'm into source collections, clipart fonts and ..ahem..'artistic photographs', not Carmen Santiago and third-rate encyclopedias). I enjoy programming on the Atari box; I HATE HATE HATE programming for Windows on the clone (Visual C++ made things worse).

So for similar amounts of money, I get more play value out of the Falcon, but having both multiplies the value. Even though the Falcon only needs 1 cable to connect to the CD/ROM, I haven't seen any need to connect them yet.

Steve

763. My 1040ST won't go!

Newsgroup: comp.sys.atari.st
Date: 1993-10-13 14:49:10 UTC
From: ford@esvax.dnet.dupont.com
Message-ID: <ford-131093104005@fordt.es.dupont.com>
Source record: 199539

I bought a used 1040ST a few years ago, and after working fine for 6 months or so, it quit. Symptom: the power light comes on but nothing works. If a boot disk is in the internal floppy, it never even tries to access it. So, I suspected the drive. I tried connecting an external drive, No luck, even if the internal drive was disconnected. I also tried borrowing another internal floppy drive from a friend, put it in and still no fix. I had heard that Power supplies for the 1040 were a little flaky, so I suspected that. Recently, I bought another (used) and put it in. Still no luck.

Unfortunately, there are no Atari shops around here (Delaware), so I have no place to go. I admit I am a little unmotivated, cause it was a second machine (I have a 520ST also), so I haven't worked REAL hard on the problem, and I'm probably not willing to spend a lot trying to get the 1040 going.

I was just hoping somebody out there had had the same exact problem and could give me ideas. Also, if you want the machine as is for spare parts, make an offer.

Tom Ford Chemist@Dupont

764. FORSALE:Ultima V

Newsgroup: comp.sys.atari.st
Date: 1993-10-13 14:55:16 UTC
From: TonyC@cryo.rain.com
Message-ID: <CEuC45.Mpv@percy.rain.com>
Source record: 199540

Sorry if this not the correct newsgroup, couldn't find one
more appropriate...

FOR SALE:

Ultima V for Atari ST, NEW, unopened, still shrink wrapped, $24.

Please respond in e-mail only, as I don't get this newsgroup.

Tony.

Anthony_Campbell@cryo.rain.com "Data is a Toaster"

765. Re: Notator Logic upgrade - $299 worth it?

Newsgroup: comp.sys.atari.st
Date: 1993-10-13 15:52:34 UTC
From: tjl@siva.bristol.ac.uk
Message-ID: <CEuErn.Hy5@info.bris.ac.uk>
Source record: 199538

In article <29elrj$i1f@tuegate.tue.nl>, error@stack.urc.tue.nl (Erlend Nagel) writes:

|>avgroeni@cs.ruu.nl (Annius Groenink) writes:
|>
|>>As to software---remember this discussion started as follows (the post was
|>>mine): the prices for sequencing packages are CRIMINALly high, therefore
|>>it is justified to use an illegal copy. If I sell software, and I will,
|>
|>There is no law against high priced software. As such the prices are not
|>criminally high. Making and using illegal copies however is illegal, and
|>most importantly it is insulting to those that spent part of their lives
|>for creating something you obviously like, but aren't prepared to pay
|>the price for. I could give loads of analogies so you would understand
|>why your point of view is ridiculous, but analogies have been misused
|>all too often in this discussion, so I won't.
|>
|>>soon, it will be for a reasonable price, i.e. no more than 60 dollars.
|>>(OK, actually I still find this unreasonable, but less would be infeasible,
|>>and I may bring prices down to, say, $40 if I sell more than a hundred
|>copies.)
|>What do you mean 'less is infeasible'? Many companies succeed in selling
|>software for less than $40. After all the only real costs involved are
|>floppy and printing of docs.
|>By the way does your $60 program also include 3 midi ports like the
|>Notator Logic dongle does?
|>
|>Erlend.
|>

This Annius Groenink seems to enjoy making a fool of himself and advertising his disrespect for copyright laws all over the network.

As pointed out in a review of Cubase Score for the Mac in the latest Sound on Sound, the ultra-paranoid copy protection employed by most top end music software suppliers is mainly due to the hordes who think they are real cool coz they've got a cracked CuBase or whatever. The review also points out that Cubase Score appears to incompatible with Notator Logic (mac versions here, I gues something like export allows you to share dongles on Atari) because both have apple destop interface dongles.

I do not LIKE to have to cart my dongle everywhere to run Notator. Until recently I was commuting quite heavily between here and Hamburg, and god was I pissed off the time I forgot my Notator dongle. Its idiots like u

One further point to Annius etc. Envisage this. You get a record deal and take your song files generated with your cracked Cubase to a studio that is running the latest CuBase, which somehow manages to detect the song has been processed with an illegal copy and consequently trashes you floppy disk. I'm not saying this IS possible but if I was the author of such a package I'd be seriously looking at such possibilities. And I guess given your stated diregard for data integrity you'd probably not have a backup either. haha

There are plenty of adequate PD and low cost sequencers around. They may not be as good or reliable as top end ones but then u gets what u pay for.

--
Tim Llewellyn - Soukous Addict HEPNET/SPAN 19716::TJL Internet
TJL@SIVA.BRIS.AC.UK

766. Re: Ice & Jampack

Newsgroup: comp.sys.atari.st
Date: 1993-10-13 15:54:19 UTC
From: erkamp@titan.arc.ab.ca
Message-ID: <1993Oct13.095419.1582@janus.arc.ab.ca>
Source record: 199445

In article <Pc21ac2w165w@sys6626.bison.mb.ca>, winnipg@sys6626.bison.mb.ca (Winnipg) writes:
>Are there any un-ice and un-packers around?

Yes...MegaDepacker

Bob Erkamp A L B E R T A
--> It Could Happen <-- R E S E A R C H
erkamp@arc.ab.ca C O U N C I L
----

767. Re: How do I split files?

Newsgroup: comp.sys.atari.st
Date: 1993-10-13 16:15:40 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <CEuFu5.3JK@mailer.cc.fsu.edu>
Source record: 199541

```
Steve Basford (Steve.Basford@mettav.royle.org) wrote:
> Instead of buying the drinks on 6 Oct 93, Mickey Boyd said...
> > Steve Basford (Steve.Basford@mettav.royle.org) wrote:
> >> [...]
> No I didn't I wrote the bit below ;-))
> >> [.....]

Sorry, guess I'll have to buy drinks now :-).

--
*******************************************************************************
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
*******************************************************************************
```

768. Re: UW in CoNnect. Was: Re: Unix Windows -- X Windows?

Newsgroup: comp.sys.atari.st
Date: 1993-10-13 16:23:15 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <CEuG6r.432@mailer.cc.fsu.edu>
Source record: 199542

Magnus Thylander (magnus.thylander@p4.troed.ct.se) wrote:
> Forgive me for asking such a stupid question, but what is Unix Windows?

Unix Windows is an ancestor of MacLayers, which is a program that allows one to have multiple terminal sessions simultaneously over a single serial line (each in their own window).

That is, you log in from a single terminal window (as with any modem program), execute a magic UNIX command, and at that point can open up more terminal windows. I/O from/to the windows will be multiplexed over the single modem connection. So, you can have two or three terminal windows (each in their own GEM window) going at the same time. This is very handy if you are going to use the resources of more than one machine (you can have a window open to each one).

There are at least two Unix Windows implementations for the ST, both of which have small problems. A rock-solid implementation of UW incorporated into Connect would be great! If it is done, PLEASE include vt100 support (the standard ADM-31 emulation leaves much to be desired).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

769. Movie-commercials of Jaguar?

Newsgroup: comp.sys.atari.st
Date: 1993-10-13 17:09:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A54046@SL.maus.de>
Source record: 199419

Hi in in the US!

One of our members in the ATARI.TALK group in the Mausnet was wondering if there are any commercials for the Jaguar in the US?
If this is true, please send me an email (with some info about the commercial maybe?)

Bye
Stefan

===
Stefan_Damerau@sl.maus.de

770. Re: Still no FSP sites?

Newsgroup: comp.sys.atari.st
Date: 1993-10-13 18:07:49 UTC
From: jaszcz@donald.EEAP.CWRU.Edu
Message-ID: <29hg5l$epf@usenet.INS.CWRU.Edu>
Source record: 199544

In article <gp93rjo.750447637@txfs1.hfb.se> gp93rjo@t.hfb.se (Roger) writes:
>Well, I just had to ask again: does anybody know of any good fsp-sites with ST
>software?
>So far only wuarchive... and they have no warez. *sigh*
>
>/Roger

when i posted my thoughts on fsp and how "underground" it's supposed to be,
someone more or less flamed me. now people are looking for "warez" via fsp!
roger, if you're looking for "warez" i don't think usenet is a good place to
ask.

-Bart

771. Cache for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1993-10-13 18:09:43 UTC
From: foster@rufus.nsc.com
Message-ID: <1993Oct13.180943.20711@berlioz.nsc.com>
Source record: 199547

What is the best hard disk cache program for the Falcon?

Thanks in Advance,

Paul F.

772. Re: UW in CoNnect. Was: Re: Unix Windows -- X Windows?

Newsgroup: comp.sys.atari.st
Date: 1993-10-13 19:05:09 UTC
From: wwc@dxhra2.cern.ch
Message-ID: <CEunoM.Dwx@dscomsa.desy.de>
Source record: 199545

In article writes:
>have small problems. A rock-solid implementation of UW incorporated into
>Connect would be great! If it is done, PLEASE include vt100 support (the
>standard ADM-31 emulation leaves much to be desired).

Unfortunately uw does support no vt100. This is one of the reasons why
I personally see no advantage for implementing it in CoNnect...

WOlfgang

773. Re: BinkleyTerm ST 3.10

Newsgroup: comp.sys.atari.st
Date: 1993-10-13 20:10:05 UTC
From: asmith@zero.cypher.com
Message-ID: <1993Oct13.201005.9095@nuchat.sccsi.com>
Source record: 199404

In article <wz.750506930@echo> wz@echo.chem.tu-berlin.de (Wolfgang Zweygart) writes:
>asmith@zero.cypher.com (Andrew Smith) writes:
>On the other hand, (Binkley is front end) the "Welcome ..." stuff is presented
>and on non-mailer-connects binkley drops back to your BBS-prog.
>

Well, here's the problem... I'd like to keep the BBS as the front end. IS
this not possible at all?

Andrew

774. Re: UW in CoNnect. Was: Re: Unix Windows -- X Windows?

Newsgroup: comp.sys.atari.st
Date: 1993-10-13 20:10:42 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <CEuqpu.LLu@mailer.cc.fsu.edu>
Source record: 199403

Wolfgang Wander (wwc@dxhra2.cern.ch) wrote:
> In article writes:
> >have small problems. A rock-solid implementation of UW incorporated into
> >Connect would be great! If it is done, PLEASE include vt100 support (the
> >standard ADM-31 emulation leaves much to be desired).
>
> Unfortunately uw does support no vt100. This is one of the reasons why
> I personally see no advantage for implementing it in CoNnect...

True, but there is no reason why it could not. In fact, I think newer versions of this program (MacLayers) do support vt100 (not sure). If so, this implies that the vt100 support needed for the UNIX end is already there. Only the ST end would need to be rewritten, which would be needed anyway for implementation in Connect.

Even if vt100 specifically were not available, any terminal emulation that provides an equivalent number of textual effects (and appears in standard UNIX termcap files) would do. Vt100 would be nice simply because Connect already supports it. There may be a more advanced ADM emulation that provides enough to make it worthwhile.

Just my $0.02.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

775. Re: Problems with PoV 2.0

Newsgroup: comp.sys.atari.st
Date: 1993-10-13 20:13:56 UTC
From: jeffmay@magnus.acs.ohio-state.edu
Message-ID: <29hni4$nqv@charm.magnus.acs.ohio-state.edu>
Source record: 199548

In article <CEu24M.KwB@dcs.ed.ac.uk> jdmt@dcs.ed.ac.uk (Joe Tapply) writes:
> [description of bus errors with POV Ray 2.0]

There is a general problem with memory errors in POV Ray 2.0 that
people using HPs, Suns, and Macs are having as well. A new version
of part of the source (the file objects.c) has recently been released--
this is supposed to fix the problem (I haven't tried it out yet though).
You might want to read comp.graphics for more information.
--Jeff

776. Re: My 1040ST won't go!

Newsgroup: comp.sys.atari.st
Date: 1993-10-13 20:16:00 UTC
From: asmith@zero.cypher.com
Message-ID: <1993Oct13.201600.9327@nuchat.sccsi.com>
Source record: 199405

In article <ford-131093104005@fordt.es.dupont.com> ford@esvax.dnet.dupont.com (Tom Ford) writes:
>I bought a used 1040ST a few years ago, and after working fine for 6 months
>I was just hoping somebody out there had had the same exact problem and
>could give me ideas. Also, if you want the machine as is for spare parts,
>make an offer.

Could be something as simple as this... Try opening it up and removing and replacing all the socketed chips (TOS, GLUE, BLiTTER (if present), etc). Sometimes they like to work themselves out a bit. I had an old 520 with the same problem and a chip reseat fixed it all.

Andrew

777. Re: ASSEMBLY PROGRAMMERS

Newsgroup: comp.sys.atari.st
Date: 1993-10-13 20:38:00 UTC
From: paetau@mits.mdata.fi
Message-ID: <29hov8$e0r@mits.mdata.fi>
Source record: 199550

In article <1993Oct13.122927.22512@dmu.ac.uk>,
SG Yardley <c2sgy@dmu.ac.uk> wrote:

>demos/PD games. Have you seen UTOPUS (by Chronicle of Finland) running on
>a 2 meg STE. The Falcon version should be amazing in True Colour (yes I'm
>from the UK) and with 16 bit DSP sound....
>
>I know I've detracted from the subject but thats life ...
>
>Simon

Actually Utopos is no longer Chronicles game; the coder of the game
left Chronicle and joined Aggression, so it's an Aggression game now.

--

| Rasmus Paetau (paetau@mits.mdata.fi) | Seeing is believing |
---

778. GEM Programming with GCC

Newsgroup: comp.sys.atari.st
Date: 1993-10-13 20:40:21 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1993Oct13.204021.2186@beaver.cs.washington.edu>
Source record: 199549

Thanks to everyone who responded to my post about GCC on my Falcon030. The main problem was I was using the wrong types for all the GEM functions -- I though I had to use 16-bit types when the GCC libraries expect ints for these parameters (which are 32-bit by default).

It works beautifully now and I may actually get some programming done! (although GCC is really stressed running under MultiTOS with 4MB of RAM, you have to delete the desktop to compile anything at all!)

Regards,
--
Ben Gilbert e-mail : bgilbert@cs.washington.edu
Department of Computer Science
University of Washington

779. Re: SpaceJunk demo

Newsgroup: comp.sys.atari.st
Date: 1993-10-13 20:47:42 UTC
From: paetau@mits.mdata.fi
Message-ID: <29hphe$e6g@mits.mdata.fi>
Source record: 199401

```
In article <2cb7de9c@p4.troed.ct.se>,
Magnus Thylander <magnus.thylander@p4.troed.ct.se> wrote:
>I tried to get the files spacejnk.zip.01-3 from umich but I couldn't find them!
>What directory are they in? Are they hidden in some way? Please help!

New files tend to get moved to their directories quite slowly at
a.a.u.e. Try ftp.uni-kl.de instead, you should find the Spacejunk demo
in pub/atari/falcon/gfx_demos/.

--
------------------------------------------------------------------------
| Rasmus Paetau (paetau@mits.mdata.fi) | Seeing is believing |
------------------------------------------------------------------------
```

780. Re: Notator Logic upgrade - $299 worth it?

Newsgroup: comp.sys.atari.st
Date: 1993-10-13 22:34:07 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Oct13.223407.25984@newshost.lanl.gov>
Source record: 199411

In article Bpz@cs.ruu.nl, avgroeni@cs.ruu.nl (Annius Groenink) writes:
>
>As to software---remember this discussion started as follows (the post was
>mine): the prices for sequencing packages are CRIMINALly high, therefore
>it is justified to use an illegal copy. If I sell software, and I will,
^^^

781. Needed: Acer computer phone number

Newsgroup: comp.sys.atari.st
Date: 1993-10-13 22:59:22 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1993Oct13.185922.16060@umiami.ir.miami.edu>
Source record: 199408
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I have an ACER multisync monitor hooked up to my ST and I am having problems with the interface cable. Does anyone know the phone number that I can call to get a new cable?

Thanks
Mark Santora

782. Falcon'030 system w/software for sale!

Newsgroup: comp.sys.atari.st
Date: 1993-10-13 23:04:28 UTC
From: oracle@iastate.edu
Message-ID: <oracle.750553468@pv0a27.vincent.iastate.edu>
Source record: 199406

Greetings all...

Unfortunatly, the outrageous price of getting an education is forcing me to
-perhaps- part with some of my toys.

I would like to sell the following package if I get a reasonable offer for
it.

Atari Falcon'030 4 Meg Ram/80meg IDE internal --- $1299
includes MultiTOS, SpeedoGDOS, AtariWorks,
System Audio Manager, Falcon D2D, etc.

System is about 3 months old and is still
covered under the original factory warranty.

External SCSI II <-> SCSI cable (three drive) --- $50
Lattice C 5.5 --- $200
Musicom --- $40
WP6.0 Speedo Font Pack (50 NICE Fonts) --- $25

Microphones and various audio cables. --- $60

(what I paid) Total--- $1674

The computer and all software comes with manuals and it's original
packaging. Both the VGA and RGB monitor ADAPTORS are included with
the system. And of course the hard drive will come loaded with the
latest Falcon PD software (Demos, 16bit Mod Players/Editors, etc).

If you are interested in the system, please make me an offer. I am not
desperate to sell so serious offers only please. Also, I am not interested in
breaking up the package.

mail replies to oracle@iastate.edu

--
= Electrical Engineers do it with Power,= oracle@iastate.edu =
= Computer Engineers do it with Logic! = I.S.U. Computer Engineering =

783. Re: UW in CoNnect. Was: Re: Unix Windows -- X Windows?

Newsgroup: comp.sys.atari.st
Date: 1993-10-13 23:18:19 UTC
From: asmith@zero.cypher.com
Message-ID: <1993Oct13.231819.20077@nuchat.sccsi.com>
Source record: 199410

In article <CEuG6r.432@mailer.cc.fsu.edu> boyd@math.fsu.edu writes:
>There are at least two Unix Windows implementations for the ST, both of which
>have small problems. A rock-solid implementation of UW incorporated into
>Connect would be great! If it is done, PLEASE include vt100 support (the
>standard ADM-31 emulation leaves much to be desired).

Wow! Now that I'd pay the CoNnect shareware fee for in a second! I get
real sick of switching virtual screens all the time trying to keep up!

784. ASSEMBLY PROGRAMMERS

Newsgroup: comp.sys.atari.st
Date: 1993-10-14 00:27:00 UTC
From: jussi.haapiainen@mpoli.fi
Message-ID: <5663.668.uupcb@mpoli.fi>
Source record: 199288

```
SY> demos/PD games. Have you seen UTOPUS (by Chronicle of Finland)
SY> running on a 2 meg STE. The Falcon version should be amazing in
SY> True Colour (yes I'm from the UK) and with 16 bit DSP sound....
SY>
SY> I know I've detracted from the subject but thats life ...

correction, it's UTOPOS ... ;) ... and I've seen the falcon version,
it's o.k.

btw, already registered Utopos ?? ;)

-qwerty of aggression-

---
~ MMST 1.25 UnRegistered If you can read this then you are too CLOSE!
```

785. Programming my Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-10-14 00:50:57 UTC
From: oyakea@jec3210-18.its.rpi.edu
Message-ID: <29i7ph$bbv@usenet.rpi.edu>
Source record: 199409

Hello fellow netters, I am owner of an Atari Falcon030.
I wish to program it in C, C++, and assembly language.
What I am particularly interested in are;

1) An assembler for the 56001
2) An 030 optimized assembler
3) A very good commercial or shareware c package
4) Sources for books in the new york area...
5) Tips on running the ftpable dsp assemblers

thanks

Mr. Amalaye Oyake
oyakea@rpi.edu

786. Re: POV-Ray 2.0 timings

Newsgroup: comp.sys.atari.st
Date: 1993-10-14 02:37:26 UTC
From: warwick@cs.uq.oz.au
Message-ID: <15906@uqcspe.cs.uq.oz.au>
Source record: 199412

ogal@cix.compulink.co.uk (Ofir Gal) writes:

>Using exactly the same options on a Falcon030+FPU I got:

>Falcon030 + FPU 68882, 4MB RAM, TOS 4.04 - 0 hour 0 minutes 49 seconds.

Are you SURE? jeffmay@magnus.acs.ohio-state.edu (Jeff A May II) posted
"49 seconds" for his TT!

I was therefore expecting 1 minute 40 seconds for a 16MHz Falcon.

Is the TT really so slow?

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library
/ * <- Computer Science Department, |||||| GEM++ = C++ GEM library
_.-._/ University of Queensland, _// || _ Both are Free Software
_____ v ___ Brisbane, Australia. ______ |_/ || _| ________________________

787. Re: Winx woes...

Newsgroup: comp.sys.atari.st
Date: 1993-10-14 02:50:14 UTC
From: warwick@cs.uq.oz.au
Message-ID: <15917@uqcspe.cs.uq.oz.au>
Source record: 199413

>>but just what are the
>>advantages to having WINX in a MTOS environment (I already have as many
>>windows as I want, etc.).

WINX does more than just add more windows! (In fact, I don't use it
for that purpose). It also:

1. Allows you top real-time-drag all windows.
2. Allows you top real-time-resize all windows.
3. Backgrounded windows still have gadgets (is this true for MTOS?)
- windows can be dragged and resized without bringing to front.
4. Fixes scroll-bar bugs (are they in MTOS?)

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library
/ * <- Computer Science Department, |||||| GEM++ = C++ GEM library
_.-._/ University of Queensland, _// || _ Both are Free Software
_____ v ___ Brisbane, Australia. ______ |_/ || _| _________________________

788. Re: Falcon DSP JPEG software by Brainstorm. Where to get it.

Newsgroup: comp.sys.atari.st
Date: 1993-10-14 03:29:18 UTC
From: mbaffoni@flute.aix.calpoly.edu
Message-ID: <1993Oct14.032918.169355@zeus.aix.calpoly.edu>
Source record: 199497

In article <28rpod$5r7@vishnu.jussieu.fr>,
Marc BOURLON <bourlon@gla.ecoledoc.ibp.fr> wrote:
> You can't get this routine LEGALLY by now, since it's copyrighted.
>The only means to get it are :
>- be a developper, and buy the JPEG licence & developping kit (< $100).
> After that, you can developp software usin it, and spread your soft with the
>routines. - Register to GemView. I was at Brainstorm's yesterday, and spoke
>with the guys. One told me that GemView was going to be released with the
>routines, which mean, spread with them. The editor has bought the licence.
>
> I also saw their MPEG player. It's incredibly fantastic !!!! I've seen
>a WHOLE (yes W H O L E) Tex Avery cartoon - the lion who becomes crazy
>because of a mouse - . It lasts 5 minutes, takes 5Mb, and is played at 8.5 fps
>!!! In a 160x120 window, in True Color mode.

May I ask what machine this was running on? Also, is it just me or
does anyone else have a hard time understanding why 160x120x15bitx8.5fps is
particularly amazing? I know that I've seen plenty of Quicktime movies at
around that size, in 24bit, doing 20-30 fps. And that was just the "way cool
experience" on their promo CDs on a MacIIci. Was this done on an ST? I
hope so....

>I tell you it's incredible. BUT,
>you're not about to see any software using it, since NOBODY has bought their
>licence (for whose interested, it costs 300000 FF, which is nearly $58000).
>Too bad, when you see what it gives you.

Ok, assuming that it works really well, why should it be worth 58k?
Do they think that profit margins on a game (or games for that matter)
using this technology will be high enough to sink 58k into just licensing
the code that adds what would amount to "window dressing" ? If the game
isn't released on CD, do they think that anyone might be able to make
significant use of this technology such that 58k would be reasonable? (ie:
make a game where the MPEG is an integral part of the software, such as
"Out of This World").

>I can't help thinking about the games with cinematic sequences that should be
>released then on our great machine. So, the solution is simple : if you want
>games with MPEG cinematic sequences, PRAY...or PAY !!!

They would be nice, but that would fall under my "window dressing"
catagory as the MPEG would not be a neccessary part of the game, just a way to
save a MB or two for sequence animations.

>
> M.Bourlon

>
>
>

-MikeB

789. Re: UW in CoNnect. Was: Re: Unix Windows -- X Windows?

Newsgroup: comp.sys.atari.st
Date: 1993-10-14 03:46:08 UTC
From: timg@ccwf.cc.utexas.edu
Message-ID: <29ii20$h8u@geraldo.cc.utexas.edu>
Source record: 199417

Hi,

In article <CEunoM.Dwx@dscomsa.desy.de> wwc@dxhra2.desy.de (Wolfgang Wander) writes:
>In article writes:
>>have small problems. A rock-solid implementation of UW incorporated into
>>Connect would be great! If it is done, PLEASE include vt100 support (the
>>standard ADM-31 emulation leaves much to be desired).
>
>Unfortunately uw does support no vt100. This is one of the reasons why
>I personally see no advantage for implementing it in CoNnect...

I have messed around a little with the UW source, and if I recall correctly, the terminal emulation is entirely separated from the UW protocol. I believe that you would need to implement only the protocol, using the vtXXX emulation routines already in CoNnect. The unix server (for the MAC) can already handle vtXXX and tektronics I believe.

To me, UW support sounds like a good enticement for registered users only. It would be great to have a zmodem download going in one window while you work (or read news :-) in another. Unfortunately, I can't get zmodem to work with CoNnect (I get lots of timeouts, like someone else reported), so I don't use it.

-Tim
timg@landau.ph.utexas.edu

790. Re: nethack GEM 3.1.3

Newsgroup: comp.sys.atari.st
Date: 1993-10-14 03:54:50 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <750571804.0@mettav.royle>
Source record: 199421

Hi Chris , on 06 Oct 93 <09:39:50> you did write :

CH> It will play fine in STMed or STLow; unfortunately, the screen
is
CH> seriously scrunched. It's ok in STHigh. Naturally, it's
designed
CH> for at least 640x400x16 (Warwick got a TT recently...).

Anyone know if it run's on an ST and 640*400*16 using one of the
virtual
screen driver's (BigScreen,MonSTer or Enlarge) ?

Graham

::::Totally Disorganised:::::
/ * 100:1011/0.8@turbonet.ftn * * 2:254/108.8@Fidonet.ftn *
\
\ * 51:502/100.8@Atarinet.ftn * * 90:102/140.8@Nest.ftn * /

< * graham.irvine@mettav.royle.org * >

* Origin: Graham's Point at the Tavern (100:1011/0.8)

791. TosFixes

Newsgroup: comp.sys.atari.st
Date: 1993-10-14 06:06:58 UTC
From: TOPFM@DARWIN.NTU.EDU.AU
Message-ID: <931014153559.1057f@DARWIN.NTU.EDU.AU>
Source record: 199420

I currently have a 520STfm with tos 1.2

Does this version have the archive bit bug and what is available to fix it..
other than dcbitset (It makes my system crash)

Rob.


```
+--------------------------+-------------------------------+----------------+
| 8 TOP-FM | Unless otherwise indicated | Office Phone |
| 104.1 MHz | this message does not | +61-89-466-266 |
|Darwin, v | reflect the views of the | |
|Northern ---->_*-_|\ | station, staff or the | Studio Phone |
|Territory, / \ | Northern Territory University.| +61-89-466-414 |
|Australia \_.--._/ |-------------------------------| |
| v | TimeZone :- ACST | Fax |
| topfm@darwin.ntu.edu.AU | TimeDiff :- UTC +9.5 hrs | +61-89-451-788 |
+--------------------------+-------------------------------+----------------+
```

792. Re: Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-10-14 07:40:18 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <29ivp2$oe4@elroy.jpl.nasa.gov>
Source record: 199423

In article <H.eg.&VZbhR&z9d2@semprini.waterloo-rdp.on.ca>,
Chris Herborth <cherborth@semprini.waterloo-rdp.on.ca> wrote:
> c) producing crippled computers and running around calling them
> ground-breaking, state-of-the-art, etc (gee, that's a nice
> Falcon030sx they gave us; too bad the DSP is next to useless most
> of the time)

Well, it (the DSP) *is* after all a special-purpose processor. An FPU is also next to useless most of the time. (Think about it... No matter how compute-intensive your task, probably 95% of your code only uses integer and control logic...) The Falcon is still a ground-breaking machine, and a lot of folks are using it as such. Even though the NeXT was the first system to use an integrated DSP, almost nobody developed any NeXT apps to take advantage of it. In contrast, there are a large number of folks working on DSP-intensive applications on Falcons. The Apple market looks to be greeting DSPs with about as much enthusiasm as the NeXT's. From my viewpoint, it seems to me that the NeXT and Apple communities just aren't as intense with pound-the-metal, push-the-envelope hackers as the Atari community.

Any system can only be as useful as the user wishes it to be. If you aren't imaginative enough to find a use for a 16 MIPS processor, whose fault is that? The computer's? (That's a generic "you" by the way... Yes, it would've been great if the 56001 was a magic bullet that automatically accelerated everything you could possibly want to do, without you having to lift a finger, but so it goes... Few worthwhile things are easy, eh?)

> d) pathetic documentation
> e) pathetic ergonomics (I'm surprised I don't have carpal tunnel
> syndrome from this keyboard yet)
> f) etc, etc

No arguments on the rest of your points. I think it's a shame, but at this point Atari has got their hands full with the Jaguar, so things aren't likely to change much in the ST arena in the next year or so. But if the Jaguar takes off, I'm sure there will be interesting Falcon-followons soon thereafter.

At least Atari is finally going to start putting out a decent, comprehensive developers' doc set. (Sounded like possibly a collaboration with the SDS folks, tho may just be repackaging anything that's not covered in the Compendium...)
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

When they said "here's your chance to grab the brass ring" he thought they said "wax ring." -- so what happened? -- he asked if it met Mil Spec TT-P-1536A

793. Re: Motif, Unix and X

Newsgroup: comp.sys.atari.st
Date: 1993-10-14 08:17:00 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <29j1ts$qf5@elroy.jpl.nasa.gov>
Source record: 199424

In article <H.eg.Bsxm8u2VqJ6@semprini.waterloo-rdp.on.ca>,
Chris Herborth <cherborth@semprini.waterloo-rdp.on.ca> wrote:
>Well, there's a really huge problem with trying to port Motif to the
>ST/TT/Falcon... it's just a window manager that runs on top of X. X
>can't be ported (yet) because MiNT doesn't (yet) support sockets, and X
>uses sockets for everything on Earth. It'd also be unusable on an ST
>due to the memory limitations (and it'd be annoying because of the
>screen sizes).

Motif is also a library, a Look And Feel, a non-dairy coffee creamer, and
a spackling paste. (Ooops, sorry, got a bit carried away there...)
>
>Full source for X11R5 is available if you feel like starting a port! :-)

Full source for X has pretty much always been available. There was an ST
port of X10 hiding out with the Lachmann guys way back in 1987. (The same
folks who brought you the revamped UnixWindows client for the ST. As I
recall, they weren't able to release it because it used an unlicensed Unix
kernel port as the base. Too bad...) X could be ported to MiNT today, but
without TCP/IP networking support. (In which case, why bother, really?)
X doesn't need Unix to run; it also runs on VMS, which not only doesn't have
BSD Unix sockets, it isn't even remotely like Unix...

Of course, you wouldn't want to run with less than 4MB of RAM. (But you
could be productive in that 4 meg. Even a Sun 3/50 (4 MB RAM, 12.5 MHz 68020)
could run X10, after all. (Of course, it had the benefit of virtual memory...)

I do agree though, X would be darn annoying at only 640x400 resolution. It
would probably also be pretty annoying with only an 8 MHz 68000. Despite all
that, you could turn an ST into a functional X-terminal... (ala NCD.
A box with no local "operating system," just an X server and a network
connection.) (Probably the equivalent of what the Lachmann folks did.)

Before you go and port X11R5, though, I suggest you first:
establish a standard data type to eliminate the 16/32 bit int
ambiguity
build a shared library system that uses your new, unambiguous "int"
build an IP kernel ... "" ... ""

Supporting any selection of X11 clients gets really impractical without
shared libraries. If we could forget that 68000s ever existed, the problem
would simplify tremendously. The fact that we need to worry about supporting
old STs severely hampers this sort of effort. (No virtual memory, and big
performance hit when using 32 bit ints...)

I suppose we could take a lesson from the PC and Mac world, where just about all new software requires a 386 or 486 plus gobs of expanded RAM, or requires a 68030 and System 7.x, etc... Unfortunately, while just about nobody in the PC world is still using an 8088-based PC, probably 90% of the Atari market is still using a 68000-based ST. sigh...

Would you buy a 68030-based Atari machine, if it meant you could then run X on it? (With the added qualification, that it would *not* run on your 68000 machine?)

--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

When they said "here's your chance to grab the brass ring" he thought they said "wax ring." -- so what happened? -- he asked if it met Mil Spec TT-P-1536A

794. Re: BinkleyTerm ST 3.10

Newsgroup: comp.sys.atari.st
Date: 1993-10-14 08:34:38 UTC
From: wz@echo.chem.tu-berlin.de
Message-ID: <wz.750587678@echo>
Source record: 199425

asmith@zero.cypher.com (Andrew Smith) writes:

>Well, here's the problem... I'd like to keep the BBS as the front end. IS
>this not possible at all?
yes it is. your BBS has to present something like 'Hit Escape'. The human
user hit escape and gets the BBS, a mailer send's a CR and the BBS has to
start Binkley. That's all. Binkley detects the carrier and starts a mailer
connect.
I think further detail should be discussed as E-Mail.

Bye Wolfgang

795. Re: Falcon/ST Compatibility Questions

Newsgroup: comp.sys.atari.st
Date: 1993-10-14 08:52:46 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <29j40u$sa4@elroy.jpl.nasa.gov>
Source record: 199426

In article <CEHvHL.376@ryn.mro4.dec.com>,
My name is Brian Rost <rost@tecrus.enet.dec.com> wrote:
> 1. Anybody using the MDisk ramdisk accessory on a Falcon? Mine is
> v6.0, is there a newer one out there? I use it mostly for
> formatting and copying floppies. What ramdisks *do* work OK
> on the Falcon?

I haven't used Mdisk in a long time, don't know. I guess it would be useful
for the purpose you list, I may have to look it up again.

> 2. Is there a problem with using DD floppies in the HD drive and can
> these floppies be read in a DD drive (i.e. I will still have an ST
> in use and want to be able to swap disks between the two)?

Double-density floppies work fine in the Falcon drive. I've had no trouble
swapping disks with my STe or Mega.

> 3. Can I get medium and low res on the mono monitor now? I know you
> can get high res (interlaced...ugly) on the color monitor.

No. The mono monitor is only driven at 640x400, monochrome. Mebbe screenblaster
will let you use other resolutions, mebbe you can get grayscale, but the
built-in support only does ST-high on an SM124...

> 4. Can the D2D software be run under MTOS together with a MIDI
> sequencer or is this expecting too much?

Hm, my sequencers (Dr. T's Omega, Cubase 3.02) don't like MiNT, so I'd guess
the answer is no.

> 5. I have only heard the D2D output over cheap speakers, is it really
> squeaky clean (i.e. no hums, buzzes, etc.)?

The Falcon audio system is very clean in itself. If you connect good quality
components, you'll get good results. If you use cheap stuff (like me with my
cheesy Radio Shack stereo mixers... sigh) you could see degraded results. (If
you're not careful with a complex setup [I have 2 sets of mixers, several
keyboard and mic inputs, receiver in & out, etc.] you can cause a ground loop
which will introduce hum on various lines. Big drag, but a common danger in
any audio setup, not just specific to a Falcon.)

> 6. Does the VKiller virus protection software run OK on the Falcon?

Dunno, haven't bothered to run it. I figure documentation is so scarce that
no one will figure out how to write a Falcon virus before I move on to the
next platform... And in the meantime, any existing ST viruses probably won't
survive in the unfamiliar Falcon environment... }-)
--

-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

When they said "here's your chance to grab the brass ring" he thought they said "wax ring." -- so what happened? -- he asked if it met Mil Spec TT-P-1536A

796. Re: ASSEMBLY PROGRAMMERS

Newsgroup: comp.sys.atari.st
Date: 1993-10-14 08:56:29 UTC
From: klamer@mi.el.utwente.nl
Message-ID: <klamer.750588989@mi.el.utwente.nl>
Source record: 199446

Sigh. Here we go again...

In <1993Oct13.122927.22512@dmu.ac.uk> c2sgy@dmu.ac.uk (SG Yardley) writes:

]In article <klamer.750170749@mi.el.utwente.nl>, klamer@mi.el.utwente.nl (Klamer Schutte)
writes:
]> In <28p80u$pmq@caesar.wits.ac.za> anthony@concave.cs.wits.ac.za (Anthony Spirou)
writes:
]>
]> >Are there any 68000 programmers out there who wouldn't mind sharing their
]> >expertise????? I am only interested in really in-depth advanced stuff...
]> >(Forget simple scrollers, but how do you do 3D scroll bars etc...)
]>
]> I think that if you really are interested in fancy stuff you should not
]> program in assembly. Assembly is OK for short programs / routines needing
]> maximum speed or minimum size. But for the rest you should use a high level
]> programming language!

]And for those of us Atari users that like to get the fastest 3D graphics
]from our machines? I'd like to see a classic like Elite written in COBOL (!)

Reading seems to be difficult. However, what I meant is that a proper
application should be writtenm in a high level language which fits the
problem. COBOL thus might be fine for bookkeeping. C++ might fit
when you have complicated 3D graphics.

And when your application is finished, you should replace the time
critical parts of your application with fine tuned versions -- ultimately
assembly. But typically will those time critical parts take only 10%
of your complete code -- so only 10% needs to be redone.

Klamer
--
Klamer Schutte Tel: +31-53-892778 Fax: +31-53-340045
Dept. of Electrical Engineering -- University of Twente, The Netherlands
preferred: klamer@mi.el.utwente.nl SMTP: klamer@[130.89.33.3]

797. Re: Falcon Software - Atari List

Newsgroup: comp.sys.atari.st
Date: 1993-10-14 08:59:22 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <29j4da$snu@elroy.jpl.nasa.gov>
Source record: 199427

In article <CEILwJ.C5t@rahul.net>, Timothy Wilson <wilsont@rahul.net> wrote:
>In <CEHwHr.I4C@world.std.com> Lexicor@world.std.com (Yat W Siu) writes:
>It takes a sound input and makes some really funky stuff happen on the
>screen. plug it into a video wall and hey, instant psycho-techno lighting for
>your club/rave etc.

Sounds pretty slick... The perfect addition to a MIDI musician's setup, even.
Very cool.

>>DOA is in Houston...uhm.....I'll mail you their phone number..I saw it live
>>in action in Germany at the CeBIT.

>Isn't Howard Chu the implementor?

Howdy. Yah, that's me, writing the Falcon version. Beta testing is still going
on, the version at CeBit was 0.6. Look for a release next month. No real idea
when we'll get a multi-line version running, but we've got some other ideas
cooking in the meantime.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

When they said "here's your chance to grab the brass ring" he thought they said
"wax ring." -- so what happened? -- he asked if it met Mil Spec TT-P-1536A

798. Re: Questions Esp. About Samplers

Newsgroup: comp.sys.atari.st
Date: 1993-10-14 09:11:43 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <29j54f$3j@elroy.jpl.nasa.gov>
Source record: 199428

In article <1993Oct7.212221.5757@nntpd.lkg.dec.com>,
<ross@refine.enet.dec.com> wrote:
>I am in the market for a sampler and would like to go the computer route. The
>first option I would like to explore is getting a good sampler and editing
>software for my Atari 1040ST. I would like to sample directly from my stereo
>mixer and edit those samples in various ways (loop, reverse, pitch, echo, edit
>the actually sample, etc.). I remember a STPro or something sampler for the
>ST, and actually used the cheap model before, but the software was terrible.
>Does anyone know of sampling hardware and software that will be capable of
>doing any of the above on the 1040ST?

You might try STereo Replay, an 8 bit stereo sampling system. Decent quality,
samples up to 48 khz. The sample editor is also pretty complete, I like it (for
the most part...) If anyone out there is selling an ADAP you could go for that
for 16 bit stereo. Or you could buy a Falcon...

>Secondly, I hear the Falcon has a DSP chip, which produces CD quality or better
>sound. Is there any sampling hardware/software available for this system yet,
>esp. one that takes advantage of this chip? If so, is it any good? I haven't
>been around, so can someone quote some of the going prices for the Falcon, in
>it's different configurations? If it can sample, I'm may be in the market of
>getting one. Also, does it have MIDI ports like the ST? Another thing I
>should mention: it would be a plus on any sampling software that lets me define
>'banks' so I can have more than one sample in the computer at once, but play
>them at the same time.

The sound system doesn't really rely on the DSP chip, although you can use it
to add effects to your sounds... The built in hardware has 16 bit stereo
A-D/D-A converters, and the DSP port will allow you to use up to 4 stereo
channels. (They say "8 channel audio" but since the stereo channels are not
fully independent, it's easier to refer to it as 4 stereo channels...) The
sampling is pretty flexible and very good quality, probably more than folks
can reasonably discern. Yes to MIDI. If sound/music is your game, the Falcon
is the best to play it... With programs like Cubase Audio, you'll have total
MIDI control of your sample playback. I still find myself oooing and ahhhing
over the stuff Cubase 3 lets me do, I'm so blown away by these new packages...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

When they said "here's your chance to grab the brass ring" he thought they said
"wax ring." -- so what happened? -- he asked if it met Mil Spec TT-P-1536A

799. AHDI 6.06: UNIT 0 - Identification unavailable

Newsgroup: comp.sys.atari.st
Date: 1993-10-14 09:16:49 UTC
From: s_hatz@iraul1.ira.uka.de
Message-ID: <29j5e1INNbth@iraun1.ira.uka.de>
Source record: 199429

Hi there!
I just downloaded AHDI 6.06 from atari.archive.umich.edu and then
replaced my old SHDRIVER.SYS with the one I found there. When
booting I now get:

```
Loading...
------------
ATARI HARD DISK DRIVER
AHDI 6.06 JUNE. 2 1993
------------
ACSI devices
UNIT0 - Identification unavailable
UNIT1 - Not responding
------------
BOOTLOADED
```

It takes about 20 seconds until the "Identification unavailable"
appears, but then everything works (or just seems to work) fine.
Does anybody know what's going on?

I'm using a MEGA2 with TOS 1.2 (22.4.87) and a SH205.

Any help will be greatly appreciated!

Alex


```
-------------------------------------------------------------
| Es kommt immer anders, wenn man denkt. |
| |
| Software is a place where dreams are planted |
| and nightmares harvested... |
-------------------------------------------------------------
| Alexander Hatz | email: hatz@karlsruhe.gmd.de |
| | s_hatz@ira.uka.de |
| GMD Research Group at the | phone: +49-721/6622-34 |
| University of Karlsruhe | fax: +49-721/6622-968 |
-------------------------------------------------------------
```

800. Re: Unix Windows -- X Windows?

Newsgroup: comp.sys.atari.st
Date: 1993-10-14 09:18:28 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <29j5h4$d0@elroy.jpl.nasa.gov>
Source record: 199430

In article <1480@usdtsg.daytonoh.ncr.com>,
anisko <anisko@usdtsg.DaytonOH.NCR.COM> wrote:
>In article <1993Oct08.043508.169457@zeus.aix.calpoly.edu> mbaffoni@farad.elee.calpoly.edu
(Michael Baffoni) writes:
>> I was just wondering if this is true? How many of you would like
>>to see UW implemented on CoNnect...and would you be more likely to pay the
>>share-ware fee and register (for who haven't yet...)?

> Already registered, Mike :-) It's an interesting idea, but I don't know
>if it is really necessary anymore - since programs like SCREEN basically
>give you the same thing (not in separate windows, but through
>"toggled" windows like the DOS version of UW). Besides, SCREEN seems
>a lot easier to compile on more systems than the UW server. This is
>only my opinion, of course :-)

(Also already registered... }-) While I love screen, and use it and Connect
for at least 4 hours a day every day, I would still prefer a system that lets
me position separate windows, instead of being forced to toggle back and
forth all the time. Meanwhile, I'd say, since the UW server is so much simpler
than the screen program, I don't know why you find it harder to build on other
systems. Of course, much more work has gone into making screen run on many
platforms, so that could explain it...

It would probably take less effort to add the UW functionality to Connect than
it would to add Connect's functionality to the current UW client!
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

When they said "here's your chance to grab the brass ring" he thought they said
"wax ring." -- so what happened? -- he asked if it met Mil Spec TT-P-1536A

801. Atari Unix

Newsgroup: comp.sys.atari.st
Date: 1993-10-14 09:21:36 UTC
From: root@status.gen.nz
Message-ID: <693286.33696.15145@status.gen.nz>
Source record: 199462
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Greetings People,

Long time since I posted a message in here (grin) but I have moved off
to the world of unix and the joys of BSD.

Having said this I am now looking for unix for the TT or Falcon. If such
a beast exists I would love to hear about it. We want to set up several
of the machines here.

Can you tell me ....

o Is it SYSV, if so what Revision? (sysVr4 ? or BSDish)
o Does it have the Inet Sockets ?
o What is the sys size?
o Does it come with sources and bin's ?
o Is there a FTP'able PD version at all ?
o What is supply from Atari like if a commercial version exists?
o Dave, if you are on the Well reading this what version did you
used to use? A sysV from memory.

Thanks in advance

Jon Clarke
Z*NET Pacific (well not any more)
jonc@status.gen.nz

802. Re: UW in CoNnect. Was: Re: Unix Windows -- X Windows?

Newsgroup: comp.sys.atari.st
Date: 1993-10-14 09:31:42 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <29j69u$uv@elroy.jpl.nasa.gov>
Source record: 199431

In article <29ii20$h8u@geraldo.cc.utexas.edu>,
Tim Gallivan <timg@ccwf.cc.utexas.edu> wrote:
>In article <CEunoM.Dwx@dscomsa.desy.de> wwc@dxhra2.desy.de (Wolfgang Wander) writes:
>>Unfortunately uw does support no vt100. This is one of the reasons why
>>I personally see no advantage for implementing it in CoNnect...
>
>I have messed around a little with the UW source, and if I recall
>correctly, the terminal emulation is entirely separated from the UW
>protocol. I believe that you would need to implement only the protocol,
>using the vtXXX emulation routines already in CoNnect. The unix server
>(for the MAC) can already handle vtXXX and tektronics I believe.

I recall this as well; there was a command to switch to and from tektronics
mode, but nothing preventing you from adding additional emulations. Note that
there were also at least 2 different freely available UW server implementations
and that the earlier one did *not* support multiple terminal emulations.
>
>To me, UW support sounds like a good enticement for registered users
>only. It would be great to have a zmodem download going in one window
>while you work (or read news :-) in another. Unfortunately, I can't get
>zmodem to work with CoNnect (I get lots of timeouts, like someone else
>reported), so I don't use it.

The built-in Zmodem works great for me, even with the auto-start.

I'm not sure you can encapsulate Zmodem in the UW protocol. Of course, it was
done for Kermit, so maybe it's possible. It would interfere with your news
reading though... (Think about it - sending data from two sources, in the same
direction, down your poor little modem's throat. Now, if you were *uploading*
on one side, and reading news on the other, the contention would be pretty
minimal...)
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

When they said "here's your chance to grab the brass ring" he thought they said
"wax ring." -- so what happened? -- he asked if it met Mil Spec TT-P-1536A

803. HP DeskJet 510

Newsgroup: comp.sys.atari.st
Date: 1993-10-14 09:33:26 UTC
From: lpzssm@mips.ccc.nottingham.ac.uk
Message-ID: <29j6d6$9vn@unicorn.ccc.nottingham.ac.uk>
Source record: 199434

Can anybody tell me if the new DeskJet 510 still has to be turned on
before the ST, as with the 500 ? I have a feeling this has been
cured but can't find the source.

Any other comments on the 510 would also be welcome.

Cheers,

Sam

804. Re: Cache for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1993-10-14 09:35:47 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <29j6hjE31q@uni-erlangen.de>
Source record: 199433

foster@rufus.nsc.com (Paul Foster) writes:

> What is the best hard disk cache program for the Falcon?

One program that works very well with ide and scsi drives is the good
old CACHEXXX.PRG from ATARI. While TCACHE makes some problems sometimes,
CACHE.PRG works 100% reliable.
--
Harald Schoenfeld (IRC Nick: Equinoxe) | If it can't be fixed
Harald.Schoenfeld@rzmail.uni-erlangen.de | just ask Scotty

805. Re: Programming my Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-10-14 09:39:27 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <29j6of$1a7@elroy.jpl.nasa.gov>
Source record: 199432

In article <29i7ph$bbv@usenet.rpi.edu>,
Amalaye Oyake <oyakea@jec3210-18.its.rpi.edu> wrote:
> Hello fellow netters, I am owner of an Atari Falcon030.
>I wish to program it in C, C++, and assembly language.

Hm, sounds like you want some GNU software. GCC, G++, and GAS.

> What I am particularly interested in are;

>1) An assembler for the 56001
>2) An 030 optimized assembler
>3) A very good commercial or shareware c package

I presume by "030 optimized assembler" you mean an assembler that itself was compiled for 68030 and so runs faster than it would if compiled for 68000. I know of no assemblers that do any real "optimization," other than converting jumps to their short branch form when possible. At any rate, the GNU assembler has full support for the entire 68xxx processor line, so it should fill the bill. There is also a version of GCC written for the DSP56001, so you can do everything you want in a coherent GNU environment.

>4) Sources for books in the new york area...

Haven't got a clue. Waldenbooks? B. Daltons?

>5) Tips on running the ftpable dsp assemblers

No help from me, just yet, I'm still muddling around m'self...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

When they said "here's your chance to grab the brass ring" he thought they said "wax ring." -- so what happened? -- he asked if it met Mil Spec TT-P-1536A

806. Re: Maus or Fido via Internet?

Newsgroup: comp.sys.atari.st
Date: 1993-10-14 09:48:53 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <CEvsLJ.Fsp@hpbbrd.bbn.hp.com>
Source record: 199494

Yat W Siu (Lexicor@world.std.com) wrote:
> I have seen some post's from people of ither maus or fido (maybe?) net. How
> can I send to someone email at maus or fido..i.e. what is the required suffix
> eg as in @compuserve.com or is that at all possible?

It is possible to send mail into the MausNet or FidoNet. I don't know
the address structure for Fido, but I can help you with the MausNet.
My own address there is:

Claus_Brod@bb.maus.de

User names in the MausNet are real names such as above, no pseudos
or acronyms. The first part of the machine address is the ID
of the Maus BBS that you want to contact ('bb' stands for
'Boeblingen', for example, 'm' for 'Munich' etc.). The
suffix 'maus.de' remains the same for all Maus BBS's. Note
that there is a size limit for PMs into the MausNet. (I think
it's something like 16 KB in the moment.) If your messages
exceed this size, the receiver will have to pay a penalty.

--
--clausb@hpbeo79.bbn.hp.com---
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>---

807. Re: 16 bit trakcer

Newsgroup: comp.sys.atari.st
Date: 1993-10-14 10:39:29 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.93Oct14113929@arthur.crpht.lu>
Source record: 199435

> VGA low is 240 lines, that would be the "overscan" you get on RGB/TV, right? I
> see all of the editor if that's what you mean ..
then the standard protracker-STE should work fine on VGA ! No need for the
patched one. Or it could be that I patched more things than just the lower
overscan, I don't remember right now :-)

Georges.

--
Georges Kesseler
Office: kesseler@crpht.lu
Private: kesseler@restena.lu
IRC: Gunstick

808. Re: ASSEMBLY PROGRAMMERS

Newsgroup: comp.sys.atari.st
Date: 1993-10-14 10:41:53 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.93Oct14114154@arthur.crpht.lu>
Source record: 199436

> >demos/PD games. Have you seen UTOPUS (by Chronicle of Finland) running on
> >a 2 meg STE. The Falcon version should be amazing in True Colour (yes I'm
> >from the UK) and with 16 bit DSP sound....
> >
> >I know I've detracted from the subject but thats life ...
> >
> >Simon
>
> Actually Utopos is no longer Chronicles game; the coder of the game
> left Chronicle and joined Aggression, so it's an Aggression game now.
Nice to talk about that game, but is it available somewhere? Or is there a demo
of it on an ftp-server?

Georges

--
Georges Kesseler
Office: kesseler@crpht.lu
Private: kesseler@restena.lu
IRC: Gunstick

809. Re: Autobooting a floppy on a Falcon 4/80

Newsgroup: comp.sys.atari.st
Date: 1993-10-14 10:56:38 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <CEvvqF.HLD@cs.ruu.nl>
Source record: 199437

In <22589.79.uupcb@outlan.ersys.edmonton.ab.ca> jon.brenda@outlan.ersys.edmonton.ab.ca (Jon Brenda) writes:

>Hold down the [Control] key when booting to avoid touching the hard
>disk. Or maybe it's the [Alternate] key. Try 'em both, I know I got
>Dungeon Master to work on my Falcon. (But I'm not much for games, so I
>only tried it once.)

This only works for games which use the boot sector. The control and/or alternate keys only skip boot sectors; I never managed to actually get my TT read the AUTO folder and accessories of a floppy. (BTW: does anyone know whether this is possible at all?)

--
Annius V. Groenink phone (private) +31 30 895261
Mathematics/Computer Science e-mail: avgroeni@cs.ruu.nl
University of Utrecht groenink@math.ruu.nl
Netherland ZFC Computing after 1st nov: avg@cwi.nl

810. Re: Autobooting a floppy on a Falcon 4/80

Newsgroup: comp.sys.atari.st
Date: 1993-10-14 11:15:23 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Oct14.111523.24115@unix.brighton.ac.uk>
Source record: 199438

Its ALTERNATE and you hold it down when you see the Atari Logo.

If you are autobooting games, you might like to look at Magi or (better still) backward for running any ST games. Or anything ST like which does not want to run. I got Write-On running thanks to Backward. (Its runs, but crashes when you try to print otherwise).

Pads

--
+---+
| You are knowing it is a rock when it is falling on your head. |
| |
| Michael May, Brighton University, Sussex, England ||| |
| mm68@uk.ac.bton.unix / | \ |
+---+

811. Re: DSP difficulties with Falcon...

Newsgroup: comp.sys.atari.st
Date: 1993-10-14 11:23:41 UTC
From: teh@unix.brighton.ac.uk
Message-ID: <1993Oct14.112341.24466@unix.brighton.ac.uk>
Source record: 199439

hardchor locks out the dsp
starplay locks out the whole sound system.

I have had no problems with SAM or AFM (except SAM sometimes allocates VAST quantities of memory to some other dimension, and I have to delete the SAM configuration file!! Any one any ideas how to stop it, I haven't managed to find out when exactly it does it).

Tom.

812. Re: Autobooting a floppy on a Falcon 4/80

Newsgroup: comp.sys.atari.st
Date: 1993-10-14 11:31:59 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.93Oct14123200@issan.informatik.uni-dortmund.de>
Source record: 199440

>>>>> On Thu, 14 Oct 1993 10:56:38 GMT, avgroeni@cs.ruu.nl (Annius Groenink) said:

|> In <22589.79.uupcb@outlan.ersys.edmonton.ab.ca> jon.brenda@outlan.ersys.edmonton.ab.ca
(Jon Brenda) writes:
|>> Hold down the [Control] key when booting to avoid touching the hard
|>> disk. Or maybe it's the [Alternate] key. Try 'em both, I know I got
|>> Dungeon Master to work on my Falcon. (But I'm not much for games, so I
|>> only tried it once.)

|> This only works for games which use the boot sector. The control and/or
|> alternate keys only skip boot sectors; I never managed to actually get
|> my TT read the AUTO folder and accessories of a floppy. (BTW: does anyone
|> know whether this is possible at all?)

It works, but only when cold booting. You have to get the right
moment, it's a bit tricky, the desktop has also some magic in using
the [Control] key.

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

813. Re: Notator Logic upgrade - $299 worth it?

Newsgroup: comp.sys.atari.st
Date: 1993-10-14 12:31:47 UTC
From: mk@musik.auc.dk
Message-ID: <1993Oct14.123147.10008@vaxc.aud.auc.dk>
Source record: 199441

In article <CEuErn.Hy5@info.bris.ac.uk> tjl@siva.bristol.ac.uk (Tim Llewellyn) writes:
>
> In article <29elrj$i1f@tuegate.tue.nl>, error@stack.urc.tue.nl (Erlend Nagel)
> writes:
...
cut out
...
> As pointed out in a review of Cubase Score for the Mac in the latest
> Sound on Sound, the ultra-paranoid copy protection employed by most top
> end music software suppliers is mainly due to the hordes who think they
> are real cool coz they've got a cracked CuBase or whatever. The review
> also points out that Cubase Score appears to incompatible with Notator
> Logic (mac versions here, I gues something like export allows you to
> share dongles on Atari) because both have apple destop interface
> dongles.

What do you mean by Cubase Score and Notator Logic being incompatible? Of course they don`t read each others files (they never did), but there are absolutely no problems in running both programs on the same machine - both of course with hook on dongles - we do it all the time, even simoultaneously. (However, the Apple MIDI Manager is absolutely useless, and therefore it is NOT possible to make the to programs share the same MIDI-data, that hasn`t got anything to do with the programs though).

...
cut out
...
Although I`ve chopped the rest off, I quite agree in most of what is said herein!

Martin

--
Martin Knakkergaard, adjunkt, Ph.D.
Dept. of Music and Musictherapy, Aalborg University
Kroghstr. 6, 9220 Aalborg 0
phone +45 98158522 ext. 3113 **** fax: +45 98151382

814. Re: ASSEMBLY PROGRAMMERS

Newsgroup: comp.sys.atari.st
Date: 1993-10-14 13:36:13 UTC
From: c2sgy@dmu.ac.uk
Message-ID: <1993Oct14.133613.17852@dmu.ac.uk>
Source record: 199442

In article <29hov8$e0r@mits.mdata.fi>, paetau@mits.mdata.fi (Rasmus Paetau) writes:
> In article <1993Oct13.122927.22512@dmu.ac.uk>,
> SG Yardley <c2sgy@dmu.ac.uk> wrote:
>
> >demos/PD games. Have you seen UTOPUS (by Chronicle of Finland) running on
> >a 2 meg STE.
> >
> >Simon
>
> Actually Utopos is no longer Chronicles game; the coder of the game
> left Chronicle and joined Aggression, so it's an Aggression game now.
>
>
> --
> --
> | Rasmus Paetau (paetau@mits.mdata.fi) | Seeing is believing |

I know Jani Pentinnen left Chronicle but seen as it states on my software it
is produced by Chronicle thats why I said it. I believe the coding is a
small part to a game of that quality - as there are graphix men and musicians etc.
(Does it mean then that my 6 pounds registration will only goto the coder ...)
The Falcon version will probably be under Agressions name though ...

815. Re: ASSEMBLY PROGRAMMERS

Newsgroup: comp.sys.atari.st
Date: 1993-10-14 13:36:23 UTC
From: bjgrier@bnr.ca
Message-ID: <1993Oct14.133623.1287@nrtpa038.bnr.ca>
Source record: 199444

< all deleted >

I know you want assembly code but...
I can send you some examples of C code to do what you need.

It makes sense, to me at least, to perform your window positioning in C,
and pass that information to your assembly language routines that will
acutally redraw the information within that window.

Email me if you want this code.

Brian

--

Disclaimer: The opinions expressed are mine not those of BNR.

_____________________________________|_____________________________________
Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an Amiga. However I have
Research Triangle Park, NC	real work to do. So please get lost!
____________________________________	_____________________________________

816. Re: AHDI 6.06: UNIT 0 - Identification unavailable

Newsgroup: comp.sys.atari.st
Date: 1993-10-14 13:47:42 UTC
From: error@stack.urc.tue.nl
Message-ID: <29jl9u$1ig@tuegate.tue.nl>
Source record: 199443

s_hatz@iraul1.ira.uka.de (Alexander Hatz) writes:

>Loading...
>------------
>ATARI HARD DISK DRIVER
>AHDI 6.06 JUNE. 2 1993
>------------
>ACSI devices
> UNIT0 - Identification unavailable
> UNIT1 - Not responding

>I'm using a MEGA2 with TOS 1.2 (22.4.87) and a SH205.

The SH205 is the 'problem' . Only scsi disks have an identification. My
Megafile 60 doesn't have an identification available either.

Erlend.

817. Re: Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-10-14 13:57:30 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.v&TUfk5YmKE@semprini.waterloo-rdp.on.ca>
Source record: 199447

In <2cb7cd74@troed.ct.se>, Rickard Troedsson writes:
> In a message of 10 Oct 93 02:13:50, Chris Herborth wrote:
>
> CH> > The DSP is USEFUL most of the time ..
> CH>
> CH> If you spend most of your time rendering fractals or loading JPEGs.
>
> Or listening to music, or using it as a fast math-coprocessor ..
>
> (I've got the DSP56001 manual, do you want me to type in the whole list of
> things it can be used for?)

No, I want you to port the Portable Math Library to use DSP code so I
can compile POV-Ray 2.0 and simply _link_in_ the DSP math routines.

What do you have that uses the DSP as a math co-processor? How
accurate is it? You can't take the same sorts of short-cuts in
ray-tracing that you do in fractal displaying.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

818. Re: GEM NetHack (was Re: NetHack)

Newsgroup: comp.sys.atari.st
Date: 1993-10-14 14:00:12 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.YS0bh0K6fDM@semprini.waterloo-rdp.on.ca>
Source record: 199448

In <1993Oct10.052407.23173@bsu-ucs>, 01mbmccabe@leo.bsuvc.bsu.edu writes:
> > Blasphemy! :-) Actually, Warwick's GEM port has menu items for all of the
> > commands; it's much, much faster to just use the keyboard though (well,
> > once you know the commands).
> >
> > Beware... once you start playing NetHack, you'll never stop!
>
> Maybe I'm just an adventure game weenie, but NetHack seems a little too hard to
> be fun...
>
> Every time I get a character going (I've never gotten one above 4th level, but
> then I'n not _that_ frequent a player) I run into a ghost of a player I had
> when I tried to get smart and save a backup of a character once. I HATE
> that!!!!!! KNow any way to kill a ghost with a sub-4th level character?

Just keep whacking him... ;-)

You might want to drop on over to rec.games.hack; there's a whole "This
game is too hard!" thread over there...

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

819. Re: Problems with PoV 2.0

Newsgroup: comp.sys.atari.st
Date: 1993-10-14 14:03:50 UTC
From: incp@obelix.rz.tu-clausthal.de
Message-ID: <1993Oct14.140350.6115@solaris.rz.tu-clausthal.de>
Source record: 199453

Joe Tapply (jdmt@dcs.ed.ac.uk) wrote:
: able to trace a few simple pictures e.g. scenes/level1/simple.pov, but most of
: the scenes in the level3 folder die mid-trace - usually with a bus error. I have
This looks to me like if the stack size is to small. I had similar problems
with POV1.0 compiled on Turbo C2.0, and increasing the stack size was the
right idea.

happy tracing,
Chris

820. Re: STACY BOOK

Newsgroup: comp.sys.atari.st
Date: 1993-10-14 14:19:14 UTC
From: saj@chinet.chinet.com
Message-ID: <CEw543.9y8@chinet.chinet.com>
Source record: 199451

In article <LANCER.93Oct12182215@archimedes.wpi.edu>,
Stephe Lewis Foskett <lancer@archimedes.WPI.EDU> wrote:
>
>PS: And here're some that weren't produced: The ABAQ/ATW, the ST
>Pad, the 160ST...

Almost. The ATW was made, but not in large quantities. I don't know if any
of them came to the US (and it really bugs me, too: if there was ever a natural
to find a home in college CS labs....)

Steve

821. Re: AHDI 6.06: UNIT 0 - Identification unavailable

Newsgroup: comp.sys.atari.st
Date: 1993-10-14 14:26:41 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <29jnj1INN2jir@rs1.rrz.Uni-Koeln.DE>
Source record: 199478

In <29j5e1INNbth@iraun1.ira.uka.de> s_hatz@iraul1.ira.uka.de (Alexander Hatz) writes:

>ACSI devices
> UNIT0 - Identification unavailable
> UNIT1 - Not responding

This happens when the HD driver tries to determine the ID of a
device that does not support this kind of function. I think that
SCSI devices have a function that makes them send their name,
e.g. "Seagate ST157N" or something like that for the default
internal TT HD. But that doesn't work with the old AHDI hard
disks. But since the ID is not needed by the driver other than
for displaying it at boot time, a device that cannot provide a
name is no problem.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

822. Re: TT Availability?

Newsgroup: comp.sys.atari.st
Date: 1993-10-14 15:00:55 UTC
From: gruber@austin.ibm.com
Message-ID: <CEw71K.3pJB@austin.ibm.com>
Source record: 199449

> Do you know if there's a HP4 driver for Speedo? I haven't heard or seen
> anything about it even though the printer has been around for over a year.

That I don't know.

> >DMC Publishing also supports a driver for the MicroTek line of true color flat
> >bed scanners for Calamus SL.
>
> They do, but at a cost. I'd like to buy a Microtek scanner, but I'm not
> prepared to pay $200 (which was the price DMC quoted me at CeBIT in March) for
> a driver (read: *NO* scanning software, just the driver to aquire the image
> directly into Calamus). Mac & PC users get their drivers *and* scanning
> software bundled with the scanner.
>

I received a newsletter a little while ago and the
price was $89

Scott

823. Archivers info

Newsgroup: comp.sys.atari.st
Date: 1993-10-14 15:28:30 UTC
From: c2sgy@dmu.ac.uk
Message-ID: <1993Oct14.152830.20103@dmu.ac.uk>
Source record: 199450

I have recently downloaded from ftp sites various types of compressed
software but I can only explode the .ZIP files using Vincent Pomeys
excellent STZIP program.
I have other un archivers (!) such as DCXtract v2.06 from Double Click but
that won't uncompress other formats correctly like .LZH, .ARC or .ZOO.

Is there a decent, nice GEM interface that will uncompress all my files for
me and at what ftp site is it and is it uncompressed !!!!

Thanks in advance,

SGY

824. Re: STACY BOOK

Newsgroup: comp.sys.atari.st
Date: 1993-10-14 16:14:27 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <memo.812732@cix.compulink.co.uk>
Source record: 199452

>SL> PS: And here're some that weren't produced: The ABAQ/ATW, the ST
>SL> Pad, the 160ST...
>Two friends of mine (both in Synchron Assembly) has got ATW's ... or do you
>mean they weren't out for public sale?
The ATW was sold to the public.

>Great machines IMO ...
Certainly was. A few years ago, Atari had one running some Kodak software with a colour scanner/printer that enabled 35M pictures to be scanned in modified and printed out with no apparant loss of detail.

The onscreen appearance was awesome. Very powerful piece of kit. Atari UK told me last year they still had some and would sell me one if I wanted it :-)

I don't want to start any blasphemous rumours,
But I think that God's got a sick sense of humour - ML Gore
---
ilaskey@cix.compulink.co.uk | Iain R Laskey | Atari Falcon & Unix user

825. Re: Cache for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1993-10-14 16:35:01 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.813782@cix.compulink.co.uk>
Source record: 199454

In article <1993Oct13.180943.20711@berlioz.nsc.com>, foster@rufus.nsc.com (Paul Foster) writes:
> What is the best hard disk cache program for the Falcon?
>

ColdHardCache works fine on standard 512 byte sectors partitions.
Otherwise try TCache v6 or if you're after a simple cache there's
something called NBCBS which works very well. I could mail you the last
one if you want.

Ofir ogal@cix.compulink.co.uk

826. Re: Atari Jaguar on CBS THIS MORNING

Newsgroup: comp.sys.atari.st
Date: 1993-10-14 17:07:02 UTC
From: cw531@cleveland.Freenet.Edu
Message-ID: <29k0vm$8n5@usenet.INS.CWRU.Edu>
Source record: 199455
Cross-posted to: rec.games.video.misc,alt.games.lynx,comp.sys.atari.st

Yes, it was actually done by a Seattle station, then rebroadcast to a nationwide audience the next day... if anyone realy wants tosee the 3 min piece, email me. The piece compared the two, but from what I saw, (yes it is a CD vs. a cart), the 3D) blew the Jag away. The backgrouns in the Fox/Crescent Galaxy (the Jag pack-in) were impressive, but it really didn't seem like much compared to Crash n Burn.

827. ATARI is a Shit

Newsgroup: comp.sys.atari.st
Date: 1993-10-14 17:34:06 UTC
From: hydefus@inf.utfsm.cl
Message-ID: <CEwE9w.6IK@inf.utfsm.cl>
Source record: 199456

Yes, all the technology from Atari is a Shit.
we are an onwers of Atari 1040ST, but now,
we 'll buy the powerful MSX Turbo-R from
Panasonic or Sony.

Good Bye.

828. Seeking info on 21M Flopticals

Newsgroup: comp.sys.atari.st
Date: 1993-10-14 17:49:42 UTC
From: rsi@ingorant.scubed.com
Message-ID: <1993Oct14.174942.25572@scubed.com>
Source record: 199459

I'm thinking of buying a 21 Mbyte Floptical drive and ICD Link for my 1040ST.
This is supposed to read/write to 720k and 1.44M floppies, as well
as to 21M floptical disks.

1) Has anyone had any problems reading/writing to 720k and 1.44M disks?

2) Any problems I should know about before I plunk down my money?

3) Who's got the best price?

Thanks in advance. Please email to me and I'll summarize and post
in a few days.

_____
Randall ("Ingorance is bliss") Ingermanson | /| /| MAXWELL
rsi@scubed.com |_____/ | / |_____
S-CUBED owns my soul; it disowns my opinions. | |/ S-CUBED Division
_____|_____

829. Re: AHDI 6.06: UNIT 0 - Identification unavailable

Newsgroup: comp.sys.atari.st
Date: 1993-10-14 17:52:44 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.750621164@acp5>
Source record: 199460

s_hatz@iraul1.ira.uka.de (Alexander Hatz) writes:

>It takes about 20 seconds until the "Identification unavailable"
>appears, but then everything works (or just seems to work) fine.
>Does anybody know what's going on?

It's unusual that you have to wait that long. You should reconfigure your
AHDI using AHDICONF on ftp.uni-kl.de. This program allows to selectively
choose the drives AHDI checks during the boot process.
All SH and Megafile drives except Megafile 44 can't identify themselves
because they don't support a complete SCSI command set. So it is normal that
AHDI can't identify your SH205.

```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

830. Seeking MichTron and/or HiSoft

Newsgroup: comp.sys.atari.st
Date: 1993-10-14 17:53:32 UTC
From: dave@csd.uwo.ca
Message-ID: <1993Oct14.175332.15386@julian.uwo.ca>
Source record: 199457

We need to contact the party that currently holds the copyright
on the DevpacST assembler previously published by MichTron
apparently under an arrangement with HiSoft. MichTron's phone
has been disconnected, and we have no further information on
either them or HiSoft.

Could anyone offer any help in contacting either of these
companies or their successors?

Please reply by e-mail, if possible.

Thanks!

--
Dave Martin Computer Science Dept.
Middlesex College University of Western Ontario
London Ontario CANADA N6A 5B7
e-mail: dave@csd.uwo.ca Phone: 519-661-3538

831. Astrology Programs for the Atari

Newsgroup: comp.sys.atari.st
Date: 1993-10-14 18:02:27 UTC
From: bunka@mibm.ruf.uni-freiburg.de
Message-ID: <29k47j$qof@sun8.ruf.uni-freiburg.de>
Source record: 199461

Hello,

concerning a good Astrology program for the ST I use and recommend HORCOM
by Robert Rettig. It has very precise planetary routines, supports almost
all astrological schools and computes all known planets - existing
as well as hypothetical planets.

You can get it at: Bruno Mahl, Eichwaldstr.17, Lindau am Bodensee, Germany.

He al�so has a program for astrogeographical purposes named ASTROGEOGRAPH.

If you work mainly according to the Hamburg School (Uranian School) you
better get TNP.

Andreas bunka@mibm.ruf.uni-freiburg.de

832. Re: Do you want a 36 MHz Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1993-10-14 18:11:18 UTC
From: c2sgy@dmu.ac.uk
Message-ID: <1993Oct14.181118.23378@dmu.ac.uk>
Source record: 199464

In the UK Software Solutions aka Atari Workshop are also selling the
two version of a 28 Mhz and 36 Mhz 68000.
They do have quite strong links with Germany though ...

SGY

833. Re: Archivers info

Newsgroup: comp.sys.atari.st
Date: 1993-10-14 18:16:27 UTC
From: DSM130@psuvm.psu.edu
Message-ID: <93287.141627DSM130@psuvm.psu.edu>
Source record: 199471

You should have a look at ARCSHELL.ARC, it will allow you to work with arc.ttp and lzh.ttp to extract files, otherwise I would recommend using a shell like gulam or tomshell to run the ttp files especially since I don't believe there is a shell for zoo.ttp or lha.ttp Hope I helped ya a bit.

Sincerely,
dsm130@psuvm.psu.edu
David S. Miller

834. Re: HP DeskJet 510

Newsgroup: comp.sys.atari.st
Date: 1993-10-14 18:22:42 UTC
From: DSM130@psuvm.psu.edu
Message-ID: <93287.142243DSM130@psuvm.psu.edu>
Source record: 199465

In my opinion it is always a good idea to turn on an external I/O device before the ST simply because you want to eliminate the risk of sending the ST a surge from the printer when you turn it on. Maybe I'm wrong.

Sincerely,
dsm130@psuvm.psu.edu
David S. Miller

835. 286 hardware/PC add in

Newsgroup: comp.sys.atari.st
Date: 1993-10-14 18:30:20 UTC
From: bounds@gulaam.cen.encompass.com
Message-ID: <1993Oct14.183020.11286@glv.uucp>
Source record: 199473
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I have a need to run some MS/DOS stuff at home. PC/Ditto is just too slow. Does anyone know of an add in for the old (we're talking TOS 1.0 here...) 1040ST? I would hate to give up my ST to buy some cheap PeeCee clone but that is about the point I am at... If you know of such an animal please send some details/experiences (Where? cost? Works [great,OK, terrible..]). Thanks!!! This may have been beat out here before, please email me and I will summarize if you wish.

--


```
___
|___|
+----------------||---------------++
| Frank Bounds || ||
/| bounds@gulaam.cen.encompass.com ||
| | ENCOMPASS ||
| | Cary, North Carolina ||
--| +--------------------------------++
--| |-----------------------/
```

836. Re: Atari stock up again!

Newsgroup: comp.sys.atari.st
Date: 1993-10-14 18:34:58 UTC
From: rcarter@nyx.cs.du.edu
Message-ID: <1993Oct14.183458.26301@mnemosyne.cs.du.edu>
Source record: 199463

>x91mikowski@wmich.edu writes:

>Atari stock peaked at $6.50 today! I wonder what that means....?

Probably because of the showing on CBS This Morning program; all in
all, not a bad bit of publicity for ATARI/Jaguar...
--
Ron Carter \ Director \ Center for the Study of Creative Intelligence
CSCI \ Denver, CO USA \ "The greatest pleasure in life is doing what
rcarter@nyx.cs.du.edu \ people say you cannot do." - Walter Bagehot

837. Thanks SDS!

Newsgroup: comp.sys.atari.st
Date: 1993-10-14 18:38:40 UTC
From: vij@vnet.ibm.com
Message-ID: <CEwH4G.137z@hawnews.watson.ibm.com>
Source record: 199389

Just thought that something like this should be heard and appreciated!

In June, I sent a check off to Software Development Systems for a copy of their NewDesk Icon Editor CPX. A few months went by without my copy showing up. Puff! I though my money had gone up in smoke...

In September, after having given up hope, the package finally arrived. Better late than never, I thought as I opened the package. Much to my surprise, I found the Icon Editor PLUS my original check and a note from Scott Sanders (owner of SDS) saying:

"Please find enclosed your original check... and a complimentary copy of the NewDesk Icon CPX v2.15. Your order was mistakenly lost... We apologize for this error and have decided to include a registered copy of the program without cashing your check. Thank you for your business."

WOW! Thank you, Scott.

VIJ...

838. Atari stock up again!

Newsgroup: comp.sys.atari.st
Date: 1993-10-14 18:55:48 UTC
From: x91mikowski@wmich.edu
Message-ID: <1993Oct14.135548.11886@wmich.edu>
Source record: 199458

Hmmm,
Atari stock peaked at $6.50 today! I wonder what that means....?

See yah,
Bernard

839. Re: TT Availability?

Newsgroup: comp.sys.atari.st
Date: 1993-10-14 19:17:11 UTC
From: rvenable@helix.nih.gov
Message-ID: <1993Oct14.151711@helix.nih.gov>
Source record: 199466

In article <CEw71K.3pJB@austin.ibm.com>, gruber@austin.ibm.com (Gruber)
|> > They do, but at a cost. I'd like to buy a Microtek scanner, but I'm not
|> > prepared to pay $200 (which was the price DMC quoted me at CeBIT in March)
for
|> > a driver (read: *NO* scanning software, just the driver to aquire the image
|> > directly into Calamus). Mac & PC users get their drivers *and* scanning
|> > software bundled with the scanner.

Well, I didn't care for the MicroTek software, and obtained OmniPage for
the Mac system I use at work; what is "bundled" isn't always very good,
just convenient enough to get you started.

|> I received a newsletter a little while ago and the
|> price was $89 [for the driver]
|>
|> Scott

If the acquired image is in .IMG format (or can be converted), you may
then be able to use MiGraph's OCR (optical character recognition) software
to get text out of the scanned image. And the Migraph OCR software is
certainly more reasonably priced than OmniPage for the Mac.

--
Rick Venable (301) 496-1905 |=| "Eschew
FDA/CBER Biophysics Lab HFM-419 |=| Obfuscation"
Bethesda, MD 20892 USA |=|
rvenable@helix.nih.gov |=| -- the Phantom Nerd

840. Re: Atari Unix

Newsgroup: comp.sys.atari.st
Date: 1993-10-14 19:49:40 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <29kagk$6nm@elroy.jpl.nasa.gov>
Source record: 199467
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <693286.33696.15145@status.gen.nz>,
Sysadmin User <root@status.gen.nz> wrote:
>Having said this I am now looking for unix for the TT or Falcon. If such
>a beast exists I would love to hear about it. We want to set up several
>of the machines here.
>
>Can you tell me ....
>
> o Is it SYSV, if so what Revision? (sysVr4 ? or BSDish)

SysVR4, but Atari no longer sells it.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

When they said "here's your chance to grab the brass ring" he thought they said
"wax ring." -- so what happened? -- he asked if it met Mil Spec TT-P-1536A

841. Re: Notator Logic upgrade - $299 worth it?

Newsgroup: comp.sys.atari.st
Date: 1993-10-14 19:54:28 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <29kapk$6um@elroy.jpl.nasa.gov>
Source record: 199468

In article <28s3ug$ik0@news.u.washington.edu>,
Thomas Polz <ms20@carson.u.washington.edu> wrote:
>>What not much choice. I am almost completely ignorant when MIDI is
>>conecerned, but even I have heard of Dr. T.'s midi software...
>
>I have used both Dr.T's software (KCS) and Steinberg (Cubase). Dr.T's
>sequencing software is some of the worst software out there. It may be
>powerful, but the interface is archaic.

I suppose Dr. T's may seem archaic now (I've moved on to Cubase) but I was
pretty impressed with it when I was using it. The only reason I switched was
because they had a laughable notation program (QuickScore. What junk...)
>
>The only sensible solution (to a non-pirate) would be to get something
>like Steinberg's Cubeat (or is it Cubase Jr?), which offers some of the
>better features of Cubase, minus the complexity (=power) but at a greatly
>reduced price.

Cubase Lite, I think it's called. I haven't looked at it.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

When they said "here's your chance to grab the brass ring" he thought they said
"wax ring." -- so what happened? -- he asked if it met Mil Spec TT-P-1536A

842. Re: Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-10-14 20:09:36 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <29kbm0$7p5@elroy.jpl.nasa.gov>
Source record: 199469

In article <H.eg.v&TUfk5YmKE@semprini.waterloo-rdp.on.ca>,
Chris Herborth <cherborth@semprini.waterloo-rdp.on.ca> wrote:
>In <2cb7cd74@troed.ct.se>, Rickard Troedsson writes:
>No, I want you to port the Portable Math Library to use DSP code so I
>can compile POV-Ray 2.0 and simply _link_in_ the DSP math routines.
>
>_What_ do you have that uses the DSP as a math co-processor? How
>accurate is it? You can't take the same sorts of short-cuts in
>ray-tracing that you do in fractal displaying.

Hm... You would have to talk to it like a 68000 talking to an FPU, i.e.,
thru a memory-mapped interface. Also, you would have to convert 32 or 64 bit
floating point into 24 or 48 bit fixed point numbers, thus losing precision.
It might still be doable and useful, but these would be pretty strong
limitations.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

When they said "here's your chance to grab the brass ring" he thought they said
"wax ring." -- so what happened? -- he asked if it met Mil Spec TT-P-1536A

843. Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-10-14 20:10:48 UTC
From: Lars-Erik.Osterud@f100.n30.z47.byte.bbs.no
Message-ID: <750639701.AA00812@byte.bbs.no>
Source record: 199475

> > Still running MiniBBS - But it's updated all the time - Try it !!

>Would it be possible to run it as a background task on a Falcon with M

I suppose so - It runs in a TOSWIN window in MultiTOS on my MEGA STE

Lars-Erik 0sterud / SysOp _ lars-erik.osterud@byte.bbs.no
Atari Developer / ABK-BBS: +47 67132659 (V.32bis Data+Fax)

844. Re: Atari Unix

Newsgroup: comp.sys.atari.st
Date: 1993-10-14 20:11:29 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.750629489@acp5>
Source record: 199470
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

root@status.gen.nz (Sysadmin User) writes:

>Having said this I am now looking for unix for the TT or Falcon. If such
>a beast exists I would love to hear about it. We want to set up several
>of the machines here.
It exists for the TT but I think it isn`t supported any more. You have to
contact Atari about it. (I`ve been using it for nearly two years no. It`s
not as fast as on todays workstations, of course.)

> o Is it SYSV, if so what Revision? (sysVr4 ? or BSDish)
SYSVR4.0 with X11R4.

> o Does it have the Inet Sockets ?
Yes.

> o Does it come with sources and bin's ?
Only binaries.

> o Is there a FTP'able PD version at all ?
No.

> o What is supply from Atari like if a commercial version exists?
No support anymore.

```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

845. New files on atari.archive.umich.edu

Newsgroup: comp.sys.atari.st
Date: 1993-10-14 20:26:48 UTC
From: Jan_Willekens@p12.f202.n281.z2.fidonet
Message-ID: <2cbdb6a7@p12.f202.n281.z2.fidonet>
Source record: 199397

Hi!

How long does it take for files to move from the New directory to the Newitems directory? There are quite some (non-accessible) files in the New directory which have been there for quite some time. So what's the policy on this?

Greetings... - Jan -
FidoNet: 2:281/202.12 InterNet: jan@nextjk.wlink.nl
ZyXELNet: 16:400/305.1 or: janwill@sci.kun.nl (faster)

--- ZapMail 1.30
* Origin: How's Annie??? (2:281/202.12)

846. Re: Movie-commercials of Jaguar?

Newsgroup: comp.sys.atari.st
Date: 1993-10-14 20:37:30 UTC
From: asmith@zero.cypher.com
Message-ID: <1993Oct14.203730.13163@nuchat.sccsi.com>
Source record: 199474

In article <A54046@SL.maus.de> Stefan_Damerau@sl.maus.de (Stefan Damerau) writes:
>Hi in in the US!
>
>One of our members in the ATARI.TALK group in the Mausnet was wondering if
>there are any commercials for the Jaguar in the US?
>If this is true, please send me an email (with some info about the
>commercial maybe?)
>
>Bye
> Stefan
>
>===
>Stefan_Damerau@sl.maus.de

Not yet, but we'll probably start seeing them when the machine is released.
Remember, it doesn't go "national" until next year. Chances are ATari will
not be spending a lot of advertising money until they've got a lot of
stores ready to sell them!

847. Re: Ice & Jampack

Newsgroup: comp.sys.atari.st
Date: 1993-10-14 20:50:35 UTC
From: asmith@zero.cypher.com
Message-ID: <1993Oct14.205035.14277@nuchat.sccsi.com>
Source record: 199476

```
In article <1993Oct13.095419.1582@janus.arc.ab.ca> erkamp@titan.arc.ab.ca writes:
>In article <Pc21ac2w165w@sys6626.bison.mb.ca>, winnipg@sys6626.bison.mb.ca (Winnipg)
writes:
>>Are there any un-ice and un-packers around?
>
>Yes...MegaDepacker
>
>

Mega Depacker has now been replaced by its sequel call New Depacker 1.0.
I'm not sure if it's on any ftp sites yet, but it's even better than
Mega, supporting more formats, and even with a special 68030 version!

--
------------------------------------------------------------------------
\/ SysOp of the Restaurant \Andrew Smith/ Chief Science Officer \/
_\ at the End of the Universe \ Zap030 / Shuttle Texas /_
/ Atari 16-64bit Support \ on IRC / NCC-1892-02 \
```

848. Re: POV-Ray 2.0 timings

Newsgroup: comp.sys.atari.st
Date: 1993-10-14 21:05:38 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.818764@cix.compulink.co.uk>
Source record: 199472

In article <15906@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison) writes:
>ogal@cix.compulink.co.uk (Ofir Gal) writes:
>
>>Using exactly the same options on a Falcon030+FPU I got:
>
>>Falcon030 + FPU 68882, 4MB RAM, TOS 4.04 - 0 hour 0 minutes 49 seconds.
>
>Are you SURE? jeffmay@magnus.acs.ohio-state.edu (Jeff A May II) posted
>"49 seconds" for his TT!
>

Yes. I ran the same test three times. POVRAY displayed 49 seconds on all
three.

Ofir ogal@cix.compulink.co.uk

849. Mega STE fixes???

Newsgroup: comp.sys.atari.st
Date: 1993-10-14 22:21:46 UTC
From: richardson@vaxr.sscl.uwo.ca
Message-ID: <1993Oct14.182146.1@vaxr.sscl.uwo.ca>
Source record: 199477

Well, I am now the proud owber of a Mega STE (tos 2.05, 50 meg seagate HD).
My question concerns any tos-fixes etc. that I should be using...are there
any??? I know that earlier tos versions often required boot-time progs to run
so as to stop certain problems...do I need any such help for this newer
machine? Any help is appreciated :^)
--
T.T.F.N.
JR.

+--------------------------------+ +--------------------------------------+
John Richardson		"An animal psychologist is a person
Dept. of Psychology		who pulls habits out of rats!"
University of Western Ontario,		
London, Ontario		- ANON.
CANADA	+-+------------------------------------+
+--------------------------------+ +-*-+- +--------------------------------+
+-------------------------------------+--+	The preceding opinions do not
e-mail: RICHARDSON@VAXR.SSCL.UWO.CA		necessarily reflect those of
		the Dept. of Psychology, or
phone: (519) 657-5102		UWO...unless by coincidence!!
+-------------------------------------+ +--------------------------------+

850. Re: HP DeskJet 510

Newsgroup: comp.sys.atari.st
Date: 1993-10-14 22:46:22 UTC
From: rvenable@helix.nih.gov
Message-ID: <1993Oct14.184622@helix.nih.gov>
Source record: 199479

In article <93287.142243DSM130@psuvm.psu.edu>, <DSM130@psuvm.psu.edu> writes:
|> In my opinion it is always a good idea to turn on an external I/O device before
|> the ST simply because you want to eliminate the risk of sending the ST a surge
|> from the printer when you turn it on. Maybe I'm wrong.

I have 2 printers, and an A/B switch, and usually boot with printers turned off; I can use the A/B switch to eliminate any potential surges.

To my knowledge, only the Atari laser printer (which used the DMA port) HAD to be on when you booted, and had to remain turned on.

--
Rick Venable (301) 496-1905 |=| "Eschew
FDA/CBER Biophysics Lab HFM-419 |=| Obfuscation"
Bethesda, MD 20892 USA |=|
rvenable@helix.nih.gov |=| -- the Phantom Nerd

851. Re: Archivers info

Newsgroup: comp.sys.atari.st
Date: 1993-10-14 22:55:13 UTC
From: rvenable@helix.nih.gov
Message-ID: <1993Oct14.185513@helix.nih.gov>
Source record: 199480

In article <93287.141627DSM130@psuvm.psu.edu>, <DSM130@psuvm.psu.edu> writes:
|> You should have a look at ARCSHELL.ARC, it will allow you to work with
arc.ttp
|> and lzh.ttp to extract files, otherwise I would recommend using a shell like
|> gulam or tomshell to run the ttp files especially since I don't believe
there
|> is a shell for zoo.ttp or lha.ttp Hope I helped ya a bit.

I found a GEM shell for zoo.ttp on atari.archive.umich.edu

--
Rick Venable (301) 496-1905 |=| "Eschew
FDA/CBER Biophysics Lab HFM-419 |=| Obfuscation"
Bethesda, MD 20892 USA |=|
rvenable@helix.nih.gov |=| -- the Phantom Nerd

852. Re: Atari Unix

Newsgroup: comp.sys.atari.st
Date: 1993-10-14 22:57:34 UTC
From: rvenable@helix.nih.gov
Message-ID: <1993Oct14.185734@helix.nih.gov>
Source record: 199482
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <29kagk$6nm@elroy.jpl.nasa.gov>, hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
|> In article <693286.33696.15145@status.gen.nz>,
|> Sysadmin User <root@status.gen.nz> wrote:
|> >Having said this I am now looking for unix for the TT or Falcon. If such
|> >a beast exists I would love to hear about it. We want to set up several
|> >of the machines here.
|> >
|> >Can you tell me ....
|> >
|> > o Is it SYSV, if so what Revision? (sysVr4 ? or BSDish)
|>
|> SysVR4, but Atari no longer sells it.
|> --
|> -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

Such a shame, too; I thought about buying a TT-- until they dropped the Unix support. (more grist for BobR's mill...)

--
Rick Venable (301) 496-1905 |=| "Eschew
FDA/CBER Biophysics Lab HFM-419 |=| Obfuscation"
Bethesda, MD 20892 USA |=|
rvenable@helix.nih.gov |=| -- the Phantom Nerd

853. Re: Archivers info

Newsgroup: comp.sys.atari.st
Date: 1993-10-14 22:59:29 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.819309@cix.compulink.co.uk>
Source record: 199481

In article <93287.141627DSM130@psuvm.psu.edu>, <DSM130@psuvm.psu.edu> writes:
>You should have a look at ARCSHELL.ARC, it will allow you to work with arc.ttp
>and lzh.ttp to extract files, otherwise I would recommend using a shell like
>gulam or tomshell to run the ttp files especially since I don't believe there
>is a shell for zoo.ttp or lha.ttp Hope I helped ya a bit.
>
There's something called 2 in 1 which is a GEM shell for LZH, ARC, ZIP,
ZOO and a few more. It's worth trying, even though it's in German.

Ofir ogal@cix.compulink.co.uk

854. Re: Still no FSP sites?

Newsgroup: comp.sys.atari.st
Date: 1993-10-14 23:34:00 UTC
From: Bjarne_Pohlers@ms2.maus.de
Message-ID: <A5150@MS2.maus.de>
Source record: 199302

```
RR>Well, I just had to ask again: does anybody know of any good fsp-sites
with ST
RR>software?
Well, ftp.uni-muenster.de has also running an fsp-server...
--
Bjarne Pohlers
<bjarne@math.uni-muenster.de> (fast)
<Bjarne_Pohlers@ms2.maus.de> (slow) - less than 16 kB please!
```

855. Re: STACY BOOK

Newsgroup: comp.sys.atari.st
Date: 1993-10-15 00:00:12 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2cbd0e9e@troed.ct.se>
Source record: 199484

In a message of 13 Oct 93 18:14:29, Stephe Lewis Foskett wrote:

SL> troedsson> Two friends of mine (both in Synchron Assembly) has got
SL> troedsson> ATW's ... or do you mean they weren't out for public sale?
SL>
SL> Really? Cool... They looked neat! And it would be cool to say "I
SL> have a transputer" and watch all the nerds make faces...

They do! :-)

SL> troedsson> Great machines IMO ...
SL>
SL> If they could do all they were hyped to do, then yeah, great machines!

I don't think they were hyped enough ...

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

856. Re: POV-Ray 2.0 timings

Newsgroup: comp.sys.atari.st
Date: 1993-10-15 00:11:06 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <29kpqqINN2sk2@rs1.rrz.Uni-Koeln.DE>
Source record: 199485

In <15906@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au (Warwick Allison) writes:

>ogal@cix.compulink.co.uk (Ofir Gal) writes:

>>Using exactly the same options on a Falcon030+FPU I got:

>>Falcon030 + FPU 68882, 4MB RAM, TOS 4.04 - 0 hour 0 minutes 49 seconds.

>Are you SURE? jeffmay@magnus.acs.ohio-state.edu (Jeff A May II) posted
>"49 seconds" for his TT!

>I was therefore expecting 1 minute 40 seconds for a 16MHz Falcon.

>Is the TT really so slow?

When I bought my TT used, the guy who sold it to me ran some
little *:TOS program that did something for a few seconds, then
displayed the time it took to do its stuff and the time expected
for a correct setup. He explained to me that this program tested
whether a TT was from a series that had a strangely configured
FPU, causing the FPU to run at 16 MHz, and that the fact that the
two figures matched showed that this TT I was going to by does
not have this bug.
I don't know whether that has anything to do with the timings
discussed here, but it would seem plausible to me that a TT with
this bug may not be that much faster on raytracing than a plain
vanilla 16 MHz Falcon.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

857. Re: Atari Jaguar on CBS THIS MORNING

Newsgroup: comp.sys.atari.st
Date: 1993-10-15 00:46:33 UTC
From: Gordie Meyer ATARI UNITED cofounder <BIBLINSKI@delphi.com>
Message-ID: <931014.71193.BIBLINSKI@delphi.com>
Source record: 199483

According to Bob Brodie, the Jag's pack-in will be Cybermorph. Bob was pushing for Crescent Galaxy, but Bill Rehbock evidently had Sam's ear on this one.

Gordie Meyer
Assistant Area Manager
DELPHI's Atari Advantage SIG

858. Pinball construction program?

Newsgroup: comp.sys.atari.st
Date: 1993-10-15 01:22:42 UTC
From: swhatley@blkbox.COM
Message-ID: <CEwzu3.36v@NeoSoft.com>
Source record: 199487

Hello,

Does anyone know about a video pinball construction program for the ST?
I had one for my TSR-80 CoCo 2. It was rather lame. I like pinball and
enjoy video pinball games. Any help will be appreciated.

Thanks,
Steven Whatley
Email: swhatley@blkbox.COM

859. QUESTION: DE-COMPRESSING .Z FILES ON ST???

Newsgroup: comp.sys.atari.st
Date: 1993-10-15 01:43:40 UTC
From: hallvart@ifi.uio.no
Message-ID: <1993Oct15.014340.13327@ifi.uio.no>
Source record: 199486

I was wondering if files that are compressed .Z and files that are compressed .zip are the same-
can I use the same de-compressing program for it?
I was wondering because it would be very nice if I could keep the files compressed on the disk that I
bring home, instead of de-compressing it in UNIX first, before I save it to disk (thereby taking a
lot more disk space).
In UNIX I de-compress .Z files by typing `decompress filename.Z` and
also in UNIX; .zip files by typing `unzip filename.zip'.

I use a very handy program for my Atari ST called `DC-sea`. It can compress/decompress a lot of
different files, but I haven`t tried .Z files yet.
I bet it can`t....

Is there an ST program that can de-compress .Z files?

Thanks!

860. Re: Installing GCC 2.4.4

Newsgroup: comp.sys.atari.st
Date: 1993-10-15 02:02:38 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.lrTqhkzUzZY@semprini.waterloo-rdp.on.ca>
Source record: 199383

In <1993Oct13.102743.19253@unix.brighton.ac.uk>, Allanon writes:
["GNU C is hard to set up..."]
> I think you need to set up some environment variables -
>
> GCCEXEC - BINARIES
> GNULIB - LIBS
> GNUINCLUDE - INCLUDES
>
> If thats not right, change the GCC and GNU prefixes around. ie. GNUEXEC,
> GCCLIB, GCCINCLUDE. I am sure its one of the two. I trust you have all the
> utils gcc-as, etc as you will need these to compile anything.

Here's a bit of help... GNU C/C++ works great on my system, and here are
my environment variables:

```
## : We're using GNU C/C++ more these days anyway... ##
setenv GCCEXEC g:\gnu\bin\
setenv GCC_EXEC_PREFIX
setenv GNUEXEC $GCCEXEC
setenv GNULIB "g:\gnu\lib;g:\usr\lib"
setenv GNUINC "g:\gnu\incl;g:\usr\incl"
setenv GCCLIB $GNULIB
setenv GCCINC $GNUINC
setenv GXXINC "g:\gnu\incl++;g:\gnu\incl++\ams;g:\gnu\incl++\gem++"
setenv BISON_SIMPLE g:\gnu\bin\bison.sim
setenv BISON_HAIRY g:\gnu\bin\bison.hai
alias cc gcc
```

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

861. Internet Love

Newsgroup: comp.sys.atari.st
Date: 1993-10-15 02:32:53 UTC
From: rrice@netnews.upenn.edu
Message-ID: <154811@netnews.upenn.edu>
Source record: 199489

Virtual Love Song
By Rob S. Rice

Oh! come with me, my dove, be my Internet love
Let our flow control be RTS.
At eight bits, parity set already to "E"
We can interface with no distress.

Let us not prance like UNIX, our true love is NeXT,
And as intimates we'd not be sorry,
When you confess PROCOMM has left you perplexed
And I told you I use an Atari.

Ah, how happy we'll be, if you should "finger" me,
And my screen would soon inform me that
Even then, late at night, when the lag time is slight
Your DAEMON was primed for a chat.

We'd in bliss F-T-P, typing "l-s dash c"
As the files spilled over our screens.
You'd search through my folders so ecstatically
That we'd both know what "protocol" means.

We would overwhelm all the limits of ELM,
And we'd strain our account sizes' fetters
And I'd GOPHER your sig.files whatever their realm
So I'd know where to "BOUNCE" my love letters.

Let our love be eternal, PROCESSING--please wait!
And our link-up be noise-free meanwhile.
Let no bitter distress, such as from VMS,
Leave me lost in your hateful "kill" file.

For your smile, I'd take risks--I'd not save files to disks!
And I'd yield, whenever the urge
To seek a connection, even _sans_ protection
And hazard the chance of a surge.

Your hours I'd bemuse with my blurbs on the "news"
And regardless if posting got choppy
I would always begin, with "rn" or NEWTIN
Being certain I'd zap you a copy.

I'd swear off my friends, smile when "SESSION ENDS,"
And VERONICA'd be just a dream
You would not find me starchy if you used your ARCHIE,
And my WAIS-line would make your eyes gleam.

I'd send GIF's by the score, JPGs, even more
And I'd soon have our IRC booked.
With the hope, that someday, when you're not far away
You'd not shriek when you'd seen how I looked.

And then we, when we'd wed, with our data line-fed
Would know what two lovers should do.
We'd set up our own node (God knows what we'd encode!)
In a Pentium chip built for two.

Permission to reproduce and distribute is freely granted,
but please maintain original source and authorship--
rrice@mail.sas.upenn.edu

862. Re: Request: SW or ST .3D2 files

Newsgroup: comp.sys.atari.st
Date: 1993-10-15 02:41:20 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.aXwib0Q7zVw@semprini.waterloo-rdp.on.ca>
Source record: 199384

In <29fv90$qif@sol.ccs.deakin.edu.au>, Jason Hamilton writes:
> I'm looking for some Cyber Studio/CAD-3D files of spaceships
> from Star Wars and Star Trek. If anybody has got any, could they
> please send them to me?

Check on wuarchive.wustl.edu in /graphics/graphics/mirrors for the
mirror of the chinalake.navy.mil archive; it has Star Wars and Star Trek
3D2 models on it.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

863. Re: Softlogik

Newsgroup: comp.sys.atari.st
Date: 1993-10-15 02:44:32 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.DGkStIygd3_@semprini.waterloo-rdp.on.ca>
Source record: 199385

In <294gku$8ij@charm.magnus.acs.ohio-state.edu>, Daniel D Ackerman writes:
> Someone recently stated that Softlogik had discontinued support of and
> were planning no new products for the Atari. Softlogik just assured me onthe
> phone that this was wrong and whoever stated this didn't know what they were
> talking about.

Funny, that's not what they were telling us on GEnie in the Soft-Logik
RoundTable. Paraphrased, they said PageStream no the Atari would never
be updated.

Of course, they may have decided to stay in the Atari market, though I
can't think of a single reason for announcing that you'd dropped
something, only to pick it up again.
--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

864. Re: TT Availability?

Newsgroup: comp.sys.atari.st
Date: 1993-10-15 02:48:08 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.pXWE0Qi_zZw@semprini.waterloo-rdp.on.ca>
Source record: 199386

In <1993Oct7.215320.17715@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
> Who would want a TT today? Come on people, its time to move on and join the
> civilized world. Atari ST's, TT's and Falcons have been left behind and is not
> getting the proper nourishment from Atari. You are missing the use of
> Quicktime, multimedia and cdrom technology that is not available on the Atari.
> Macs and PC's have surged a head..

I'd take a TT any day. They're nice machines.

About the only good thing you can say about QuickTime is that it's a
standard. I guess it's nice if you like really small choppy animation.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

865. TT FPU speed (was Re: POV-Ray 2.0 timings)

Newsgroup: comp.sys.atari.st
Date: 1993-10-15 02:58:33 UTC
From: jeffmay@magnus.acs.ohio-state.edu
Message-ID: <29l3kp$s1u@charm.magnus.acs.ohio-state.edu>
Source record: 199488

In article <29kpqqINN2sk2@rs1.rrz.Uni-Koeln.DE> kim@vax.mpiz-koeln.mpg.d400.de writes:
>
>When I bought my TT used, the guy who sold it to me ran some
>little *:TOS program that did something for a few seconds, then
>displayed the time it took to do its stuff and the time expected
>for a correct setup. He explained to me that this program tested
>whether a TT was from a series that had a strangely configured
>FPU, causing the FPU to run at 16 MHz, and that the fact that the
>two figures matched showed that this TT I was going to by does
>not have this bug.
>I don't know whether that has anything to do with the timings
>discussed here, but it would seem plausible to me that a TT with
>this bug may not be that much faster on raytracing than a plain
>vanilla 16 MHz Falcon.
>

Makes sense. Since POV-Ray measures only the tracing time, and
this is almost entirely floating point math, the speed of the
FPU would be the determining factor. Does anyone know where I
could obtain this test program (or would anyone mind running a
floating point intensive program that I could compare with)?
Thanks
--Jeff

866. Re: X11 Speedo Fonts

Newsgroup: comp.sys.atari.st
Date: 1993-10-15 02:59:28 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.SwLYgg&dJ4_@semprini.waterloo-rdp.on.ca>
Source record: 199387

In <A50684@M4.maus.de>, Peter Missel writes:
> >With maybe a dozen fonts active, it takes every GDOS program I load a
> >_long_ time to come up. I have no idea what it's doing, but it
> >definitely spins the disk a lot. After that, the only wait is for
> >rendering the onscreen fonts, which is pretty good.
> >
> >We're talking wait 5-10 _minutes_ if you have 15 or so fonts active.
> >JUST TO LOAD A GDOS PROGRAM.
>
> Maybe you should upgrade your TOS. I'd bet you're using 1.00 or 1.02!

Nope, 1.04, and I'm not "upgrading" to 2.06 (it's not worth the $$$,
IMHO).

Rumour has it that turning off the width tables will make it MUCH
faster.

--
-------------------==-------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

867. Re: X11 Speedo Fonts

Newsgroup: comp.sys.atari.st
Date: 1993-10-15 03:02:44 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.lhPHWhElzaY@semprini.waterloo-rdp.on.ca>
Source record: 199388

In <750238154.AA00305@dswhq.omahug.org>, Chris Richards writes:
> In a message of <26 Sep 93 14:17:06>, Chris Herborth (1:286/2) writes:
>
> CH> This is, IMHO, such a load of crap. WHY would Atari use such a
> CH> stupid, proprietary scheme when there are zillions of PD/SW Adobe
> CH> Type-1 fonts available, and Adobe seems quite happy to lisence their
> CH> stuff to anyone?
>
> I believe that the primary reason was that Speedo was quite a bit faster than
> the Adobe type fonts, and possibly because Speedo is vector based. Aren't Adobe
> fonts bitmapped?

Ouch... No, type-1 fonts are outline fonts, just like Speedo fonts or
TrueType or whatever.

I suspect a type-1 engine could be made as fast as a Speedo engine;
they're doing the same sorts of things. If Adobe could speed things up,
they would (and charge some $$$ for a version 2.0 of the Adobe font
engine).

ATM under Spectre wasn't much slower than Speedo on my ST, and I
certainly had more fonts installed.
--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

868. Re: Atari stock up again!

Newsgroup: comp.sys.atari.st
Date: 1993-10-15 04:56:11 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <29lahb$dqd@usenet.INS.CWRU.Edu>
Source record: 199490

In a previous article, x91mikowski@wmich.edu () says:

>Hmmm,
> Atari stock peaked at $6.50 today! I wonder what that means....?
>
>See yah,
>Bernard
>

Actually, it closed at $6.75, didn't it?

What is goign on here, it went up almost $1.50 today!!!

Len

P.S. Dave--you said that you GUARANTEED me that it would be back under

In fact, I think you said under $3.00!
$4.00 in no time. I'm still waiting.

--

869. Re: QUESTION: DE-COMPRESSING .Z FILES ON ST???

Newsgroup: comp.sys.atari.st
Date: 1993-10-15 05:18:51 UTC
From: asmith@zero.cypher.com
Message-ID: <1993Oct15.051851.28392@nuchat.sccsi.com>
Source record: 199493

In article <1993Oct15.014340.13327@ifi.uio.no> hallvart@ifi.uio.no (Hallvard Tanger&#65533;s) writes:
>
>I was wondering if files that are compressed .Z and files that are compressed .zip are the same-
>can I use the same de-compressing program for it?
>I was wondering because it would be very nice if I could keep the files compressed on the disk that I
>bring home, instead of de-compressing it in UNIX first, before I save it to disk (thereby taking a
>lot more disk space).
>In UNIX I de-compress .Z files by typing `decompress filename.Z` and
>also in UNIX; .zip files by typing `unzip filename.zip'.
>
>I use a very handy program for my Atari ST called `DC-sea`. It can compress/decompress a lot of
>different files, but I haven`t tried .Z files yet.
>I bet it can`t....
>
>Is there an ST program that can de-compress .Z files?
>
>Thanks!

```
No, they are not the same. *.Z files are Compressed, while *.ZIP files
are ZIPed! There is a version of Compress/Uncompress for the ST though.

--
_____________________________________________________________________
\/ SysOp of the Restaurant \Andrew Smith/ Chief Science Officer \/
_\ at the End of the Universe \ Zap030 / Shuttle Texas /_
/ Atari 16-64bit Support \ on IRC / NCC-1892-02 \
```

870. SongWrite, exists Atari Version ?

Newsgroup: comp.sys.atari.st
Date: 1993-10-15 05:46:34 UTC
From: dobi@cent.gud.siemens.co.at
Message-ID: <1993Oct15.054634.4446@siemens.co.at>
Source record: 199491

Does anybody know if there is an Atari version of SongWrite
available, and how much it costs.

I would be interested in other tools, that are able to process
the SongWrite Format, too.

Thanks!

Rainer Dobiasch | Internet: dobi@cent.gud.siemens.co.at
Siemens AG Austria | Phone: (+43-1) 601 71 - 5988
Gudrunstrasse 11 | Fax: (+43-1) 601 71 - 6399
A-1100 Wien |
---

871. Re: Cache for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1993-10-15 06:00:07 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2cbd03fb@p2.stacken.ct.se>
Source record: 199496

```
> From: foster@rufus.nsc.com (Paul Foster)
>
> What is the best hard disk cache program for the Falcon?

I've found TCache to work very well... should be on umich.

-- --
_ /_/___ /_ __________
>>--------------------/ /atrik __/anfridsson \----------------------<<
// patrik.sanfridsson@p2.stacken.ct.se or sanfrids@elixir.e.kth.se \\
\\ Fido 2:204/419.2 STacken BBS +46-142-19331 NeST 90:1100/110.2 //
>>-----------------------------------------------------------------<<
```

872. Re: ATARI is a Shit

Newsgroup: comp.sys.atari.st
Date: 1993-10-15 06:26:05 UTC
From: phruby@ucrengr.ucr.edu
Message-ID: <29lfpt$t78@galaxy.ucr.edu>
Source record: 199492

hydefus@inf.utfsm.cl Max R. Celedon C. at Depto. de Informatica, UTFSM.

writes:

>Yes, all the technology from Atari is a Shit.
>we are an onwers of Atari 1040ST, but now,
>we 'll buy the powerful MSX Turbo-R from
>Panasonic or Sony.

>Good Bye.

Whatever....

873. Re: Motif, Unix and X

Newsgroup: comp.sys.atari.st
Date: 1993-10-15 06:51:30 UTC
From: miskinis@korg.enet.dec.com
Message-ID: <CExCH4.C1@ryn.mro4.dec.com>
Source record: 199495

Hi,

Regarding the topic of the following:

>Of course, you wouldn't want to run with less than 4MB of RAM. (But you
>*could* be productive in that 4 meg. Even a Sun 3/50 (4 MB RAM, 12.5 MHz 68020)
>could run X10, after all. (Of course, it had the benefit of virtual memory...)
>
>I do agree though, X would be darn annoying at only 640x400 resolution. It
>would probably also be pretty annoying with only an 8 MHz 68000. Despite all
>that, you could turn an ST into a functional X-terminal... (ala NCD.
>A box with no local "operating system," just an X server and a network
>connection.) (Probably the equivalent of what the Lachmann folks did.)
>
>Before you go and port X11R5, though, I suggest you first:
> establish a standard data type to eliminate the 16/32 bit int
> ambiguity
> build a shared library system that uses your new, unambiguous "int"
> build an IP kernel ... "" ... ""
>
>Supporting any selection of X11 clients gets really impractical without
>shared libraries. If we could forget that 68000s ever existed, the problem
>would simplify tremendously. The fact that we need to worry about supporting
>old STs severely hampers this sort of effort. (No virtual memory, and big
>performance hit when using 32 bit ints...)
>
>I suppose we could take a lesson from the PC and Mac world, where just about
>all new software requires a 386 or 486 plus gobs of expanded RAM, or requires
>a 68030 and System 7.x, etc... Unfortunately, while just about nobody in the
>PC world is still using an 8088-based PC, probably 90% of the Atari market is
>still using a 68000-based ST. sigh...
>

Have any of you out there checked out the ICON editor application, layered
on the Motif-like GUI platform I developed for the ST? I'm not sure yet if
it can run on 512K machines, as use a 1040ST...

Also, if anyone want's a UUENCODED version mailed to them, PLEASE
feel free to contaci me...

Thanks,

John

874. Piccie

Newsgroup: comp.sys.atari.st
Date: 1993-10-15 07:36:32 UTC
From: chemmac4.unibe.ch!user
Message-ID: <chemmac4.unibe.ch-151093093634@chemmac4.unibe.ch>
Source record: 199354

Hi,
is there a program, which can lay a picture on the background of the
desktop?
Does it work on the falcon030 in 256 colours...? and where can i get it?
ftp?
thanx a lot...
dr ch/|\os

875. Re: Falcon Support

Newsgroup: comp.sys.atari.st
Date: 1993-10-15 08:02:42 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2cbdd666@troed.ct.se>
Source record: 199498

In a message of 14 Oct 93 20:44:31, Chris Herborth wrote:

CH> > things it can be used for?)
CH>
CH> No, I want you to port the Portable Math Library to use DSP code so I
CH> can compile POV-Ray 2.0 and simply _link_in_ the DSP math routines.
CH>
CH> _What_ do you have that uses the DSP as a math co-processor? How

Sorry, haven't begun coding the DSP yet.

Accuracy, 96 bits.

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

876. Atari stock up again!

Newsgroup: comp.sys.atari.st
Date: 1993-10-15 08:02:42 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2cbdd6d2@troed.ct.se>
Source record: 199499

In a message of 14 Oct 93 20:47:05, X91mikowski wrote:

X> Hmmm,
X> Atari stock peaked at $6.50 today! I wonder what that means....?

Means I should have waited with my Falcon ... when it was at $0.80 I planned to purchase quite a few stocks .. (I knew the Jaguar would soon be official) ... I bought a Falcon instead ...

ARGH ..

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

877. Jaguar: Seen on British TV..

Newsgroup: comp.sys.atari.st
Date: 1993-10-15 08:04:43 UTC
From: steve@earth.ox.ac.uk
Message-ID: <1993Oct15.080443.7736@zaphod.earth.ox.ac.uk>
Source record: 199500

For those people who are interested, the Jaguar was reviewed in the flesh on the ITV childrens computer games program "Bad Influence" yesterday afternoon. I'll attempt to write a transcript of the relevant parts of the program and post it here after the weekend.

It looks like Atari UK have done something right for a change, ie getting a machine on a program which matters. Bad Influence is, IMHO, far better than Gamesmaster and probably holds more sway with the target audience.

The review was long, it included a live demo of a sideways scrolling shoot'em-up and video of early versions of other games including Cybermorph (which didn't look all that great to me) and Alien vs Predator.

Anyway, more details after the weekend.

Steve
--

Computer Systems Administrator, Dept. of Earth Sciences, Oxford University.
E-Mail: steve@uk.ac.ox.earth (JANET) steve@earth.ox.ac.uk (Internet).
Tel:- Oxford (0865) 282110 (UK) or +44 865 282110 (International).

878. Atari Bsd? (was: Atari Unix)

Newsgroup: comp.sys.atari.st
Date: 1993-10-15 08:24:36 UTC
From: wb@arb-phys.uni-dortmund.de
Message-ID: <29lmo4$jg2@mips.arb-phys.uni-dortmund.de>
Source record: 199352
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <693286.33696.15145@status.gen.nz>,
Sysadmin User <root@status.gen.nz> wrote:
>Long time since I posted a message in here (grin) but I have moved off
>to the world of unix and the joys of BSD.
>
>Having said this I am now looking for unix for the TT or Falcon. If such
>a beast exists I would love to hear about it. We want to set up several
There is work ongoing to port 386bsd to the Mac env. (to look for:
on ftp.germany.eu.net:/pub/comp/i386/NetBSD-current you find some material).
Is anybody considering to try to port this stuff to the TT or Falcon?
This should be not too hard, if you have access to the hardware specs.
One has to put in some things from Minix ST (handling of the shared DMA
problem).
wbk
--
Dipl.-Math. Wilhelm Bernhard Kloke
Institut fuer Arbeitsphysiologie an der Universitaet Dortmund
Ardeystrasse 67, D-44139 Dortmund, Tel. 0231-1084-257

879. Re: QUESTION: DE-COMPRESSING .Z FILES ON ST???

Newsgroup: comp.sys.atari.st
Date: 1993-10-15 08:50:38 UTC
From: wiesand@wmfiz1.uni-wuppertal.de
Message-ID: <29lo8u$4l6@wmwap1.math.Uni-Wuppertal.DE>
Source record: 199356

```
|> Is there an ST program that can de-compress .Z files?
|>
|> Thanks!

GNU gzip should do.
I think the most recent version is 1.24, but 1.23 works fine on my Falcon.

Stephan
```

880. Re: Atari Unix

Newsgroup: comp.sys.atari.st
Date: 1993-10-15 08:50:54 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CExKKu.CEq@newcastle.ac.uk>
Source record: 199355
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <693286.33696.15145@status.gen.nz>, root@status.gen.nz (Sysadmin User) writes:
> o Is there a FTP'able PD version at all ?

There is currently a port of Linux 680x0 going on for the TT, but this
looks to be still some way from completion.

>Jon Clarke
>Z*NET Pacific (well not any more)
>jonc@status.gen.nz

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 4883098
Stevenage,England.|| Snail-mail: 2 Sun Street, Suniside, Newcastle, England.
-----------------/__\---
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

881. Anyone faxing with a USR Sporster ?

Newsgroup: comp.sys.atari.st
Date: 1993-10-15 08:53:10 UTC
From: mczane@deis58.cineca.it
Message-ID: <1993Oct15.095310.123@cine88.cineca.it>
Source record: 199375

Does anyone know of a fax program for Atari ST which will
work for sure with a USR Sporster 14400 fax-modem ?
Any info is appreciated. Thanks.

<><><>

882. it crashed on mine

Newsgroup: comp.sys.atari.st
Date: 1993-10-15 09:05:00 UTC
From: jeff.molofee@outlan.ersys.edmonton.ab.ca
Message-ID: <22667.79.uupcb@outlan.ersys.edmonton.ab.ca>
Source record: 199294

I have found that UNITERM V2.0e works on the Falcon (one of the few terms that does), make sure you are running it from ST HI-RES mode (SET THE VIDEO MODE, and make sure you are only using 2 colors), it should work great then.

The Omega Demo will work on my Falcon, but it crashes now and then right where it shows the girl, and most of the graphic effects are lost any ways (at least on my computer), because it seems the top half the screen flickers incredibly, even if I set the system to 8mhz with no caches... Weird...

Message was posted at outlan.ersys.edmonton.ab.ca
#403-478-4010 HST and v.32bis Try it, you'll like it!

883. Pic Converter wanted

Newsgroup: comp.sys.atari.st
Date: 1993-10-15 09:22:45 UTC
From: passat@cs.tu-berlin.de
Message-ID: <29lq55$47m@news.cs.tu-berlin.de>
Source record: 199353

Hello !

I am looking for a program for my atari 1040, 2.5 MB RAM,
that can convert monochrome pixel pictures (.IMG) into vector graphics
(saveable in .CVG for Calamus DTP) and a program to correct, if
nessecarry, this vector pictures.

Where can I find such software in FTP ??

If posslible, please respond via eMail. Thanks a lot ...

Greetings, Ulf

--
eMail : passat@cs.tu-berlin.de
--
PS:Dieser Text enthaelt keine das Netz schaedigenden Rueckstaende; die Bits
sind vollstaendig elektronisch abbaubar. Er traegt daher den gruenen Strich.

the GREEN LINE ==============

884. Z80 cross assembler / dissassembler needed.

Newsgroup: comp.sys.atari.st
Date: 1993-10-15 09:49:47 UTC
From: donnelly@vitellius.cs.qub.ac.uk
Message-ID: <1993Oct15.094947.1486@ousrvr.oulu.fi>
Source record: 199357

Can anyone tell me if there is a Z80 cross assembler /
dissassembler available for the ST?

Failing that, a PC or unix version would do nicely thanks.

Bye
Paul.

885. Re: Atari stock up again!

Newsgroup: comp.sys.atari.st
Date: 1993-10-15 10:23:05 UTC
From: ritz@ritz.mordor.com
Message-ID: <CExouI.7Iz@ritz.mordor.com>
Source record: 199358

Len Stys (aa399@cleveland.Freenet.Edu) wrote:

: In a previous article, x91mikowski@wmich.edu () says:

: >Hmmm,
: > Atari stock peaked at $6.50 today! I wonder what that means....?

: Actually, it closed at $6.75, didn't it?

: What is goign on here, it went up almost $1.50 today!!!

: P.S. Dave--you said that you GUARANTEED me that it would be back under

: In fact, I think you said under $3.00!
: $4.00 in no time. I'm still waiting.

Buying Atari stock is purely a play on their new game box, the
jaguar. I think Atari is a case study in a poorly managed,
financially troubled company. HOWEVER, the jaguar could keep
them out of bankrupcy court if it sells well. This is their
first *credible* entry into the electronics marketplace since
the Lynx (and that seems to have faded) and they've teamed
up with IBM to save themselves from their infamous shoestring
manufacturing glitches.

Hehe, I bought a few thousand shares the day the IBM announcement
came out. At this rate, the proceeds from selling Atari stock
will pay for a new car and a new unix box.

Champagne wishes,

Chris
--
Mordor International BBS | Ask me about public access unix
Christopher Mauritz | in Northern New Jersey.
ritz@mordor.com |

886. ST shareware/PD/Freeware list compilation

Newsgroup: comp.sys.atari.st
Date: 1993-10-15 11:13:17 UTC
From: S_SAMSO@iravcl.ira.uka.de
Message-ID: <29m0kd$9oq@nz12.rz.uni-karlsruhe.de>
Source record: 199359

Somewhere sometime in this group I read a mail from someone
who was trying to compile a list of all the available
Shareware/PD/Freeware for the Atari ST. This list would be
updated regularly and FTPed to the main Atari FTP sites.
The list should contain name/address of the author,
compatibility with different Atari machines, OSs and
resolutions and a short description of the software.
I think it's a great idea, and would like to know if someone
has done/is doing something similar.

Hermann Samso

```
+-------------------------------------------------+
| The SpaceWalker . * _@ . .|
|Walkin' thru Cyberspace..... . o . </\_ o * |
|..aahhh! at home at last!!! . ~\/\ ' o|
|->s_samso@iravcl.ira.uka.de o . / . * |
+---------------------------------------`----------+
```

887. Re: nethack GEM 3.1.3

Newsgroup: comp.sys.atari.st
Date: 1993-10-15 12:00:20 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1487@usdtsg.DaytonOH.NCR.COM>
Source record: 199365

In article <750571804.0@mettav.royle> Graham.Irvine@mettav.royle.org (Graham Irvine) writes:
>Hi Chris , on 06 Oct 93 <09:39:50> you did write :
>
> CH> It will play fine in STMed or STLow; unfortunately, the screen
> CH> is seriously scrunched. It's ok in STHigh. Naturally, it's
> CH> designed for at least 640x400x16 (Warwick got a TT recently...).
>
>Anyone know if it run's on an ST and 640*400*16 using one of the
>virtual screen driver's (BigScreen,MonSTer or Enlarge) ?

I believe the first version 3 release of Nethack (3.x.x?) did work under MonSTEr - this was the only way I could see the full screen properly (although it is a pain to try to play it, and scroll the screen back and forth, but it did work then). I dunno about the latest version or not...

Rob
Robert.Anisko@daytonoh.ncr.com
R.ANISKO@genie.geis.com

"sex is just like riding a bicycle - as long as everyone wears reflectors, no one gets hurt..." - Buddy Stone (Night Court)

888. Re: Motif, Unix and X

Newsgroup: comp.sys.atari.st
Date: 1993-10-15 12:58:22 UTC
From: bill@main.morris.org
Message-ID: <29m6pe$b3t@c3po.jvnc.net>
Source record: 199360

In article <CExCH4.C1@ryn.mro4.dec.com>, miskinis@korg.enet.dec.com (John Miskinis) writes:
>
>Have any of you out there checked out the ICON editor application, layered
>on the Motif-like GUI platform I developed for the ST? I'm not sure yet if
>it can run on 512K machines, as use a 1040ST...
>
>Also, if anyone want's a UUENCODED version mailed to them, PLEASE
>feel free to contaci me...
>

Oh, I checked it out alright, sounded great. Made my Falcon
blow its lunch several times over, until I got the right configuration
out of BACKWARD...

Billy D'Augustine
bill@main.morris.org

Welcome to the USA: government by the rich and privileged, for the rich
and privileged, and of the rich and privileged. Isn't it time for a change?

889. Re: QUESTION: DE-COMPRESSING .Z FILES ON ST???

Newsgroup: comp.sys.atari.st
Date: 1993-10-15 13:12:40 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1489@usdtsg.DaytonOH.NCR.COM>
Source record: 199366

In article <1993Oct15.014340.13327@ifi.uio.no> hallvart@ifi.uio.no (Hallvard Tangers) writes:
>
>I was wondering if files that are compressed .Z and files that are compressed
>zip are the same -can I use the same de-compressing program for it?
>I was wondering because it would be very nice if I could keep the files
>compressed on the disk that I bring home, instead of de-compressing it in UNIX first, before I save it to disk (thereby taking a
>UNIX first, before I save it to disk (thereby taking a lot more disk space).
>In UNIX I de-compress .Z files by typing `decompress filename.Z` and
>also in UNIX; .zip files by typing `unzip filename.zip'.
>
>I use a very handy program for my Atari ST called `DC-sea`. It can compress/
>decompress a lot of different files, but I haven`t tried .Z files yet.
>I bet it can`t....
>
>Is there an ST program that can de-compress .Z files?

Of course - I think it's just called "Compress.ttp" or something
like that (available at atari.archive.umich.edu and other sites).
If I recall, you give the parameters of "-d" to set it to uncompress
mode.

You might take note that the latest versions of ZIP, ZOO, ARC, and LZH
create compatible files that can be handled by a unix box, an Atari, or
about any other major system (the fact that ZIP, ZOO (-h) and LZH
compress a lot smaller that Compress may be something to note).

I'm not sure, but I don't think DC-Sea can handle the newest algorithms
of some of these archivers, however...

Hope this helps ya...

Rob
Robert.Anisko@daytonoh.ncr.com
R.ANISKO@genie.geis.com

"Jane, get me off this crazy thing!"

890. Gnu C++ help please..

Newsgroup: comp.sys.atari.st
Date: 1993-10-15 13:34:01 UTC
From: PSYWHITE@BASIL.ACS.BOLTON.AC.UK
Message-ID: <9310151319.AA25136@deepthought.cs.utexas.edu>
Source record: 199361

Hi All,

I want to set up Gnu C++ on my machine. I have the include, libs
and binary from a.a.u.e but I have a few questions (which are not covered
in anty of the documentation I can find)..

1) Do I also need GNU C, GNU AS and/or the GNU LInker
(figure I'll need the latter two..)

2) What system/environment variables do I need to set??

Any replies via E-mail if possible, as I have no direct access to USENET..

Thanks.
Jon

(If I get G++ up and running, I'll mail the details to the FAQ people. I'm
sure I'm not the only person confused by this...)

"What the smeg is going on??"

J White, Dept Psychology, Bolton Institute, Deane Road, Bolton, BL35AB, UK
PSYWHITE@BASIL.BOLTON.AC.UK
*** BRING BACK HATTIE HAYRIDGE ***
---

891. Warez.. was Re: Still no FSP sites?

Newsgroup: comp.sys.atari.st
Date: 1993-10-15 13:41:40 UTC
From: vctec@westminster.ac.uk
Message-ID: <CExy1H.6K9@westminster.ac.uk>
Source record: 199362

In article <gp93rjo.750447637@txfs1.hfb.se> Bart writes:
>In article <29hg5l$epf@usenet.INS.CWRU.Edu> jaszcz@donald.EEAP.CWRU.Edu (jaszcz) writes:
>In article <gp93rjo.750447637@txfs1.hfb.se> gp93rjo@t.hfb.se (Roger) writes:
>>So far only wuarchive... and they have no warez. *sigh*

>
> when i posted my thoughts on fsp and how "underground" it's supposed to be,
>someone more or less flamed me. now people are looking for "warez" via fsp!
>roger, if you're looking for "warez" i don't think usenet is a good place to
>ask.

What is warez?

-Danny.

--
<===>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

892. Re: NetHack

Newsgroup: comp.sys.atari.st
Date: 1993-10-15 13:43:00 UTC
From: L.J.Sak@kub.nl
Message-ID: <19931015144310.L.J.Sak@sp0252.kub.nl>
Source record: 199363

```
In Article <2caafdaa@stacken.ct.se> "patrik.sanfridsson@stacken.ct.se (Patrik
Sanfridsson)" says:
> > From: warwick@cs.uq.oz.au (Warwick Allison)
> >
> > incp@rz.tu-clausthal.de (Christian Perle) writes:
> >
> >> IMHO Dungeon Master is still the best computer roleplaying game.
> >
> > Other than NetHack.
>
> I've seen this name pop up a zillion times! What is it? Where can I get it?
> Will it run on my Falcon? Is it really like DM? Better? Drool... :-)
>
> __ __
> _ /_/___ /_ __________
> >>-------------------/ /atrik __/anfridsson \----------------------<<
> // patrik.sanfridsson@p2.stacken.ct.se sanfrids@elixir.e.kth.se \\
> << Fido 2:204/419.2 STacken BBS +46-142-19331 NeST 90:1100/110.2 >>
> \\ Korskrog Hus A S-590 30 Borensberg S w e d e n +46-141-70520 //
> >>-------------------\__F_A_L_C_O_N__0_3_0__/----------------------<<
>
>
Send mail to l.j.sak@kub.nl and i'll send it to you! (ever read Lord
of the Rings
```

893. Electronic music hardware

Newsgroup: comp.sys.atari.st
Date: 1993-10-15 13:53:05 UTC
From: lang@embl-heidelberg.de
Message-ID: <1993Oct15.145305.121330@embl-heidelberg.de>
Source record: 199372
Cross-posted to: embl.forsale,comp.sys.atari.st,comp.music

For sale:

- Peavey "Century" 200 W Prfessional Music Instrument Amplifier with Equalizer, perfect for Keyboard or Bass, DM 190.-

- Peavey Stage Speaker 200 W for Keyboard or Bass, PLUS Dynachord Treble Horn, DM 390,- !!

- TX802, the ultimate 8xDX7 - Expander (2 Unit Rack, 8x Multimode), DM 1500.-

- Miniman: Very small Stereo Mixer, 8 in 1, or 2x4 in 2, e.G. to mix 4 Keyboard- Expanders in a Rack without adding much noise: DM 150.-

- Midi Merger (Doepfner MMG2/4-2), variable merging: either 2 x 2 ins to 2 separate outs, or 4 ins to 1 out, Internal Buffer, eats Sysex too! Including Power Supply, DM 100.-

Requests to Stefan Duebel, DKFZ Heidelberg, Tel 06221-423439,
email: zel121@cvx12.inet.dkfz-heidelberg.de

894. Re: Falcon DSP JPEG software by Brainstorm

Newsgroup: comp.sys.atari.st
Date: 1993-10-15 13:55:00 UTC
From: L.J.Sak@kub.nl
Message-ID: <19931015145537.L.J.Sak@sp0252.kub.nl>
Source record: 199367

```
In Article <1993Oct5.115251@cs.bham.ac.uk> "imr@cs.bham.ac.uk (Ian M Rae)" says:
> I've just downloaded the latest version of Gemview for use on my Falcon and have
> noticed that it can use the Brainstorm DSP JPEG software to decode JPEG's if
> installed. This naturally is loads faster than using the 030 but my problem is
> that I don't know where to get hold of the code! Can anyone help me PLEASE ?!?
>
> Thanks in advance
>
> Ian Rae
> Software Engineering
> University of Birmingham
>
>
>
LSD: Send me some E-mail L.J.Sak@kub.nl with your adress and i'll file it to
you.
```

895. Re: Bye Bye My Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-10-15 13:57:00 UTC
From: L.J.Sak@kub.nl
Message-ID: <19931015145752.L.J.Sak@sp0252.kub.nl>
Source record: 199368

In Article <H.eg.cagCzqWM2xE@semprini.waterloo-rdp.on.ca>
"cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth)" says:
> In <CEDsss.Bxt@newcastle.ac.uk>, Craig Graham writes:
> >
> > Well - here's a word of warning to those of you who are using extended screen modes
> > on your falcons - 800*600 has just blown the video chip in mine...bye bye :(
>
> OUCH! This means you need to _replace_the_entire_motherboard_, doesn't
> it? Surface-mount parts are nice if nothing ever breaks... :-(
>
> --
> ------------------==------------------
> cherborth@semprini.waterloo-rdp.on.ca
> Chris Herborth
>
What Sort of blaster had you mounted to your precious Falcon 030?
(my screenblaster works fine and has worked for months), L

896. Re: Atari stock up again!

Newsgroup: comp.sys.atari.st
Date: 1993-10-15 13:58:08 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1490@usdtsg.DaytonOH.NCR.COM>
Source record: 199373

In article <29lahb$dqd@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>
>Actually, it closed at $6.75, didn't it?
>
>What is goign on here, it went up almost $1.50 today!!!

Yep - $6.75 (just checked it out on GEnie). Now I wish I had more
stock (100 shares is nice, but how I wish I got more :-(

Oh well, nice to see someone other than Atari aficianados think
Atari is worth something... :-)

Rob
Robert.Anisko@daytonoh.ncr.com
R.ANISKO@genie.geis.com

...Reality is Confusing...

897. Re: Falcons sold

Newsgroup: comp.sys.atari.st
Date: 1993-10-15 14:00:00 UTC
From: L.J.Sak@kub.nl
Message-ID: <19931015150026.L.J.Sak@sp0252.kub.nl>
Source record: 199369

In Article <22127.79.uupcb@outlan.ersys.edmonton.ab.ca>
"jeff.molofee@outlan.ersys.edmonton.ab.ca (Jeff Molofee) " says:
> Well, I have a Falcon030 as well... it is an INCREDIBLE machine, really
> impressed my IBM friends (seeing as how I was just about to buy a
> 486DX2-66 when I came across a local Atari Dealer).
>
> The only thing I dislike about it so far is: 1) the internal speaker
> 2) the lack of information about it (what does it do!?!)
> 3) lack of software (when you buy the non-HD model).
>
> So far I have messed up the NVRAM (causing the system to boot in German
> with a Dutch keyboard), I have crashed about 75% or more of my software
> on it, and I have been desperatly trying to find software for the
> system.
>
> The only thing I really get peeved about (on a regular basis) is that
> alot of the software will ONLY run on a TV (I payed alot of money for a
> monitor thinking it would give me the BEST picture/resolution and
> compatibility), and even on my TV (JVC 21"), most the wares wont display
> properly... seems they wrap off the bottom back to the top. (and
> there's no way to adjust the TV)... sigh
>
> Grin... I guess what started out a praise may have been turned around,
> but I really DO love my Falcon, and wouldnt trade it for any other syste
> m currently on the market. I just wish more people had them, so the
> software flow would pick up, and Atari could make a come back.
>
> By the way, is there any way you could MAIL me some disks in return for
> the shipping fee/disk fee?
>
> I need some software.
>
> Grin
>
> ----
> Message was posted at outlan.ersys.edmonton.ab.ca
> #403-478-4010 HST and v.32bis Try it, you'll like it!
>
Send Me some e-mail at l.j.sak@kub.nl and I'll see what I can do..

898. Z80 cross assembler / dissassembler needed.

Newsgroup: comp.sys.atari.st
Date: 1993-10-15 14:01:00 UTC
From: cybercube.research@canrem.com
Message-ID: <60.38697.4514.0N1867B9@canrem.com>
Source record: 199370

Hi Paul,

we do have an Z80 cross assembler for the ST/TT/Falcon. It offers nested macros, variable symbol length, expressions, include files ... the works, but you'll need an external editor/shell to enter your source code. We've used an editor which allows us to call external progs with parameters to do the job. The dissassembler is for -in house use only-. But you might get around this by (please don't laugh) using one of the ZX Spectrum emulators which (as far as I can recall) had a (very basic) built-in dissassembler...

For more info, please answer in e-mail.

Ralf.

899. WANTED:Write Atari disks on a PC

Newsgroup: comp.sys.atari.st
Date: 1993-10-15 14:09:22 UTC
From: williams@manna-machine.com
Message-ID: <williams.334.750694162@manna-machine.com>
Source record: 199364

Hello,

I was wodnering if someone could point me toward a shareware\PD pgm that
allows for either writing Atari disks on a PC or reading PC disks on an ST.
Preferrably the former. I saw the pgm "ataridsk" which the description
looked like it would do the former, but the file was bad. My delima is that
I want to give a friend of mine some software that I get via ftp, but I have
a PC and he has 2 Ataris, a STE and a STFM I thinK? ;'>

Any replies appreciated, email or otherwise...

Kennen Sie eine Merle? Kennen Sie eine Merle? Das ist gut...zu gut.

Robert Williams<*>MANNA-MACHINE<*>Minneapolis noise
williams@manna-machine.com OR williams@mr.net

gerade sie..sie ist mein Opfer. Schad um sie....
sie wird's..ach, nicht lange durchhalten....

900. ASSEMBLY PROGRAMMERS

Newsgroup: comp.sys.atari.st
Date: 1993-10-15 14:15:50 UTC
From: Lars-Erik.Osterud@f100.n30.z47.byte.bbs.no
Message-ID: <750726135.AA00824@byte.bbs.no>
Source record: 199253

>problem. COBOL thus might be fine for bookkeeping. C++ might fit
>when you have complicated 3D graphics.

BTW: Does anyone know of a COBOL compiler for the Atari ST series ?

Lars-Erik 0sterud / SysOp _ lars-erik.osterud@byte.bbs.no
Atari Developer / ABK-BBS: +47 67132659 (V.32bis Data+Fax)

901. Mega STE fixes???

Newsgroup: comp.sys.atari.st
Date: 1993-10-15 14:15:52 UTC
From: Lars-Erik.Osterud@f100.n30.z47.byte.bbs.no
Message-ID: <750726135.AA00825@byte.bbs.no>
Source record: 199254

>Well, I am now the proud owber of a Mega STE (tos 2.05, 50 meg seagate
>My question concerns any tos-fixes etc. that I should be using...are t

If you are going to use your Mega STE for high speed modem/rs-232
communication you must get a rs-232 fix (RTS/CTS doesn't work on 2.05)

Lars-Erik 0sterud / SysOp _ lars-erik.osterud@byte.bbs.no
Atari Developer / ABK-BBS: +47 67132659 (V.32bis Data+Fax)

902. Re: Mega STE fixes???

Newsgroup: comp.sys.atari.st
Date: 1993-10-15 14:22:46 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <29mbnm$584@cismsun.univ-lyon1.fr>
Source record: 199371

In article <1993Oct14.182146.1@vaxr.sscl.uwo.ca> richardson@vaxr.sscl.uwo.ca (John Richardson) writes:
>
>Well, I am now the proud owber of a Mega STE (tos 2.05, 50 meg seagate HD).

So I am, too...

>My question concerns any tos-fixes etc. that I should be using...are there
>any??? I know that earlier tos versions often required boot-time progs to run
>so as to stop certain problems...do I need any such help for this newer
>machine? Any help is appreciated :^)

Don't worry about this: the only things that you might see are:
- The wrapping screen bug in Mono: you'll find wrap-fix at a.a.u.e
though I thought it was a hardware bug in the shifter (???)
- The handshaking bug for the serial comm: you'll find serialfix or
something like in a.a.u.e, too.

I heard that there where problems formatting 1.44 Meg DOS-compatible floppies.
For this use Pump Up The Jam (available at a.a.u.e too).

TOS 2.06 fixes all these problems, but the fixes are really little and I
think it's not worth changing ROMS for this. Some dealers will exchange
your TOS 2.05 for a TOS 2.06 for a little price. Other than this, TOS 2.06
has a better boot sequence (HARDWARE/Memory tests as on PCs, but if your
STE works, it will bother you checking your megs of memory each time you
boot up).

Good luck finding these little programms.

Regards
Patrice

903. What is and where to get GEMULATOR

Newsgroup: comp.sys.atari.st
Date: 1993-10-15 14:33:03 UTC
From: robert@harlqn.co.uk
Message-ID: <ROBERT.93Oct15143303@fin.harlqn.co.uk>
Source record: 199255

I'm an ex-ST owner who still reads these groups out of interest. I own a fast PC (needed for work). I've heard mention of the GEMULATOR, which I presume is an ST emulator for the ST. Is it hardware or software ? Where can I get it and how much does it cost ? Any other details welcome.

Rob

--

Robert Butterworth, Harlequin Ltd, Barrington Hall, Barrington, Cambridge
email : robert@harlequin.co.uk

And I remember when I was young, they said, "Work hard,"
And I said "Certainly, 'cos it's fun."
And so I tried it, I did what I could.
Made no difference, it never did any good

'Cos I'm a fish baby, with a shimmering skin.
And I find an opening, and slide right in.
The sea is my mother, pea green and wild.
There's so many ways, you can screw up a child.
RH

904. Wanted ste games and demos

Newsgroup: comp.sys.atari.st
Date: 1993-10-15 15:28:36 UTC
From: aesd2pak@dct.ac.uk
Message-ID: <1993Oct15.162837.8041@dct.ac.uk>
Source record: 199374

Can anyone help me.
I have been trying to get STE only games and Demos such as grotesque and i was wandering if there are any new demos or games which use the enhanced features of the ste.
If so can you tell me where i could get it from and if it is public domain or shareware.

Many thanks.

Philip
AESD2PAK@UK.AC.DCT

905. Re: UW in CoNnect. Was: Re: Unix Windows -- X Windows?

Newsgroup: comp.sys.atari.st
Date: 1993-10-15 15:58:44 UTC
From: c-hjr@math.utah.edu
Message-ID: <C-HJR.93Oct15095844@solitude.math.utah.edu>
Source record: 199378

> >
> >To me, UW support sounds like a good enticement for registered users
> >only.

This statement is not true by any stretch of the imagination. I responded that I thought the implementation would be great, *if* UW would be free of bugs. I have not tried CONNECT. I have it stored in a directory at school, but it is way to large to store on a single sided, single density, disk (I only have a ss/sd drive), so I haven't bothered to send it home and try it out. If it had UW, I would have another reason to get a decent drive. I love the concept of UW and I used to try to use it all of the time. If it were free of bugs, I would still be using it.

Basically what I am saying is, market the new product as:

BUG FREE UNIX WINDOWS!!!
--also includes CONNECT.

Jeff Healey

906. ftp sites

Newsgroup: comp.sys.atari.st
Date: 1993-10-15 16:14:46 UTC
From: aesd2pak@dct.ac.uk
Message-ID: <1993Oct15.171446.8044@dct.ac.uk>
Source record: 199376

Can anyone supply me with FTP site names that do st software as most that i have tried only deal with the amiga :(
Also is Frontier coming out on the st as everywhere i have tried dont know.

Cheers

Philip

AESD2PAK@UK.AC.DCT

907. Pov raytracer problems

Newsgroup: comp.sys.atari.st
Date: 1993-10-15 16:25:56 UTC
From: Jan_Willekens@p12.f202.n281.z2.fidonet
Message-ID: <2cbed038@p12.f202.n281.z2.fidonet>
Source record: 199398

Hi!

I managed to compile the new Persistence of Vision 2.0 raytracer on a TT using GCC 2.3.3, GCC-LD pl37, MiNTLibs pl37, GCC-AS 1.38 pl4, Gnumake 3.03, but when I run the executable the program gives a bus error. Here's my makefile:

```
# Makefile for Persistence of Vision Raytracer
# This file is released to the public domain.
#
#
# MAKE Macros and Such...
#

#*****************************************************************
#*
#* UNIX Makefile
#*
#*****************************************************************

# The exact options may depend on your compiler. Feel free to modify
# these as required.
# The cc compiler on a HP9000 likes the -Aa option for all files except
unix.c
# The gcc compiler is usually satisfied with these options.

OBJ = o
MACHINE_OBJ = unix.$(OBJ)
CFLAGS= -c -O -m68020 -m68881 -Wall -mshort
LFLAGS = -o povray -O
STFLAGS = -o pov.ttp -O
CC = gcc

# Make's implicit rules for making a .o file from a .c file...
#
.c.o :
$(CC) $(CFLAGS) $*.c

POVOBJS = povray.$(OBJ) bezier.$(OBJ) blob.$(OBJ) bound.$(OBJ) boxes.$(OBJ)
\
camera.$(OBJ) colour.$(OBJ) cones.$(OBJ) csg.$(OBJ) discs.$(OBJ) \
dump.$(OBJ) express.$(OBJ) gif.$(OBJ) gifdecod.$(OBJ) \
hfield.$(OBJ) iff.$(OBJ) image.$(OBJ) lighting.$(OBJ) \
matrices.$(OBJ) normal.$(OBJ) objects.$(OBJ) parse.$(OBJ) \
pigment.$(OBJ) planes.$(OBJ) point.$(OBJ) poly.$(OBJ) \
quadrics.$(OBJ) raw.$(OBJ) ray.$(OBJ) render.$(OBJ) spheres.$(OBJ) \
```

```
targa.$(OBJ) texture.$(OBJ) tokenize.$(OBJ) triangle.$(OBJ) \
txttest.$(OBJ) vect.$(OBJ) $(MACHINE_OBJ)

povray: $(POVOBJS)
$(CC) $(LFLAGS) $(POVOBJS) -lm

pov.ttp: $(POVOBJS)
$(CC) $(STFLAGS) $(POVOBJS)
```

I used 'make -f makefile.st pov.ttp'.

What am I doing wrong?

Greetings... - Jan -
FidoNet: 2:281/202.12 InterNet: jan@nextjk.wlink.nl
ZyXELNet: 16:400/305.1 or: janwill@sci.kun.nl (faster)

--- ZapMail 1.30
* Origin: She crucified my heart in the depths of a satin grave (2:281/202.12)

908. Re: Falcon DSP JPEG software by Brainstorm. Where to get it.

Newsgroup: comp.sys.atari.st
Date: 1993-10-15 16:42:42 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.93Oct15174242@arthur.crpht.lu>
Source record: 199377

> > I also saw their MPEG player. It's incredibly fantastic !!!! I've seen
> >a WHOLE (yes W H O L E) Tex Avery cartoon - the lion who becomes crazy
> >because of a mouse - . It lasts 5 minutes, takes 5Mb, and is played at 8.5 fps
> >!!! In a 160x120 window, in True Color mode.

> May I ask what machine this was running on? Also, is it just me or
Falcon (16 mhz 68030 :-)

> does anyone else have a hard time understanding why 160x120x15bitx8.5fps is
> particularly amazing? I know that I've seen plenty of Quicktime movies at
Because it is MPEG

> around that size, in 24bit, doing 20-30 fps. And that was just the "way cool
> experience" on their promo CDs on a MacIIci. Was this done on an ST? I
> hope so....
Quicktime is MUCH easier to do and a lot faster than MPEG. Try to get an MPEG
player for Mac and you will see the 'speed'.

>
> >I tell you it's incredible. BUT,
> >you're not about to see any software using it, since NOBODY has bought their
> >licence (for whose interested, it costs 300000 FF, which is nearly $58000).
> >Too bad, when you see what it gives you.
>
> Ok, assuming that it works really well, why should it be worth 58k?
> Do they think that profit margins on a game (or games for that matter)
> using this technology will be high enough to sink 58k into just licensing
> the code that adds what would amount to "window dressing" ? If the game
> isn't released on CD, do they think that anyone might be able to make
> significant use of this technology such that 58k would be reasonable? (ie:
> make a game where the MPEG is an integral part of the software, such as
> "Out of This World").
Exactly. I think they will sell about 0 copies of their soft at that price.

>
> >I can't help thinking about the games with cinematic sequences that should be
> >released then on our great machine. So, the solution is simple : if you want
> >games with MPEG cinematic sequences, PRAY...or PAY !!!
>
> They would be nice, but that would fall under my "window dressing"
> catagory as the MPEG would not be a neccessary part of the game, just a way to
> save a MB or two for sequence animations.
Well, look at the spacejunk demo, it has 6 animations of 5 seconds and uses
nearly 5 MB for those films... In MPEG it would be about 0.5 MB

> -MikeB

Georges.
--
Georges Kesseler
Office: kesseler@crpht.lu
Private: kesseler@restena.lu
IRC: Gunstick

909. Re: Anyone faxing with a USR Sporster ?

Newsgroup: comp.sys.atari.st
Date: 1993-10-15 16:59:25 UTC
From: rcd@cbnewsj.cb.att.com
Message-ID: <CEy779.Gy@cbnewsj.cb.att.com>
Source record: 199379

In article <1993Oct15.095310.123@cine88.cineca.it>, mczane@deis58.cineca.it (Francesco Zanichelli) writes:
>
> Does anyone know of a fax program for Atari ST which will
> work for sure with a US Robotics Sporster 14400 fax-modem ?
> Any info is appreciated. Thanks.
>

I have a USR Sportster 14.4 FAX-modem, and just got the STraight FAX 2.0 software. I tried to send a FAX to 3 different remote FAX machines, and was successful for 2 of them, but unsuccessful for the third.
In the case that failed, I got a message "Timed out while waiting for remote to connect", which was disturbing because I know I can FAX to it OK using a regular FAX machine.

Note, you will need STraight FAX version 2.0, since version 1.07 only supports Class 2 modems, and the Sportster is a Class 1.

Rana Dutt
rcd@mt747.att.com

910. Re: ftp sites

Newsgroup: comp.sys.atari.st
Date: 1993-10-15 17:45:00 UTC
From: fvkampen@cs.vu.nl
Message-ID: <CEy9B0.5L3@cs.vu.nl>
Source record: 199380

aesd2pak@dct.ac.uk writes:

>Can anyone supply me with FTP site names that do st software as most that i
>have tried only deal with the amiga :(
> Also is Frontier coming out on the st as everywhere i have tried dont know.

>Cheers

>Philip

Here they come again:
atari.archive.umich.edu
sol.cs.ruu.nl
nic.funet.fi
ftp.uni-kl.de
ftp.uni-erlangen.de
ftp.uni-clausthal.de
ftp.uni-paderborn.de
src.doc.ic.ac.uk (mirrors umich & paderborn)

good luck
florentijn

--
+---+
Florentijn van Kampen	"O dear", says God, "I hadn't
fvkampen@cs.vu.nl	thought of that", and promptly
(...) The World is Music (...)	vanishes in a puff of logic"

911. Re: UW in CoNnect. Was: Re: Unix Windows -- X Windows?

Newsgroup: comp.sys.atari.st
Date: 1993-10-15 17:46:36 UTC
From: thuerman@ibr.cs.tu-bs.de
Message-ID: <1993Oct15.174636.22646@ibr.cs.tu-bs.de>
Source record: 199381

boyd@hardy.math.fsu.edu (Mickey Boyd) writes:

>True, but there is no reason why it could not. In fact, I think newer
>versions of this program (MacLayers) do support vt100 (not sure). If so,
>this implies that the vt100 support needed for the UNIX end is already there.
>Only the ST end would need to be rewritten, which would be needed anyway for
>implementation in Connect.

I think the UNIX end doesn't have to support any terminal types. It just
passes through data from the tty line to the pty (pseudo terminal) and
vice versa. Only the process at the end of the pty has to know the
terminal at the tty side and get the appropriate escape sequences from
termcap.

Urs

912. Lost Message From CompSci

Newsgroup: comp.sys.atari.st
Date: 1993-10-15 18:24:53 UTC
From: boblu@tekgen.bv.tek.com
Message-ID: <4171@tekgen.bv.tek.com>
Source record: 199382

Sorry to waste the bandwidth, but a gentleman from the computer science department of a Canadian university just sent a message to us regarding Devpac 3 and I deleted the message instead of printing it. Would the gentleman in question please resend the message.

Sorry,

---- ----
/\/\/\ Bob Luneski /\/\/\
\/\/\/ Oregon Research boblu@tekgen.bv.tek.com Genie: ORA \/\/\/
\/\/ 16200 S.W. Pacific Hwy., Suite 162 CompuServe: 71333,2655 \/\/
\/ Tigard, OR 97224 Phone: (503) 620-4919 FAX: (503) 624-2940 \/

913. Remote Control of a ST Running TOS programs

Newsgroup: comp.sys.atari.st
Date: 1993-10-15 18:25:00 UTC
From: mike.hill@cccbbs.UUCP
Message-ID: <1957.264.uupcb@cccbbs.UUCP>
Source record: 199277

All,

Im looking for a program that I could set up on a friends system that would allow me to call his system and be able to run TOS programs off his computer and see their output on my screen (remotely) also, I should also be able to interact with these TOS programs running on his system also (it would be great if he had control too, hopefully he can at least see what Im doing).

The reason Im asking this is that my friend is just getting started into programming and he always call me with questions. I would like to be able to call his system and be able to run his compiler shell remotely so I can edit his source remotely (with micro emacs) and call his compiler and fix his code in front of him.

I know Stalker has some ability (uses TOM_SHELL I think) to allow someone to drop to TOM_SHELL and run programs. What I want is something that does this also but doesn't require stalker.

If anyone knows of a program that can redirect a TOS programs input/output over the modem (and hopefully still allow the user at the main system to see whats going on and type too), I would appreciate anyt info on an FTP site.

If replies could be directed to email I would appreciate it also. I can summarize here later for any others interested.

Mike Hill
cccbbs!mike.hill@uceng.uc.edu

914. Re: New group for Falcon---Should not call all groups `tos'

Newsgroup: comp.sys.atari.st
Date: 1993-10-15 19:01:57 UTC
From: martini@heaven7.in-berlin.de
Message-ID: <RK9HBYTP@heaven7.in-berlin.de>
Source record: 199392

In <mcarrico.0bhx@terapin.com>, Michael Carrico (mcarrico@terapin.com) writes:
: The Falcon is a
: brand new breed of ATARI, much like the Atari 520ST was back in 1985, now we
: have the new generation of computer systems.

I don't think that is true. The Falcon runs ST software, and I think many
Falcon users buy their Falcons for that very purpose. So a new newsgroup
would be rather counterproductive, IMHO.
--
Nur nicht an die eigene Nase,	PE	Martin Ibert, Fï¿½rstenweg 11,
nur nicht vor der eigenen Tï¿½r,	WERNER	D-13589 Berlin-Spandau, Ger.
nur nicht aus der eigenen Tasche,	_________	martini@heaven7.in-berlin.de
alles, was ihr wollt -- nur nicht von mir!		+4930-3753479, Fax: -3753699

Hi, I am not a signature virus. Why don't you just copy me into your signature?

915. Re: WANTED:Write Atari disks on a PC

Newsgroup: comp.sys.atari.st
Date: 1993-10-15 19:10:12 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.823837@cix.compulink.co.uk>
Source record: 199390

In article <williams.334.750694162@manna-machine.com>, williams@manna-machine.com (fRESHLY oPEN gRAVE) writes:
>Hello,
>
>I was wodnering if someone could point me toward a shareware\PD pgm that
>allows for either writing Atari disks on a PC or reading PC disks on an ST.
>Preferrably the former. I saw the pgm "ataridsk" which the description
>looked like it would do the former, but the file was bad. My delima is that
>I want to give a friend of mine some software that I get via ftp, but I have
>a PC and he has 2 Ataris, a STE and a STFM I thinK? ;'>
>

The ST shoould be able to read DOS formatted disk (double-density).

Ofir ogal@cix.compulink.co.uk

916. POV Raytracer problems, part II

Newsgroup: comp.sys.atari.st
Date: 1993-10-15 19:26:16 UTC
From: Jan_Willekens@p12.f202.n281.z2.fidonet
Message-ID: <2cbefa96@p12.f202.n281.z2.fidonet>
Source record: 199399

```
Hi!

In my previous message I said something about being able to compile POV
2.0, but haveing the executable crash. Now I tried this:

CFLAGS= -c -O -Wall -mshort

(so I removed the -m68020 and -m68881 options)

and got this:

gcc -o pov.ttp -O povray.o bezier.o blob.o bound.o boxes.o camera.o
colour.o con es.o csg.o discs.o dump.o express.o gif.o gifdecod.o hfield.o
iff.o image.o lighting.o matrices.o normal.o objects.o parse.o pigment.o
planes.o point.o poly.o quadrics.o raw.o ray.o render.o spheres.o targa.o
texture.o tokenize.o triangle.o txttest.o vect.o unix.o
bezier.o: Undefined symbol _sqrt referenced from text
bezier.o: Undefined symbol _sqrt referenced from text
bezier.o: Undefined symbol _sqrt referenced from text
bezier.o: Undefined symbol _sqrt referenced from text
bezier.o: Undefined symbol _sqrt referenced from text
bezier.o: Undefined symbol _sqrt referenced from text
bezier.o: Undefined symbol _sqrt referenced from text
bezier.o: Undefined symbol _sqrt referenced from text
bezier.o: Undefined symbol _sqrt referenced from text
bezier.o: More undefined symbol _sqrt refs follow
dump.o: Undefined symbol _floor referenced from text
dump.o: Undefined symbol _floor referenced from text
dump.o: Undefined symbol _floor referenced from text
hfield.o: Undefined symbol _floor referenced from text
hfield.o: Undefined symbol _ceil referenced from text
hfield.o: Undefined symbol _ceil referenced from text
hfield.o: Undefined symbol _floor referenced from text
hfield.o: Undefined symbol _floor referenced from text
hfield.o: Undefined symbol _ceil referenced from text
hfield.o: Undefined symbol _floor referenced from text
hfield.o: Undefined symbol _ceil referenced from text
hfield.o: Undefined symbol _ceil referenced from text
hfield.o: Undefined symbol _floor referenced from text
hfield.o: Undefined symbol _floor referenced from text
hfield.o: Undefined symbol _ceil referenced from text
hfield.o: More undefined symbol _floor refs follow
hfield.o: Undefined symbol _ceil referenced from text
hfield.o: Undefined symbol _ceil referenced from text
hfield.o: Undefined symbol _ceil referenced from text
hfield.o: More undefined symbol _ceil refs follow
```

```
image.o: Undefined symbol _fmod referenced from text
image.o: Undefined symbol _acos referenced from text
image.o: Undefined symbol _acos referenced from text
image.o: Undefined symbol _acos referenced from text
image.o: Undefined symbol _asin referenced from text
image.o: Undefined symbol _acos referenced from text
image.o: Undefined symbol _fmod referenced from text
image.o: Undefined symbol _fmod referenced from text
image.o: Undefined symbol _fmod referenced from text
image.o: Undefined symbol _fmod referenced from text
image.o: Undefined symbol _fmod referenced from text
image.o: Undefined symbol _fmod referenced from text
lighting.o: Undefined symbol _pow referenced from text
lighting.o: Undefined symbol _pow referenced from text
lighting.o: Undefined symbol _pow referenced from text
lighting.o: Undefined symbol _exp referenced from text
matrices.o: Undefined symbol _cos referenced from text
matrices.o: Undefined symbol _sin referenced from text
matrices.o: Undefined symbol _cos referenced from text
matrices.o: Undefined symbol _sin referenced from text
matrices.o: Undefined symbol _acos referenced from text
parse.o: Undefined symbol _cos referenced from text
parse.o: Undefined symbol _cos referenced from text
pigment.o: Undefined symbol _pow referenced from text
pigment.o: Undefined symbol _fmod referenced from text
pigment.o: Undefined symbol _fmod referenced from text
pigment.o: Undefined symbol _atan2 referenced from text
pigment.o: Undefined symbol _sin referenced from text
pigment.o: More undefined symbol _fmod refs follow
point.o: Undefined symbol _pow referenced from text
texture.o: Undefined symbol _sin referenced from text
vect.o: Undefined symbol _acos referenced from text
vect.o: Undefined symbol _cos referenced from text
vect.o: Undefined symbol _pow referenced from text

bmake: *** [pov.ttp] Error 1
d:/pov/povsrc/source/ >
```

Strange, why would the -m68020/-m68881 make a difference?

Anyone??

Maybe someone who managed to compile POV 2 himself could send me his setup,
so I can compare it with mine...

Greetings... - Jan -
FidoNet: 2:281/202.12 InterNet: jan@nextjk.wlink.nl
ZyXELNet: 16:400/305.1 or: janwill@sci.kun.nl (faster)

--- ZapMail 1.30
* Origin: When she spoke her words ensnared me... (2:281/202.12)

917. Re: Softlogik

Newsgroup: comp.sys.atari.st
Date: 1993-10-15 20:47:29 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <29n291$195@charm.magnus.acs.ohio-state.edu>
Source record: 199391

Well not being a person that reads all of Genie I can not vouch for what is said there. But I can tell you for a fact that they have not dropped the Atari.

From their Amiga sales dropping the Atari would be tantamount to going out of business.

918. Where can I ftp Powerdos?

Newsgroup: comp.sys.atari.st
Date: 1993-10-15 21:07:06 UTC
From: bhawker@midi.UUCP
Message-ID: <H.eg.ePbxP4DWCys@midi.UUCP>
Source record: 199267
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'm looking for Powerdos at ftp sites, but so far have not found it.
Does anyone know which site and which directory I can find it at?
I'm under the impression that Powerdos is shareware, not commercial,
correct?

Thanks for the help.
Bruce
--
****
| Bruce Hawker ||| Email: bhawker@ham.almanac.bc.ca |
| Nanaimo, BC, Canada / | \ Or: bhawker@crc.sd68.nanaimo.bc.ca |
********************** ATARI POWERED ********************************

919. RE: GEM NETHACK (WAS RE:

Newsgroup: comp.sys.atari.st
Date: 1993-10-15 21:39:00 UTC
From: Mark.Henderson@mettav.royle.org
Message-ID: <750744604.0@mettav.royle>
Source record: 199293

```
-=> Quoting -unknown- to All <=-

-u> From: 01mbmccabe@leo.bsuvc.bsu.edu
-u> Organization: Ball State University, Muncie, In - Univ.
Computing

-u> Every time I get a character going (I've never gotten one above
4th
-u> level, but
-u> then I'n not _that_ frequent a player) I run into a ghost of a
player
-u> I had when I tried to get smart and save a backup of a character
once.
-u> I HATE that!!!!!! KNow any way to kill a ghost with a sub-4th
level
-u> character?
-u> --

Yep, cheat! The ghost levels are stored in files BONES.xxx where xxx
is
the level number. Look in the nethack.cnf file for the bones
directory
(usually set up as /nethack/bones/) and delete all the bones
files.
Mark.

___ Blue Wave/QWK v2.12
* Origin: The Tavern BBS 44-(0)81-445-6514 24 Hours
(2:254/108)
```

920. Re: UW in CoNnect. Was: Re: Unix Windows -- X Windows?

Newsgroup: comp.sys.atari.st
Date: 1993-10-15 23:02:21 UTC
From: magnus.thylander@p4.troed.ct.se
Message-ID: <2cbd81cd@p4.troed.ct.se>
Source record: 199393

```
>> Forgive me for asking such a stupid question, but what is Unix
>> Windows?
>
> Unix Windows is an ancestor of MacLayers, which is a program that
.....MUCH deleted :-)
> desired).

Thanks, sounds cool for people connecting to Unix machines!

************************************
* GREETZ, Magnus Thylander..... *
* .... ******************************************
* ..... .. CoSysOp * UseNet: magnus.thylander@p4.troed.ct.se *
* . ... .. * FidoNet: 2:200/612.4 *
* .. .....XISTENCE * FujiNet: 7:102/102.4 *
* ....ARCASTIC * NeST: 90:1101/112.4 *
************************************************************
```

921. Re: SpaceJunk demo

Newsgroup: comp.sys.atari.st
Date: 1993-10-15 23:02:21 UTC
From: magnus.thylander@p4.troed.ct.se
Message-ID: <2cbd82dc@p4.troed.ct.se>
Source record: 199394

```
>> I tried to get the files spacejnk.zip.01-3 from umich but I couldn't
>> find them! What directory are they in? Are they hidden in some way?
>> Please help!
>
> New files tend to get moved to their directories quite slowly at
> a.a.u.e. Try ftp.uni-kl.de instead, you should find the Spacejunk
> demo in pub/atari/falcon/gfx_demos/.

Okay, thanks a lot, I'll have another go at it then!

***********************************
* GREETZ, Magnus Thylander..... *
* .... ******************************************
* ..... .. CoSysOp * UseNet: magnus.thylander@p4.troed.ct.se *
* . ... .. * FidoNet: 2:200/612.4 *
* .. .....XISTENCE * FujiNet: 7:102/102.4 *
* ....ARCASTIC * NeST: 90:1101/112.4 *
*****************************************************************
```

922. Re: Winx woes...

Newsgroup: comp.sys.atari.st
Date: 1993-10-15 23:02:21 UTC
From: magnus.thylander@p4.troed.ct.se
Message-ID: <2cbd85d1@p4.troed.ct.se>
Source record: 199395

> WINX does more than just add more windows! (In fact, I don't use it
> for that purpose). It also:
>
> 1. Allows you top real-time-drag all windows.
> 2. Allows you top real-time-resize all windows.

Looks nice allright!

> 3. Backgrounded windows still have gadgets (is this true for MTOS?)
> - windows can be dragged and resized without bringing to front.

Nice indeed (and indeed implemented in MTOS)

> 4. Fixes scroll-bar bugs (are they in MTOS?)

I think so, works great in WINX though!

I really like WINX, especially the real-time scrolling in GEM windows it adds
to almost all programs (TERRIFIC!), but it would be very nice if it would
function with MTOS since I try to use MTOS as often as possible!

```
************************************
* GREETZ, Magnus Thylander..... *
* .... ******************************************
* ..... .. CoSysOp * UseNet: magnus.thylander@p4.troed.ct.se *
* . ... .. * FidoNet: 2:200/612.4 *
* .. .....XISTENCE * FujiNet: 7:102/102.4 *
* ....ARCASTIC * NeST: 90:1101/112.4 *
************************************************************
```

923. Printer

Newsgroup: comp.sys.atari.st
Date: 1993-10-15 23:02:21 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2cbeeb08@troed.ct.se>
Source record: 199396

What printer should I get for my Falcon/Atari Works setup? .. Currently I have a Nec P2200 but I've realized it's time to move on to either Laser or Deskjets ....

So, anyone out there with a good config willing to share it?

Email...

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

924. FALCON - scsi and VGA help required

Newsgroup: comp.sys.atari.st
Date: 1993-10-16 00:00:59 UTC
From: Jinlung Fung <jf4y+@andrew.cmu.edu>
Message-ID: <Ygjnavq00WB=IEhDxt@andrew.cmu.edu>
Source record: 199251

Hello folks!

I have just purchased a Falcon and I must say it is great! (Thanks to all those folks who told me so). However, the snag is that the dealer forgot to pack the VGA adaptor with the Falcon so I am stuck with the TV at the moment.

I would like to find out how I can make an adaptor for myself, and is there any special things to look out for? (I will be calling the dealer, but knowing most dealers, they would take a long time to sort it out)

Also, I would like to connect my ST SCSI drives to the Falcon. What is required? (Can I just get a cable fitted for SCSI-II 50-pin to the SCSI-50 pin?)

Another thing that I discovered is that the DSP connections were not documented. Does anyone know the specs? I would like to build a couple of devices to interface with the DSP.

And yes, Audio Fun Machine is pretty cool...
pin
Uh huh... huh huh... cool
Michael Fung

Email: jf4y+@andrew.cmu.edu Phone: (412)862-3692
Mail : 1060 Morewood Avenue, Box 1334, Pittsburgh, PA 15213, USA

925. Atari on PBS (Broadcast)

Newsgroup: comp.sys.atari.st
Date: 1993-10-16 00:01:38 UTC
From: Lexicor@world.std.com
Message-ID: <CEyqqr.1q3@world.std.com>
Source record: 199400

Word just got to me that on November 16th 1993 via PBS the program "Computer Chronicles" will have a small feature on Atari Computers!!!

However I also now that Atari Corp. themselves now nothing about this...and in the same program they will be featuring Windows NT and Unix (strange eh?)

I know it's a long way from now...but Hey! haven't seen an Atari Computer on the TV Screen since the last ad I saw in Vienna, 3 years ago.

Yat

ps: I myself will definately check it out...however...I have heard this, but cannot be more specific :)

926. Atari user Groups in PA

Newsgroup: comp.sys.atari.st
Date: 1993-10-16 00:02:08 UTC
From: Jinlung Fung <jf4y+@andrew.cmu.edu>
Message-ID: <Mgjnc0a00WB=EEh0VV@andrew.cmu.edu>
Source record: 199252

Are there any Atari user groups in Pennsylvania (or even Pittsburgh)?? I
am looking forward to joining one. Or is there somewhere that I can get
hold of a list of Atari user groups?

Uh huh... huh huh... cool
Michael Fung

Email: jf4y+@andrew.cmu.edu Phone: (412)862-3692
Mail : 1060 Morewood Avenue, Box 1334, Pittsburgh, PA 15213, USA

927. GEM View 2.48

Newsgroup: comp.sys.atari.st
Date: 1993-10-16 00:26:56 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <29nf4g$3p4@cxc1.cl.msu.edu>
Source record: 199256

Does anybody have any suggestions on how to convert .GVW files that
were created with GEM View v2.46 (or lower) to the new v2.48 .GVW
format?
--
=-=-=-

928. Wanted: pd music score editing prog.

Newsgroup: comp.sys.atari.st
Date: 1993-10-16 01:42:58 UTC
From: mdelisle@edupac.qc.ca
Message-ID: <9310160145.AA01104@grics.edupac.qc.ca>
Source record: 199258

I'm looking for a pd/shareware program for creating and printing
standard music scores, in med. resolution.

- Marc Delisle
(mdelisle@edupac.qc.ca)

929. Re: Pinball construction program?

Newsgroup: comp.sys.atari.st
Date: 1993-10-16 02:00:53 UTC
From: jesper.kock@cindy.ct.se
Message-ID: <2cbdd8d4@cindy.ct.se>
Source record: 199257

> From: swhatley@blkbox.COM (Steven Whatley)

> Hello,

> Does anyone know about a video pinball construction program for the ST?
> I had one for my TSR-80 CoCo 2. It was rather lame. I like pinball and
> enjoy video pinball games. Any help will be appreciated.

> Thanks,

Yes.. I have one.. Pinball Factory.. Its a pinball construction program..
But its very old (1986),but yet fun :-D E.mail me if you want it.

Grtz (Jesper.Kock@kockens.ct.se)

930. Wanted: DS floppy drive for 1040ST

Newsgroup: comp.sys.atari.st
Date: 1993-10-16 02:01:22 UTC
From: braner@newton.emba.uvm.edu
Message-ID: <1993Oct16.020122.26521@emba.uvm.edu>
Source record: 199259

My floppy drive died. Anybody got one sitting around?
Even a dead one, perhaps I could make one working unit
out of the two. 720K 3.5" double-sided. Thanks.

--

Moshe Braner braner@emily.emba.uvm.edu
47 McGee Road, Essex, VT 05452 (802) 879-0876
---

931. Re: Mega STE fixes???

Newsgroup: comp.sys.atari.st
Date: 1993-10-16 03:08:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A54236@SL.maus.de>
Source record: 199299

In article 1993Oct14.182146.1@vaxr.sscl.uwo.ca John Richardson wites:

R>(tos 2.05, 50 meg seagate HD). My question concerns any tos-fixes etc.
R>that I should be using...are there any???

Yes! First there's TOS 2.06
According to this You should get those:

- GEMRAM V1.5 (Get the GEM into the RAM - required for several Patches)
- ARROWFIX V1.4 (Removes the problem with non-scrolling windows of the ACCs)
- WINX V2.1 (2.2?) (Gives you several Goodies, such as
- 40 Windows
- Realtime window-movement
- Non-active windows are editeable (Scrollbars/arrows, Fuller, Closer)
- Alert if a Program uses illegal AES-Calls
- ...

These are made by Martin_Osieka@wi2.maus.de
Next there's a tool to edit the time waiting for the HD to boot up after a cold reset, named
- NOROACH (by Atari themselves)
- An archive called MEGASTE, including several boot-up programs, switching the Cache/16MHz on or off
- SHBUF V1.3(?) to expand the range of the NEWDESK.INF

These are the basic patches I use (except NOROACH)
Certainly You'd like to keep FOLDR100.PRG

Bye
Stefan

===
Stefan_Damerau@sl.maus.de

932. Re: Archivers info

Newsgroup: comp.sys.atari.st
Date: 1993-10-16 03:17:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A54237@SL.maus.de>
Source record: 199298

In article memo.819309@cix.compulink.co.uk Ofir Gal wites:

O>There's something called 2 in 1 which is a GEM shell for LZH, ARC, ZIP,
O>ZOO and a few more. It's worth trying, even though it's in German.
And - from Germany too - there's the one called PacShell (actual Version
is 2.49) by Holger Weets (No email-address).
It's able to use
ZIP (And ZIP2TOS)
LHarc (Christian Grunenberg - >2.01
ARC
(UN)ARJ
UUE/UUD
TAR
COMPRESS

And - that should be interesting for You - it has German AND English
(default) RSC-Files.
I've paid the Shareware-fee for it and like it a lot.

Bye
Stefan

===
Stefan_Damerau@sl.maus.de

933. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1993-10-16 04:07:39 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <29ns2b$mgg@terminator.rs.itd.umich.edu>
Source record: 199261
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-rw-r-- weiner 2949 Oct 9 19:31 ./Printing/0index
-rw-rw-r-- entropy 3322 Oct 12 16:53 ./Archivers/0index
-rw-r--r-- lenn 45551 Oct 13 19:27 ./Games/linecras.lzh
-rw-r--r-- lenn 67822 Oct 13 19:26 ./Games/mazewar.lzh
-rw-r--r-- lenn 51364 Oct 13 19:27 ./Games/video_g1.lzh
-rw-r--r-- lenn 16114 Oct 13 19:36 ./Games/0index
-rw-r--r-- dpz 195567 Sep 20 04:18 ./Demos/flash.lzh
-rw-r--r-- dpz 207533 Sep 20 04:18 ./Demos/moskito.lzh
-rw-rw-r-- weiner 8199 Oct 14 14:09 ./Demos/0index
-rw-r--r-- dpz 259933 Oct 5 21:56 ./Graphics/prismdem.zip
-rw-r--r-- dpz 149991 Oct 9 02:26 ./Graphics/raystart_demo.zip
-rw-r--r-- entropy 11562 Oct 14 14:28 ./Graphics/0index
-rw-r--r-- dpz 636718 Sep 16 20:05 ./Languages/pcl-src.zoo
-rw-r--r-- weiner 5077 Oct 14 13:38 ./Languages/0index
-rw-r--r-- dpz 105275 Oct 11 03:47 ./Sound/Mods/orion.zip
-rw-r--r-- dpz 30928 Oct 8 16:10 ./Utilities/winstall.lzh
-rw-rw-r-- entropy 21690 Oct 14 14:04 ./Utilities/0index
-rw-r--r-- dpz 177766 Oct 13 00:47 ./Programming/ams++lib.zoo
-rw-r--r-- dpz 298325 Oct 10 21:15 ./Programming/gem++1.8.zoo
-rw-r--r-- weiner 4298 Oct 14 13:55 ./Programming/0index
-rw-r--r-- dpz 125160 Sep 20 11:44 ./Falcon/viewer0.prg
-rw-r--r-- dpz 2461 Oct 14 14:21 ./Falcon/0index
-rw-r--r-- dpz 382146 Oct 8 05:30 ./Magazines/Diskmags/sten10a.msa
-rw-r--r-- dpz 356752 Oct 8 05:31 ./Magazines/Diskmags/sten10b.msa
-rw-r--r-- dpz 357554 Oct 8 05:32 ./Magazines/Diskmags/sten11a.msa
-rw-r--r-- dpz 382877 Oct 8 05:32 ./Magazines/Diskmags/sten11b.msa
-rw-r--r-- dpz 374274 Oct 8 05:33 ./Magazines/Diskmags/sten12a.msa
-rw-r--r-- dpz 369941 Oct 8 05:34 ./Magazines/Diskmags/sten12b.msa
-rw-r--r-- dpz 362686 Oct 8 05:34 ./Magazines/Diskmags/sten13a.msa
-rw-r--r-- dpz 363498 Oct 8 05:35 ./Magazines/Diskmags/sten13b.msa
-rw-r--r-- dpz 380906 Oct 8 05:35 ./Magazines/Diskmags/sten14ba.msa
-rw-r--r-- dpz 335156 Oct 8 05:36 ./Magazines/Diskmags/sten14bb.msa
-rw-r--r-- dpz 374443 Oct 9 06:23 ./Magazines/Diskmags/sten8a.msa
-rw-r--r-- dpz 359389 Oct 9 06:26 ./Magazines/Diskmags/sten8b.msa
-rw-r--r-- dpz 364259 Oct 9 06:28 ./Magazines/Diskmags/sten9a.msa
-rw-r--r-- dpz 315110 Oct 9 06:31 ./Magazines/Diskmags/sten9b.msa
-rw-r--r-- weiner 67577 Oct 14 07:00 ./Sound/Convert/sox10p11.lzh
-rw-r--r-- weiner 3415 Oct 15 13:48 ./Sound/0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

934. Re: Atari stock up again!

Newsgroup: comp.sys.atari.st
Date: 1993-10-16 05:12:25 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <29nvrp$amc@usenet.INS.CWRU.Edu>
Source record: 199262

In a previous article, anisko@usdtsg.DaytonOH.NCR.COM (anisko) says:

>In article <29lahb$dqd@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys)
writes:
>>
>>Actually, it closed at $6.75, didn't it?
>>
>>What is goign on here, it went up almost $1.50 today!!!
>
>
> Yep - $6.75 (just checked it out on GEnie). Now I wish I had more
>stock (100 shares is nice, but how I wish I got more :-(
>
>
> Oh well, nice to see someone other than Atari aficianados think
>Atari is worth something... :-)
>
>

Oh, I know they are worth something. I just keep hoping that they will
keep being worth something more and more. :)

Let's face it, Atari's computers aren't exactly world shakers, but their
video games will certainly make them noticed.

Maybe Atari put a new name on their computers next year and start pushing them
with the clout that they get through video games.

>
>
>...Reality is Confusing...
>

--

935. Re: Anyone faxing with a USR Sporster ?

Newsgroup: comp.sys.atari.st
Date: 1993-10-16 05:26:01 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.825654@cix.compulink.co.uk>
Source record: 199263

In article <1993Oct15.095310.123@cine88.cineca.it>, mczane@deis58.cineca.it (Francesco Zanichelli) writes:
>
>Does anyone know of a fax program for Atari ST which will
>work for sure with a USR Sporster 14400 fax-modem ?
>Any info is appreciated. Thanks.
>

STraight FAX v2.00 which is available from Toad in the States. Don't have their details but it's a good program and worth checking out. It also has on-line support. I think it's about 100US$.

Ofir ogal@cix.compulink.co.uk

936. Spectrum Picture format

Newsgroup: comp.sys.atari.st
Date: 1993-10-16 05:42:05 UTC
From: akisujar@nuscc.nus.sg
Message-ID: <29o1jd$5vh@nuscc.nus.sg>
Source record: 199265

Hello from Singapore,

I need to convert Spectrum 512 pictures into GIF format. So far I can
Convert the picture with suffix .SPC to .GIF without any problem using
SPEC2GIF.PRG. However when I tried to convert the pictures with suffix
SPS the conversion program cannot recognise them.

I think there is a program to convert the picture with .SPS suffix to
SPC but I can't remember it's name.

I would appreciate any info regarding the above or the name of a
program that convert .SPS to .GIF or .JPG directly.
.

Suthipuntha, School of Architecture, National University of Singapore
akisujar@nuscc.nus.sg
AKISUJAR@NUSVM.BITNET

937. Re: Cache for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1993-10-16 06:00:07 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2cbe5697@p2.stacken.ct.se>
Source record: 199264

> From: mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld)
>
> One program that works very well with ide and scsi drives is the good
> old CACHEXXX.PRG from ATARI. While TCACHE makes some problems sometimes,
> CACHE.PRG works 100% reliable.

So far no problems with TCache, been using it for at least six months now
myself...

Guess it's about time I'd register! :-)

__ __
_ /_/___ /_ __________
>>--------------------/ /atrik __/anfridsson \----------------------<<
// patrik.sanfridsson@p2.stacken.ct.se or sanfrids@elixir.e.kth.se \\
\\ Fido 2:204/419.2 STacken BBS +46-142-19331 NeST 90:1100/110.2 //
>>---<<

938. ==> MEMORY PROBLEMS with ZIP <==

Newsgroup: comp.sys.atari.st
Date: 1993-10-16 10:41:09 UTC
From: polom@pangee.frmug.fr.net
Message-ID: <29oj45$16h@pangee.frmug.fr.net>
Source record: 199269

Hi there...
This i a veru important problem for me !
I have problems with STZIP 2.3... I use a 1040ste but since one month it
really doesnt want to build zip files anymore...telling me I am out of
memory which I know is false... Even if I kill all of my Auto Programs,
which gives me around 800Ko of free memory once STZIP runned, I cannot build
ZIP files.. but I can unpack... I really can't understand as it's worked
pretty well for a long time... I got a new copy of this a month ago but the
problem hasn't gone.. the friend who gave me this new copy has no problems
with it... So ? did any of you have this problem ???
I really hope someone will answer so that I won't kill my STe !
thanx.

Marc.
--
Marc Savard -|- polom@pangee.frmug.fr.net
Breathe... then talk... I am listening to you...
---

939. PGP on ST

Newsgroup: comp.sys.atari.st
Date: 1993-10-16 10:42:49 UTC
From: polom@pangee.frmug.fr.net
Message-ID: <29oj79$16o@pangee.frmug.fr.net>
Source record: 199270

Ok, another post.
Is there an Atari St release of PGP2xx ?
I'd like to use it with Atari but I haven't seen a release yet.

--
Marc Savard -|- polom@pangee.frmug.fr.net
Breathe... then talk... I am listening to you...
---

940. Re: GEM View 2.48

Newsgroup: comp.sys.atari.st
Date: 1993-10-16 11:24:51 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <1993Oct16.112451.28089@ibr.cs.tu-bs.de>
Source record: 199266

In article <29nf4g$3p4@cxc1.cl.msu.edu>, molin@cxc1.cl.msu.edu (Michael Olin) writes:
|> Does anybody have any suggestions on how to convert .GVW files that
|> were created with GEM View v2.46 (or lower) to the new v2.48 .GVW
|> format?

Convert them to gif and reload them in GVW 2.48
(If they are truecolor convert them to JPEG, gif is only 8 bit wide)

The GVW format is an internal format that was never meant to be
compatible to anything, including itself. (Read the manual)
GVW 2.48 16 color is not even compatible to GVW 2.48 treucolor
(according to the manual)

--
Axel Kielhorn

The blue wizzard

c0031098@ws.rz.tu-bs.de

941. Re: Pinball construction program?

Newsgroup: comp.sys.atari.st
Date: 1993-10-16 12:28:00 UTC
From: Achim_Wilhelm@m4.maus.de
Message-ID: <A52245@M4.maus.de>
Source record: 199303

S>Does anyone know about a video pinball construction program for the ST?

I think, McAdam Bumper is what you're looking for. But it's quite old,
about 4 years.

regards, Jimmy

942. Jaguar: Bad Influence review transcript.

Newsgroup: comp.sys.atari.st
Date: 1993-10-16 15:21:37 UTC
From: steve@earth.ox.ac.uk
Message-ID: <1993Oct16.152137.8513@eeyore.earth.ox.ac.uk>
Source record: 199268

[Credits plus intro...]

[Andy Crane introduces with this...]

But first, now look at this, it's the world first ever arcade game, PONG.

[screen shot of a game of PONG]

It came out nearly 20 years ago. It was a simple but very playable tennis game.

[Picture of Nolan Bushnell.]

It was invented in 1974 by an american Nolan Bushnell who later went on to form the Atari video games company.

[Shot of Andy Crane playing a game on the Jaguar whilst talking..]

And now Atari have another world first, the world's first 64 bit games console, the Jaguar.

[Shot of Jaguar with a prototype cartridge, ie circuit board, in the slot.]

This is the only one in the country, in fact it's so new that the games aren't even in their proper cartridges yet.

[screen shot of game being played by Andy Crane whilst talking.]

As you can imagine, it produces fantastic quality and sound. This is <video sound faded>..galaxy, a bog standard space shoot'em-up which comes with the machine, but look at the detail in the pictures, and look how smoothly everything moves.

[Shot of Violet Berlin behind table with NES, Master System, SNES and Megadrive]

So, what does 64 bit mean?

Well the first consoles like the Master System and the NES were 8 bit consoles. Now, don't do this at home

[she lifts the top off the Master System and NES]

but, if you look inside them you can see that there are 8 lines etched into the circuit board.

[She zaps the NES's chips with her finger]

Now each line is a connecting wire, and each wire can handle one bit of information. Which means that these machines can deal with 8 bits of

information at once.

Moving across to the 16 bit machines,

[she moves over and lifts the lids off the SNES and Megadrive]

the SNES and the Megadrive and looking inside them, you can that these ones have 16 wires connecting between the chips,

[She again zaps a machine with her finger]

which means that they can handle double the information at one time.

[View of Andy Crane with Jaguar on the table in front of him.]

Not surprisingly then,

[he lifts the lid on the Jaguar]

in the Jaguar 64 bit machine, there are 64 wires connecting each chip.. there're here...

[Andy Crane zaps the chips with static from his pointing finger]

Although they are so faint you can barely see them. Strictly speaking, the Jaguar is two 32 bit machines, one dedicated to sound, one to pictures. And it has special custom chips to make it move even faster. They are nicknamed Tom and Jerry.

[He again zaps the chips with his finger.]

It's these two here... Jerry is dedicated to producing high quality stereo sound, and Tom to moving graphics that allow programmers to produce effects like this...

[Screen image of Cybermorph.]

This game is called Cybermorph and you can see the way the space ship changes shape as it flies. Objects on the screen can be stretched, squashed and warped at will. the machine can also do texture mapping as in this early version of Alien vs Predator.

[Screen shot changes to Alien vs Predator]

You can choose to be either the Alien or the Predator and stalk your opponent thorough the tunnels. And this is an early version of Chequered Flag II, based on the arcade game favourite Vertua Racing (I think that's what he said).

That machine should be in the shops in this country around Christmas.

[View changes to Andy Crane putting the top back on the Jaguar]

And add-ons like a CD drive and virtual reality helmet are planned for next year.

[End of review]

[The rest of the programme... Then...]

[Andy Crane plays with the shoot'em-up on the Jaguar and says...]

This week's competition prize... yes, you could own the first Jaguar 64 bit console in the country. Oh, you'll have to wait a few weeks for it 'cos it's not out for ages. However, we'll make it worth your while cos not only will we give you that but we'll send you don't to London for a special presentation and in the mean time, to placate you, we'll give you the Bad Influence T-shirt. But, the competition question is...

[Picture of a Cheetah stretching side-on, plus phone number and cost banners.]

What is the fastest land animal? And it's NOT the Jaguar..!

Phone in on 0-8-9-1--700-100, 0-8-9-1--700-100, Calls will cost you no more than 25p, but do get permission from whoever pays the 'phone bill before you call. Lines will stay open until midnight on Monday.

[Scene changes to Violet Berlin behind a table, and Andy Crane to the left with the Jaguar and monitor on the table..]

Violet Berlin: "That's it for now, see you next week."
Andy Crane: "Thanks for watching, bye!"
Violet Berlin: "Bye!"

[Titles roll..]

Now, a transcript of the Datablast details shown during the end credits. This is word for word, and includes the original formatting.

The Datablast is a set of text pages shown during the end credits, one per two TV refreshes. It's designed to allow people with video recorders to gain more info using the freeze-frame and picture advance buttons. It's generated on an Amiga by the way.

Page 10
BIG news this week. It's the
amazing ATARI JAGUAR!
ATARI, the company that started
off the video game craze have
decided to skip a generation,

Page 11
with its new game console...
going all the way.... it's 64bit!
All you techies might scream,
shout & yell, "that's not possible"
...and yes, you are right... it

Page 12
cheats by using two 32bit chips
working together... giving 64bit
power.

So, how powerful is it?
...it runs at 55 mips.. that's 100

Page 13
times more powerful than your
poor old SNES and MegaDrive!
and is twice as powerful as the
3DO!

Page 14
...has 16 million colours
... 16bit CD quality sound
...claims VIRTUAL REALITY
capabilities???

Page 15
...realtime Texture Mapping,
Morphing, Warping, Light
Shading and transparency!
And the most amazing feat of all
is the price... the American

Page 16
release price is $200... that's
about #150!
The Jaguar is cartridge based,
but like the MegaDrive a CD
add-on is planned...

Page 17
...the CD will allow Full Motion
Video, Kodak CD's and Karaoke
CD+G. Other add-ons are in the
pipeline... modems, cable TV
link & even a plug-in telephone?

Page 18
Unlike the CD32, not many
games have been produced yet.
But, I hope ATARI are thinking...
"Quality rather than quantity?".
The software that we have seen is

Page 19
is a bit lacking - but the machine's
potential shines through.

ATARI are welcoming third party
developers, and many BIG names

Page 20
are already developing for this
machine.. it's been a long time

since ATARI came out with a
classic game of thier own.
The Jaguar might at last be

Page 21
ATARI's best attempt to get its
head out of the clouds and show
the public that its products are the
ones to buy.

Page 22
The JAGUAR is to be released
in America very soon...
...a limited stock will hit the UK
before Xmas... but don't expect
loads of games until '94.

Bad Influence is (c) YTV Ltd 1993.

I'm sure they'd not really object to this text being broadcast on
comp.sys.atari.st. Best not send it elsewhere, however.

Well, there you have it.. I'll not comment on this at all.

Steve
--

Computer Systems Administrator, Dept. of Earth Sciences, Oxford University.
E-Mail: steve@uk.ac.ox.earth (JANET) steve@earth.ox.ac.uk (Internet).
Tel:- Oxford (0865) 282110 (UK) or +44 865 282110 (International).

943. Re: WANTED:Write Atari disks on a

Newsgroup: comp.sys.atari.st
Date: 1993-10-16 16:01:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A54276@SL.maus.de>
Source record: 199300

In article williams.334.750694162@manna-machine.com fRESHLY oPEN gRAVE
wites in his footer:

> Kennen Sie eine Merle? Kennen Sie eine Merle? Das ist gut...zu gut.
>
> gerade sie..sie ist mein Opfer. Schad um sie....
> sie wird's..ach, nicht lange durchhalten....

Well, taking a look at Your 'name' this makes me shiver ;-)

But to Your question about reading a PC disk on a ST(e) an vice versa:
Should work without trouble. Tell us the TOS-Version of the ST's

Bye
Stefan

===
Stefan_Damerau@sl.maus.de

944. Re: Mega STE fixes???

Newsgroup: comp.sys.atari.st
Date: 1993-10-16 16:05:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A54275@SL.maus.de>
Source record: 199301

In article 29mbnm$584@cismsun.univ-lyon1.fr Patrice.Lacouture wites:

P>Don't worry about this: the only things that you might see are: - The
P>wrapping screen bug in Mono: you'll find wrap-fix at a.a.u.e though I
P>thought it was a hardware bug in the shifter (???)

Right. not all MegSTes have this problem. Mine does :-(
But: I discovered this Bug - almost - only playing mono-games.
(As far as I know the second problem due to to shifter-bug is a crackling
DMA-sound?)

Bye
Stefan

===
Stefan_Damerau@sl.maus.de

945. Re: Maus or Fido via Internet?

Newsgroup: comp.sys.atari.st
Date: 1993-10-16 16:21:18 UTC
From: Steve.Basford@mettav.royle.org
Message-ID: <750831004.0@mettav.royle>
Source record: 199295

Instead of buying the drinks on 11 Oct 93, Yat W said...

> I have seen some post's from people of ither maus or fido (maybe?)
net.
> How can I send to someone email at maus or fido..i.e. what is the
> required suffix
> eg as in @compuserve.com or is that at all possible?

To send an email to someone on FidoNet eg. me on Node: 2:254/108.10
do this... ^ ^^^ ^^^ ^^

To: Steve_Basford@p10.f108.n254.Z2.fidonet
^^ ^^^ ^^^ ^

(I think!)

Cheers,

```
+-----------------------------------------+-----------------------+
|InterNet: Steve.Basford@mettav.royle.org | NeST 90:102/108
|
+-------------------+---------------------+-----------------------+
|FidoNet 2:254/108.10|AtariNet 51:502/100.10|TurboNet 100:1011/0.10
|
+-------------------+---------------------+-----------------------+
```

* Origin: STeve's Cyber-Island
(100:1011/0.10)

946. Re: nethack GEM 3.1.3

Newsgroup: comp.sys.atari.st
Date: 1993-10-16 18:10:24 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.9dvC&FdkGjY@semprini.waterloo-rdp.on.ca>
Source record: 199282

In <750571804.0@mettav.royle>, Graham Irvine writes:
> Hi Chris , on 06 Oct 93 <09:39:50> you did write :
>
> CH> It will play fine in STMed or STLow; unfortunately, the screen
> is
> CH> seriously scrunched. It's ok in STHigh. Naturally, it's
> designed
> CH> for at least 640x400x16 (Warwick got a TT recently...).
>
> Anyone know if it run's on an ST and 640*400*16 using one of the
> virtual
> screen driver's (BigScreen,MonSTer or Enlarge) ?

I think I did that with MonSTer in Low-res, but it was pretty painful.
Since GEM NetHack 3.1.3 uses only legal system calls, it should work on
anything (ie, graphics boards, virtual screen drivers, etc). It's a
really great example of good programming!

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

947. Rezfooler

Newsgroup: comp.sys.atari.st
Date: 1993-10-16 18:21:36 UTC
From: cspas050@sus.edu.eur.nl
Message-ID: <29pe3g$ll8@sus.edu.eur.nl>
Source record: 199273

```
i'm searching for the program Rezfooler for the Falcon,
it's supposed to let the Falcon think that it's dealing with
a tv instead of a vga monitor.'

Please e-mail me (that program)!

--
**********************************************************************
* M.A.Onstwedder - cspas050@sus.edu.eur.nl *
* "Burn The Bastards." - The Jams *
**********************************************************************
```

948. Re: Seeking info on 21M Flopticals

Newsgroup: comp.sys.atari.st
Date: 1993-10-16 18:28:51 UTC
From: Lexicor@world.std.com
Message-ID: <CF0605.KJx@world.std.com>
Source record: 199271

In article <1993Oct14.174942.25572@scubed.com>,
Randall Ingermanson <rsi@ingorant.scubed.com> wrote:
>I'm thinking of buying a 21 Mbyte Floptical drive and ICD Link for my 1040ST.
>This is supposed to read/write to 720k and 1.44M floppies, as well
>as to 21M floptical disks.
>
>1) Has anyone had any problems reading/writing to 720k and 1.44M disks?

Yeah...720K would read and write..but to Format it....there always seemed to be
a problem...1.44 ist fine..

>
>2) Any problems I should know about before I plunk down my money?

It overheat's EXTREMELY easy....it is DAMN slow...m personal opinon...the
concept is nice..it's not too popular and:

1. If you want a fast multiple storage device get a syquest
2. If you just want to backup..then get a tapedrive

The Floptical is between te two of them...that's what I don't like..it's too
slow to use as an actual boot-up or startup, it's great for archiving...butfor that I think
it's not worth while..

>
>3) Who's got the best price?
>

shurg I spent 389 for it..

>Thanks in advance. Please email to me and I'll summarize and post
>in a few days.

I AM an idiot ain't I? react first before reading the whole thing *grin*

Anyway....I'll give this a chance...I am selling new floptical 21MB disks
9 x pieces for alltogether 100 U$D!! So..anyone who has one and is interested.

email to Lexicor@world.std.com

Yat

949. Atari ST emulator....

Newsgroup: comp.sys.atari.st
Date: 1993-10-16 18:35:31 UTC
From: tdunn@morgan.ucs.mun.ca
Message-ID: <tdunn.750796531@morgan>
Source record: 199276

I was wondering if an ST emulator exists for the IBM PC AT. I'm looking
to play some ST games on my PC

Even an 8 bit emulator would be better than nothing....

950. Re: Falcon DSP JPEG software by Brainstorm. Where to get it.

Newsgroup: comp.sys.atari.st
Date: 1993-10-16 18:45:17 UTC
From: Lexicor@world.std.com
Message-ID: <CF06rJ.H4@world.std.com>
Source record: 199272

>> I also saw their MPEG player. It's incredibly fantastic !!!! I've seen
>>a WHOLE (yes W H O L E) Tex Avery cartoon - the lion who becomes crazy
>>because of a mouse - . It lasts 5 minutes, takes 5Mb, and is played at 8.5 fps
>>!!! In a 160x120 window, in True Color mode.

Oh boy...Falcon True Color mode...after all...Falcon True Color differ's from
OTHER "True Color" modes *grin*

>
> May I ask what machine this was running on? Also, is it just me or
>does anyone else have a hard time understanding why 160x120x15bitx8.5fps is
>particularly amazing? I know that I've seen plenty of Quicktime movies at
>around that size, in 24bit, doing 20-30 fps. And that was just the "way cool
>experience" on their promo CDs on a MacIIci. Was this done on an ST? I
>hope so....

I thnik he was referring to a Falcon with DSP un/compression. Now what is quite
nice it that on a essentiall 16Mhz machine to get via DSP aid this quite
incredible uncompressing technique. We shouldn't forget that MPEG Compression usually
requires a really fast machine to play at any decent speed.

Quicktime Movies..I don't think the are MPEG compressed now are they? FLI or
FLC animations or even FLM *grin* animations play a lot faster...but they ALSO
take up a lot lot more diskspace :)

>
>>I tell you it's incredible. BUT,
>>you're not about to see any software using it, since NOBODY has bought their
>>licence (for whose interested, it costs 300000 FF, which is nearly $58000).
>>Too bad, when you see what it gives you.
>

That is quite sad....too bad I guess..then again...you also need to consider
that there are not enough Falcon's out there to make this purchase pay out
(it's a risk one way or the other)

Yat@Lexicor

951. Re: 286 hardware/PC add in

Newsgroup: comp.sys.atari.st
Date: 1993-10-16 18:52:18 UTC
From: Lexicor@world.std.com
Message-ID: <CF0737.1y2@world.std.com>
Source record: 199274
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <1993Oct14.183020.11286@glv.uucp>,
Frank Bounds <bounds@gulaam.cen.encompass.com> wrote:
>
>I have a need to run some MS/DOS stuff at home. PC/Ditto is just too slow.
>Does anyone know of an add in for the old (we're talking TOS 1.0 here...)
>1040ST? I would hate to give up my ST to buy some cheap PeeCee clone but
>that is about the point I am at... If you know of such an animal please
>send some details/experiences (Where? cost? Works [great,OK, terrible..]).

I don't have any of these..but there are hardware solutions even for the 1040
to use as a PC Emultor next to PC Ditto there is: PC Speed and SuperCharger
those are I tink XT emulator's and then there is AT Speed and ATonce those
I believe are available in both 286 and 386 version...but I don't know of
a sinlg eplace in th USA let alone NC where to get them..they are German
Products as much as I know..

>Thanks!!! This may have been beat out here before, please email me and I
>will summarize if you wish.

Uhm..urgh..ack! Here I go again....I'll tr to read the last bit's next time :)

952. Re: nethack GEM 3.1.3

Newsgroup: comp.sys.atari.st
Date: 1993-10-16 18:55:17 UTC
From: Lexicor@world.std.com
Message-ID: <CF0787.2F9@world.std.com>
Source record: 199275

In article <1487@usdtsg.daytonoh.ncr.com>,
anisko <anisko@usdtsg.DaytonOH.NCR.COM> wrote:
>In article <750571804.0@mettav.royle> Graham.Irvine@mettav.royle.org (Graham Irvine)
writes:

>
> I believe the first version 3 release of Nethack (3.x.x?) did work under
>MonSTEr - this was the only way I could see the full screen properly
>(although it is a pain to try to play it, and scroll the screen back and
>forth, but it did work then). I dunno about the latest version or not...
>

Well...if anyone cares :) *grin* Warwick's GEM Nethack work's JUST fine with
th NOVA VME or SUPERNOVA and also runs in 256 Color's (but doesn't support it)
in as high as 1088x832 or higher (with a seriously small screen though).

It support's the Virtual Resolution on te NOVA as well..so I don't see why
it should work with thoes other screen expanders..

Yat@Lexicor

953. a.a.u.e login tip

Newsgroup: comp.sys.atari.st
Date: 1993-10-16 19:16:29 UTC
From: swhatley@blkbox.COM
Message-ID: <CF087J.35M@NeoSoft.com>
Source record: 199283

Hello,

I finally got tired of repeatly trying to login to a.a.u.e. I decided to write a script in FLASH to do it for me. It works great! The following file is that script. You may notice that there is no username or password prompts. That is because I use a '.netrc' file to automatically log me in to anonymous ftp sites. .netrc is for UNIX based systems. See the manual page on ftp for more information. If you use the .netrc file, you will need to type the command 'chmod 600 .netrc' to set the privileges. Ftp will not use the .netrc file if group or world privileges are set.

AAUE.DO goes on the Atari system
.netrc goes on the internet host system.

I hope this helps some people.

```
---------- AAUE.DO ------------------------------------------------------
> WA "dummy" 1|
> L: START|
ftp atari.archive.umich.edu|
> WA "Weekday" 10 DONE|
bye|
> WA "dummy" 2|
> JMP START|
> L: DONE|
cd atari|
> END|
---------------------------------------------------------------------------
--------- .netrc -----------------------------------------------------------
default

login anonymous

password <your email address>

macdef init
hash on
prompt off
bin
---------------------------------------------------------------------------
```

Later,
Steven Whatley
Email: swhatley@blkbox.COM

954. Re: Rezfooler

Newsgroup: comp.sys.atari.st
Date: 1993-10-16 22:09:09 UTC
From: bill@main.morris.org
Message-ID: <29pre5$k7d@c3po.jvnc.net>
Source record: 199278

In article <29pe3g$ll8@sus.edu.eur.nl>, cspas050@sus.edu.eur.nl (M.A. Onstwedder) writes:
>i'm searching for the program Rezfooler for the Falcon,
>it's supposed to let the Falcon think that it's dealing with
>a tv instead of a vga monitor.'
>
>Please e-mail me (that program)!
>

Rather than e-mail, why not post the info? Dunno about anyone
else, but this intrigues me to no end...

Billy D'Augustine
bill@main.morris.org

Welcome to the USA: government by the rich and privileged, for the rich
and privileged, and of the rich and privileged. Isn't it time for a change?

955. Re: Rezfooler

Newsgroup: comp.sys.atari.st
Date: 1993-10-16 22:30:28 UTC
From: fvkampen@cs.vu.nl
Message-ID: <CF0H6t.D0L@cs.vu.nl>
Source record: 199279

cspas050@sus.edu.eur.nl (M.A. Onstwedder) writes:

>i'm searching for the program Rezfooler for the Falcon,
>it's supposed to let the Falcon think that it's dealing with
>a tv instead of a vga monitor.'

>Please e-mail me (that program)!

And put it on a ftp-site. (If you mail it to me, I will put it on a
ftp site...)

--
+---+
Florentijn van Kampen	"O dear", says God, "I hadn't
fvkampen@cs.vu.nl	thought of that", and promptly
(...) The World is Music (...)	vanishes in a puff of logic"

956. Re: FALCON - scsi and VGA help required

Newsgroup: comp.sys.atari.st
Date: 1993-10-16 22:37:43 UTC
From: trek@cbnewse.cb.att.com
Message-ID: <CF0HIx.447@cbnewse.cb.att.com>
Source record: 199280

In article <Ygjnavq00WB=IEhDxt@andrew.cmu.edu> Jinlung Fung <jf4y+@andrew.cmu.edu> writes:
>Hello folks!
>
>I have just purchased a Falcon and I must say it is great! (Thanks to
>all those folks who told me so).

... deleted part on adapter - I can't help you on it

>Also, I would like to connect my ST SCSI drives to the Falcon. What is
>required? (Can I just get a cable fitted for SCSI-II 50-pin to the
>SCSI-50 pin?)

You've got it if the ST SCSI drives were truly SCSI and not AdSCSI.
Atari dealers carry that cable for about $25 -its pin layout at the
Falcon end is really tight - might discourage homebrewing.

If the drives were really AdSCSI then you need to disconnect the
SCSI to AdSCSI board and then you are set to go if you can still
get a connection to work with.

Wayne

957. Re: Jaguar: Bad Influence review transcript.

Newsgroup: comp.sys.atari.st
Date: 1993-10-16 23:25:09 UTC
From: rjung@netcom.com
Message-ID: <rjungCF0Jpx.7v5@netcom.com>
Source record: 199285

In article <1993Oct16.152137.8513@eeyore.earth.ox.ac.uk> steve@earth.ox.ac.uk (Stephen Usher) writes:
>So, what does 64 bit mean?
> :
>Although they are so faint you can barely see them. Strictly speaking, the
>Jaguar is two 32 bit machines, one dedicated to sound, one to pictures. And
>it has special custom chips to make it move even faster.

Well, I see the folks who write the dialogue for "Bad Influence" are not technical experts. The Tom chip is a full-blown 64-bit RISC processor, thanks.

"Two 32 bits", my left nostril...

--R.J.
B-)

////////////////////////////////////|\\
Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
-------------------------------------+------------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were chosen because you are the class clown and frankly, you're expendable."

958. 1 meg nethack

Newsgroup: comp.sys.atari.st
Date: 1993-10-16 23:42:24 UTC
From: baaa02@mixcom.mixcom.com
Message-ID: <1993Oct16.234224.11688@mixcom.mixcom.com>
Source record: 199286

Could someone post the 1 meg version of nethack to atari.archive.umich.edu. I don't have ftp capability and would like to get it through the Bart mail server. Thanks!

959. Re: Piccie

Newsgroup: comp.sys.atari.st
Date: 1993-10-17 00:00:08 UTC
From: magnus_thylander@p4.troed.ct.se
Message-ID: <2cbff214@p4.troed.ct.se>
Source record: 199281

> Hi,
> is there a program, which can lay a picture on the background of the
> desktop?
> Does it work on the falcon030 in 256 colours...? and where can i get
> it? ftp?
> thanx a lot...

Yep, It's called DeskPic 5... Don't know where you can FTP it from though...

```
************************************
* GREETZ, Magnus Thylander..... *
* .... ******************************************
* ..... .. CoSysOp * UseNet: magnus.thylander@p4.troed.ct.se *
* . ... .. * FidoNet: 2:200/612.4 *
* .. .....XISTENCE * FujiNet: 7:102/102.4 *
* ....ARCASTIC * NeST: 90:1101/112.4 *
************************************************************
```

960. Re: POV-Ray 2.0 timings

Newsgroup: comp.sys.atari.st
Date: 1993-10-17 00:11:53 UTC
From: jeffmay@magnus.acs.ohio-state.edu
Message-ID: <29q2k9$3f8@charm.magnus.acs.ohio-state.edu>
Source record: 199284

```
Recently I posted ray tracing times for a TT using POV-Ray 2.0
to render the basicvue.pov file. Turns out my TT has a bug--
the FPU is only running at 16Mhz. On a normal TT, the
test should take about half the time, or 25 seconds.
--Jeff
```

961. GEM View 2.48

Newsgroup: comp.sys.atari.st
Date: 1993-10-17 00:31:00 UTC
From: cybercube.research@canrem.com
Message-ID: <60.38774.4514.0N186A36@canrem.com>
Source record: 199287

Hi,

molin@cxc1.cl.msu.edu (Michael Olin) wrote:

-> Does anybody have any suggestions on how to convert .GVW files that
-> were created with GEM View v2.46 (or lower) to the new v2.48 .GVW
-> format?

Please send e-mail to fiebelko@bonny.informatik.uni-dortmund.de and
Dieter will send you a short description regarding this problem.

Ralf.

962. Re: ftp sites

Newsgroup: comp.sys.atari.st
Date: 1993-10-17 02:08:08 UTC
From: bwwl@majestix.rz.tu-clausthal.de
Message-ID: <1993Oct17.020808.26980@solaris.rz.tu-clausthal.de>
Source record: 199290

Kampen van F (fvkampen@cs.vu.nl) wrote:
> aesd2pak@dct.ac.uk writes:

> >Can anyone supply me with FTP site names that do st software as most that i
> >have tried only deal with the amiga :(
> > Also is Frontier coming out on the st as everywhere i have tried dont know.

> >Cheers

> >Philip

> Here they come again:
> atari.archive.umich.edu
> sol.cs.ruu.nl
> nic.funet.fi
> ftp.uni-kl.de
> ftp.uni-erlangen.de
> ftp.uni-clausthal.de

..nope. The correct name is 'ftp.tu-clausthal.de'

> ftp.uni-paderborn.de
> src.doc.ic.ac.uk (mirrors umich & paderborn)

Bye,
Wolfgang.
--
Wolfgang Ley email: Ley@rz.tu-clausthal.de
Teichstrasse 9
D-38678 Clausthal-Zellerfeld "With workstations you can do a lot of
(Germany) nonsense. With PC's not even that..."
Phone: +49 5323 82132
To obtain public-pgp-key use 'finger bwwl@sun.rz.tu-clausthal.de'
or query a public-key-server for 'Ley@rz.tu-clausthal.de'.

963. Mega STE/Falcon/TT speed comparison

Newsgroup: comp.sys.atari.st
Date: 1993-10-17 03:43:50 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <117412@hydra.gatech.EDU>
Source record: 199289

Here are results of a test I ran comparing my Mega STE to a Falcon and a TT. Note the code is 68000 optimized, floating point math intensive, does not use the FPU, and uses data in large arrays.

Machine	Relative Speed		
MSTE 8MHz	1.00	0.53	0.45
MSTE 16MHz	1.88	1.00	0.84
Falcon	2.24	1.19	1.00
TT (TT-ram)	4.27	2.27	1.90

What surprised me most was the speed of the TT. With a 32 bit data bus and 32 MHz processing speed, I would think that the code would run faster than 2.27 times the speed of the 16 MHz MSTE. My results compared favorably to to the GEMBENCH 3.1 floating point test without FPU. Unfortunately it does not have a comparision for a TT without
--
Opinions expressed are my own.

964. Address for getting files from wuarchive.

Newsgroup: comp.sys.atari.st
Date: 1993-10-17 04:49:02 UTC
From: caudwell_a@kosmos.wcc.govt.nz
Message-ID: <29qiru$bj9@golem.wcc.govt.nz>
Source record: 199292

Hi, this is a first posting so may be a mess. I would like to send E Mail requests to wuarchive for an index and files. I am tapping into atari.acrchive.umich and would like to try other sites like wuarchive . Any help would be appreciated.

965. PFX and AFX

Newsgroup: comp.sys.atari.st
Date: 1993-10-17 04:54:31 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.827740@cix.compulink.co.uk>
Source record: 199291

I have tried mailing Thomas Quester regarding updates/English versions of PFX and AFX without much success. Does anyone know how to get in touch with him? Does someone have the source codes for these?

Thanks

Ofir ogal@cix.compulink.co.uk

966. Re: PFX and AFX

Newsgroup: comp.sys.atari.st
Date: 1993-10-17 06:01:08 UTC
From: asmith@zero.cypher.com
Message-ID: <1993Oct17.060108.2803@nuchat.sccsi.com>
Source record: 199297

In article <memo.827740@cix.compulink.co.uk> ogal@cix.compulink.co.uk writes:
>
>I have tried mailing Thomas Quester regarding updates/English versions of
>PFX and AFX without much success. Does anyone know how to get in touch
>with him? Does someone have the source codes for these?
>
>Thanks
>
>Ofir ogal@cix.compulink.co.uk

On that same note, does anyone know of a version of AFX that will work on
68030 based systems? I have an accelerated ST and a Falcon030 and can't
use AFX on either one. ;(

--

\/ SysOp of the Restaurant \Andrew Smith/ Chief Science Officer \/
\ at the End of the Universe \ Zap030 / Shuttle Texas /
/ Atari 16-64bit Support \ on IRC / NCC-1892-02 \

967. An english-speaking Trapido?

Newsgroup: comp.sys.atari.st
Date: 1993-10-17 06:38:48 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Oct17.013848.23606@bsu-ucs>
Source record: 199296
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Does anyone know if there is an english *.RSC file for the Trapido telecomm file? Ditto for documentation...

Also, does the MSA file from a.a.u.e. of Trapido have to remaine on floppy after de-MSA'ing it, or can I move it to HD -- MSA told me there was an executable boot-sector in the MSA so I just wondered if it was necessary.

Thanks!
--

-=[Matt McCabe]=-
-=[E-mail to 01mbmccab@virgo.bsuvc.bsu.edu]=-

968. Re: Atari Unix

Newsgroup: comp.sys.atari.st
Date: 1993-10-17 10:36:06 UTC
From: jonc@status.gen.nz
Message-ID: <693289.38166.6955@status.gen.nz>
Source record: 199308
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Uwe Seimet (seimet@chemie.uni-kl.de) wrote:
: root@status.gen.nz (Sysadmin User) writes:

: >Having said this I am now looking for unix for the TT or Falcon. If such
: >a beast exists I would love to hear about it. We want to set up several
: >of the machines here.
: It exists for the TT but I think it isn`t supported any more. You have to
: contact Atari about it. (I`ve been using it for nearly two years no. It`s
: not as fast as on todays workstations, of course.)

: > o Is it SYSV, if so what Revision? (sysVr4 ? or BSDish)
: SYSVR4.0 with X11R4.
: > o Does it have the Inet Sockets ?
: Yes.

I rang Bob Brodie at home today and he told us it had been dropped and the
support likewise along with the programers.

I am glad to see it has Inet sockets in it, as the box (TT) will be
put on the net as cis.status.gen.nz. I will keep you posted.

regards

Jon C

+--------------+---+--------------+
| Jon Clarke | Public Access Unix in Auckland New Zealand | HEXAGON |
| status.gen.nz| BBS (+649) 358-1052, 358-1092, 358-5543 | HSBC NZ EBD |
+--------------+---+--------------+

969. Gemini/Mupfel as shell for NetHack?

Newsgroup: comp.sys.atari.st
Date: 1993-10-17 10:53:34 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Oct17.055334.23608@bsu-ucs>
Source record: 199304
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.hack

Does anyone know how to use the "! - Escape to shell" option in NetHack 3.1.3
with Gemini/Mupfel on an Atari Mega ST4?

I tried executing NETHACK.TOS from the Mupfel CLI and the "!"'ing in NetHack
but got a message to the effect the C:\Gemini\Mupfel.APP could not be ececuted.

Ideas?
--

-=[Matt McCabe]=-
-=[E-mail to 01mbmccab@virgo.bsuvc.bsu.edu]=-

970. Clickity click.

Newsgroup: comp.sys.atari.st
Date: 1993-10-17 12:21:46 UTC
From: ddt@cyberden.sf.ca.us
Message-ID: <ZiDkBc1w165w@cyberden.sf.ca.us>
Source record: 199306

I've notice the people posting here are pretty smart. I have a
problem with my ST. When the computer is working really hard on
something, the keyboard has a tendency to start clicking keys iradically.
I think I remember someone telling me that the problem was a standard
buffer chip that wasn't properly in sync with the keyboard chip, or
something like that. And, that there were better quality chips that
could cure this malody. If anyone knows the answer, post a message here
and I should get it. THANKS.
-=|DDT>
alias: David Powers

____
| / |\
| H E \ Y B E R |/ E N [ddt@cyberden.sf.ca.us]

The CyberDen - Public Access Waffle Usenet System - 415/472-5527

971. 2.5 Meg STe ??!!

Newsgroup: comp.sys.atari.st
Date: 1993-10-17 15:15:07 UTC
From: vctec@westminster.ac.uk
Message-ID: <CF1rpA.3o3@westminster.ac.uk>
Source record: 199307
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Dear Atarians,

Has anyone used any of the patches (SIMMFIX, 2.5M_STE) so that the STe's can use 2.5 Megs?

I have an STe installed with switchable Tos 1.06/2.06 (Compo).

The problem is that I when I install the extra memory in my 2Mb STe, and have one of the 2 patches that I have come across, it does not work.

From one of them, on booting up, I get the message : 2.5 Meg patch not installed. However, when I take the memory out, it comes up with the message that it has been installed !!!!!

I have not tried using the software with Tos 1.06, but then I don't relly use this OS that often, so there is no point.

Any help ?

Thanks in advance.

-Danny
=);-)

--
<===>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

972. Re: Where can I ftp Powerdos?

Newsgroup: comp.sys.atari.st
Date: 1993-10-17 17:07:28 UTC
From: bwwl@sun.rz.tu-clausthal.de
Message-ID: <1993Oct17.170728.9130@solaris.rz.tu-clausthal.de>
Source record: 199310
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
Bruce Hawker (bhawker@midi.UUCP) wrote:
> I'm looking for Powerdos at ftp sites, but so far have not found it.
> Does anyone know which site and which directory I can find it at?
> I'm under the impression that Powerdos is shareware, not commercial,
> correct?

ftp.tu-clausthal.de:/pub/atari/misc/powerdos.lzh
or via email 'mail-server@ftp.tu-clausthal.de'.

Bye,
Wolfgang.

--
------------------------------------------------------------------------
Wolfgang Ley email: Ley@rz.tu-clausthal.de
Teichstrasse 9
D-38678 Clausthal-Zellerfeld "With workstations you can do a lot of
(Germany) nonsense. With PC's not even that..."
Phone: +49 5323 82132
------------------------------------------------------------------------
To obtain public-pgp-key use 'finger bwwl@sun.rz.tu-clausthal.de'
or query a public-key-server for 'Ley@rz.tu-clausthal.de'.
```

973. Re: PGP on ST

Newsgroup: comp.sys.atari.st
Date: 1993-10-17 17:09:37 UTC
From: bwwl@sun.rz.tu-clausthal.de
Message-ID: <1993Oct17.170937.9227@solaris.rz.tu-clausthal.de>
Source record: 199311

Marc Savard (polom@pangee.frmug.fr.net) wrote:
> Ok, another post.
> Is there an Atari St release of PGP2xx ?
> I'd like to use it with Atari but I haven't seen a release yet.

ftp.tu-clausthal.de:/pub/atari/misc/pgp/*
(or via email 'mail-server@ftp.tu-clausthal.de').
Index:

```
*******************************************************************************
* FTP-FILESERVER-INDEX (generated by ftpindex)
* SUBDIR: /pub/atari/misc/pgp
* SITE: ftp.tu-clausthal.de MODERATOR: Ley@rz.tu-clausthal.de
* LAST UPDATE: 11 Okt 93
*******************************************************************************
* FILENAME: SIZE: CONTENTS:
pgp23ab.lzh 280454 PGP 2.3A, ST-Binaries incl. docs
pgp23ast.lzh 1891 diff for STs (use with pgp23srcA.zip)
pgp23srcA.zip sym-link sources to PGP 2.3A
```

Bye,
Wolfgang.
--

Wolfgang Ley email: Ley@rz.tu-clausthal.de
Teichstrasse 9
D-38678 Clausthal-Zellerfeld "With workstations you can do a lot of
(Germany) nonsense. With PC's not even that..."
Phone: +49 5323 82132

To obtain public-pgp-key use 'finger bwwl@sun.rz.tu-clausthal.de'
or query a public-key-server for 'Ley@rz.tu-clausthal.de'.

974. Re: Atari Unix

Newsgroup: comp.sys.atari.st
Date: 1993-10-17 17:57:02 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.750880622@acp5>
Source record: 199309
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

jonc@status.gen.nz (Jon Clarke) writes:

> I rang Bob Brodie at home today and he told us it had been dropped and the
> support likewise along with the programers.

Yes, I thought so. Nevertheless, in my opinion the system wasn't bad.
Regardless of the fact the todays workstations are of course faster the TT
is not too slow to use System V on it. For me it means that I'm independent
from the machines at the university. And you learn a lot concerning system
adminstration with such a machine at home.

****
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
----

* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
****

975. Re: Remote Control of a ST Running TOS programs

Newsgroup: comp.sys.atari.st
Date: 1993-10-17 18:51:00 UTC
From: wwc@dxhra1.cern.ch
Message-ID: <CF21p0.1zy@dscomsa.desy.de>
Source record: 199312

```
In article <1957.264.uupcb@cccbbs.UUCP> mike.hill@cccbbs.UUCP (Mike Hill) writes:
>All,
>
>Im looking for a program that I could set up on a friends system that
>would allow me to call his system and be able to run TOS programs off
>his computer and see their output on my screen (remotely) also, I should
>also be able to interact with these TOS programs running on his system
>also (it would be great if he had control too, hopefully he can at least
>see what Im doing).

CoNnect is able to do so. You just have to start a little script
like
send 'Remote Script'
while true; do
send -n 'Your Input >'
get a; echo "$a"; eval "$a" > AUX:
done

This is the usual way I dial into my computer.

Wolfgang
```

976. Kidsong and potato...(don't work)

Newsgroup: comp.sys.atari.st
Date: 1993-10-17 19:12:16 UTC
From: awest@ub.d.umn.edu
Message-ID: <29s5eg$abf@ub.d.umn.edu>
Source record: 199313

Hi all,

I was wondering if anybody has gotten the children's programs "KidSong1" and "Potato" off Umich to work? I try to unZoo them and get two bombs (bus error??).

My five year old waits eagerly...

--
^ ^ "Never tease a weasel" | Andrew West (aka "The Piano Man")
(o o)\ -Jean Conder Soule | University of Minnesota-Duluth
\ /\ "Cool!" -Beavis | GEnie: A.WEST@genie.geis.com
v \ "Heh heh!" -Butthead | internet: awest@d.umn.edu

977. Looking for David A Steward

Newsgroup: comp.sys.atari.st
Date: 1993-10-17 20:19:51 UTC
From: ohb@dutsh7.tudelft.nl
Message-ID: <ohb.750889191@dutsh7.tudelft.nl>
Source record: 199305

Hi,

Lately I have been corresponding with David A Steward (the?) about Atari FTP Sites. I Told him about a program named Archie. He probably doesn't have that program, so I'd like to mail him where to find it.
Unfortunately I lost his adress.

So,

David, if you read this one, lemme know where you are. I have the answer to your problem!

Onno Hardebol

978. Re: Jaguar: Bad Influence review transcript.

Newsgroup: comp.sys.atari.st
Date: 1993-10-17 20:56:25 UTC
From: ersmith@netcom.com
Message-ID: <ersmithCF27I2.FB@netcom.com>
Source record: 199315

In article <1993Oct16.152137.8513@eeyore.earth.ox.ac.uk> steve@earth.ox.ac.uk (Stephen Usher) writes:
[transcript of TV show deleted]

Thanks for posting that, Stephen. I wanted to correct a mistake that was made in the transcript, and a common misconception that has been floating around:

>in the Jaguar 64 bit machine, there are 64 wires connecting each chip..
>there're here...
>
>Although they are so faint you can barely see them. Strictly speaking, the
>Jaguar is two 32 bit machines, one dedicated to sound, one to pictures. And
>it has special custom chips to make it move even faster. They are nicknamed
>Tom and Jerry.

The Jaguar does have 2 32 bit RISC chips, it's true. BUT: the reason it's called a 64 bit machine is that it does, indeed, have a 64 bit wide bus. The Jaguar blitter and the graphics RISC chip are connected to main memory by that 64 bit bus, and can transfer 4 16 bit pixels at a time.

Let me repeat: the Jaguar does have a 64 bit bus, and *that's* the reason we call it a 64 bit machine. (If we were doing something silly like adding the bus sizes of the individual processors, we'd have a number a lot higher than 64; actually it would be more like 256 :-)).

(I have a Jaguar development system sitting on my desk, so I know whereof I speak. And no, I can't reveal any details beyond what Atari has already released to the public...)
--
Eric Smith ersmith@atari.uucp ersmith@netcom.com
I am not an Atari spokesperson, and so I get to express my own opinions :-).

979. Re: Looking for David A Steward

Newsgroup: comp.sys.atari.st
Date: 1993-10-17 21:54:39 UTC
From: bill@main.morris.org
Message-ID: <29sev0$gkp@c3po.jvnc.net>
Source record: 199314

In article <ohb.750889191@dutsh7.tudelft.nl>, ohb@dutsh7.tudelft.nl (Onno Hardebol) writes:
>Hi,
>
>Lately I have been corresponding with David A Steward (the?) about Atari
>FTP Sites. I Told him about a program named Archie. He probably doesn't have
>that program, so I'd like to mail him where to find it.
>Unfortunately I lost his adress.
>
>So,
>
>David, if you read this one, lemme know where you are. I have the answer to
>your problem!
>
>Onno Hardebol
>

Just tell him to telnet to archie.rutgers.edu, archie.ans.net,
archie.au, and any number of other archie servers.

Billy D'Augustine
bill@main.morris.org

Welcome to the USA: government by the rich and privileged, for the rich
and privileged, and of the rich and privileged. Isn't it time for a change?

980. Re: PFX and AFX

Newsgroup: comp.sys.atari.st
Date: 1993-10-17 22:23:04 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.829443@cix.compulink.co.uk>
Source record: 199316

In article <1993Oct17.060108.2803@nuchat.sccsi.com>, asmith@zero.cypher.com (Andrew Smith) writes:
>
>On that same note, does anyone know of a version of AFX that will work on
>68030 based systems? I have an accelerated ST and a Falcon030 and can't
>use AFX on either one. ;(
>

I have AFX working here on my F030.

Ofir ogal@cix.compulink.co.uk

981. Anyone selling Atari ST cheap with color system

Newsgroup: comp.sys.atari.st
Date: 1993-10-17 22:41:16 UTC
From: imran@panix.com
Message-ID: <29shmc$ecc@panix.com>
Source record: 199317

Some time ago I saw a (couple of?) Atari ST 1040 with color monitor sold for just $190, and I missed buying it.

Wonder if anyone else out there would sell a 1040ST with color monitor for about that price. The best I have so far is about $300, but I actually just need the system for a couple of hours but for about $200 I dont even mind having an ST just sitting around :-)

Regards

Imran Anwar

982. Re: POV-Ray 2.0 timings

Newsgroup: comp.sys.atari.st
Date: 1993-10-18 00:00:09 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cc10c50@troed.ct.se>
Source record: 199318

In a message of 17 Oct 93 02:10:10, Jeff A May Ii wrote:

JA> Recently I posted ray tracing times for a TT using POV-Ray 2.0
JA> to render the basicvue.pov file. Turns out my TT has a bug--
JA> the FPU is only running at 16Mhz. On a normal TT, the
JA> test should take about half the time, or 25 seconds.

...faster than the 486 then...

Sorry about your TT, can it be fixed easily?

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

983. Leaderboard

Newsgroup: comp.sys.atari.st
Date: 1993-10-18 00:00:09 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cc19f00@troed.ct.se>
Source record: 199319

A looooong time ago, I bought the game Leaderboard Golf for my ST ... the original version, with the little dongle for the joystick port ....

It has stopped working .. dunno why .. it crashes both on my 520ST and on my Falcon ..

I started disassembling it to find the error, and boy ... there were quite a lot of them ... they seemed "Falcon specific" though, I still can't understand why it doesn't work on the ST ... it displays garbage on screen and crashes badly when pressing SPACE in the beginning ... from my disassembling I've found that it tried to clear a screen starting at $0 ..
:-)

Now, I've started correcting these "bugs", and I expect to have a fully working Falcon version ready this week .. (no Backward needed, and it loads from harddrive)

BUT .... I want to know if someone else has a fully working version, maybe even working on the Falcon?

If so, please Email it to me .. I have the dongle and everything, all I need is the files ... (probably only the .PRG, the .NEO files seems fine)

(If anyone else is interested in a Falcon version, please email me .... No, I won't remove the dongle check!)

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

984. Re: GEM NetHack (was Re: NetHa

Newsgroup: comp.sys.atari.st
Date: 1993-10-18 02:06:36 UTC
From: warwick@cs.uq.oz.au
Message-ID: <15953@uqcspe.cs.uq.oz.au>
Source record: 199320

Stefan_Damerau@sl.maus.de (Stefan Damerau) writes:

>As far as I experienced NetHack (Release 3.1.3) has problems with the
>68000 proc.

This indeed appears to be the case. Anyone with a 68000 only, don't
bother getting GEM NetHack until I find out what's causing the problem.

I've been given some excellent pointers from netpeople this morning,
and so I should be able to track it down soon.

68030 is no problem.

>With GEM in the NETHACK.CNF I only get two bombs. With TTY I can play
>but after being killed I get the HiScoreList and then a message saying
>'suddenly the dungeon collapses' ... bad window id# ?????

Yep. The TTY mode isn't really up-to-scratch. Other stuff doesn't
work either (for example, the cursor keys). I'll probably chop it
out completely next time (save on memory - this executable is getting
HUGE!)

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library
/ * <- Computer Science Department, |||||| GEM++ = C++ GEM library
_.-._/ University of Queensland, _// || _ Both are Free Software
_____ v ___ Brisbane, Australia. ______ |_/ || _| ________________________

985. Re: Autobooting a floppy on a Falcon 4/80

Newsgroup: comp.sys.atari.st
Date: 1993-10-18 02:15:13 UTC
From: warwick@cs.uq.oz.au
Message-ID: <15954@uqcspe.cs.uq.oz.au>
Source record: 199321

avgroeni@cs.ruu.nl (Annius Groenink) writes:

>The control and/or
>alternate keys only skip boot sectors; I never managed to actually get
>my TT read the AUTO folder and accessories of a floppy. (BTW: does anyone
>know whether this is possible at all?)

Yes: turn on you computer and abort the memory test before the hard
drive has come up to speed.

On TOS 3.05, you might need to use the "NOROACH" program as well.
(I can't remember - but my friend has a TT with 3.05 and I know
it doesn't have the "memory test" at the start).

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library
/ * <- Computer Science Department, |||||| GEM++ = C++ GEM library
_.-._/ University of Queensland, _// || _ Both are Free Software
_____ v ___ Brisbane, Australia. ______ |_/ || _| ________________________

986. Re: Mega STE fixes???

Newsgroup: comp.sys.atari.st
Date: 1993-10-18 02:18:58 UTC
From: oddjob@oz.plymouth.edu
Message-ID: <1993Oct18.021858.5068@oz.plymouth.edu>
Source record: 199323

In article <750726135.AA00825@byte.bbs.no> Lars-Erik.Osterud@f100.n30.z47.byte.bbs.no (Lars-Erik Osterud) writes:
>>Well, I am now the proud owber of a Mega STE (tos 2.05, 50 meg seagate
>>My question concerns any tos-fixes etc. that I should be using...are t
>
>If you are going to use your Mega STE for high speed modem/rs-232
>communication you must get a rs-232 fix (RTS/CTS doesn't work on 2.05)

Is there a recommended fix for the meg ste ? & Which port should be used ?

I tried SERFX20.LZH on a.a. but it just seems to lock up the serial port on my ST. & I've tried three different ports with the same results....
--
E-mail un*x :oddjob@oz.plymouth.edu	Any "end-user" software that provides
*penVMS :andys@psc.plymouth.edu	NO avenue for user modification or
ALL-IN-1:andys@a1.plymouth.edu	programmability is NOT user friendly.

987. Re: Installing GCC 2.4.4

Newsgroup: comp.sys.atari.st
Date: 1993-10-18 02:19:26 UTC
From: warwick@cs.uq.oz.au
Message-ID: <15955@uqcspe.cs.uq.oz.au>
Source record: 199322

mm68@unix.brighton.ac.uk (Allanon) writes:

>I know exactly what you mean. Gcc seems great, but a little difficult to get to
>grips with. I could not get the things running for ages and then when I did I
>gave up because I could not get any docs on the libraries.

There are excellent docs for the G++ library, and the GCC library are just
standard C libraries. Unless you mean the GEM/AES/VDI libraries. For those,
any GEM documentation is valid. Grab the Progem docs from the
/atari/Programming directory at atari.archive.umich.edu or its mirrors.

>I wanted to write accs and could not work out how to bind the acc startup code
>(of it exists). I also had loads of programs written with GEMfast and I wanted
>to update these to GCC but it uses the traditional gem calls so I would have
>had to change *alot* of code.

... that's GEMFast's fault, not GCC's.

Here is my GCC/G++ set-up doc:

```
/*************************************************************************/
OBJECT::ATARI
/*************************************************************************/
```

Part 2 : Setting up G++ - the GNU C/C++ compiler.

by Warwick Allison

==========

This article describes the process for setting up the GNU C++ compiler
on an Atari ST, STe, TT, or Falcon.

First, there isn't much point continuing if your system is not up to
the task. In order to use the GNU C++ compiler, you will need at least:

4 Megabytes of RAM
5 Megabytes of free harddisk space

Next of course, you need to be able to get hold of the relevant files.
This may mean downloading them from a bulletin board, GEnie, Delphi, or
other online service, or FTPing them from an Internet archive site.

I can't help you much with finding a source, but the one I use is the
FTP site:

atari.archive.umich.edu

"cd" to the directory:

/atari/Gnustuff/Tos

Under there, you will find various subdirectories containing the files
you will need. In general, these same filenames will appear on other
on-line sources.

When getting files, make sure you get the most recent versions. The simplest
way to do this is to look at the datestamp on the file.

The files you need are:

Executables

The current version of the compiler is 2.3.3, but you also
need a number of auxiliary programs. You need:

("#" = some digit)

Tool	File	Possible archive names	Comment
compiler driver	gcc.ttp	gcc233b.zoo gcc233b#a.zoo	Also has C compiler
compiler	gcc-cc1p.ttp	gcc233b#b.zoo	Avoid: g++233.zoo
assembler	gcc-as.ttp	gcc233b.zoo gcc233b#a.zoo	(with the driver)
preprocessor	gcc-cpp.ttp	gcc233b.zoo gcc233b#a.zoo	(with the driver)
linker	gcc-ld.ttp	utlbin33.zoo utlbin##.zoo	Keep all utils!

other useful utils:
cnm.ttp, fixstk.ttp, gcc-ar.ttp, gcc-nm.ttp, gcc-size.ttp,
printstk.ttp, size68.ttp, sym-ld.ttp, toglclr.ttp, xstrip.ttp

look in directories like:

Gnustuff/Tos/Gcc
Gnustuff/Tos/G++
Gnustuff/Tos/Utils

Libraries

The compiler will be no use to you without the libraries.
GNU C/C++ library files have a ".olb" extension.

Library	File	Possible archive names	Comment
C++ library	g++.olb	gplibo15.zoo gplibo17.zoo	MATCH with headers
C, sys library	gnu.olb	libolb87.zoo	You need this too.
Runtime library	crt0.o	libolb87.zoo	You need this too.
Math library	pml.olb	pmlolb21.zoo	Maybe this too.

look in directories like:

Gnustuff/Tos/Gnulib
Gnustuff/Tos/G++
Gnustuff/Tos/Pmathlib

other useful libraries inlcude termcap.olb and curses.olb

Headers

The libraries are impossible (practically) to use without the
corresponding header files.

Header	Files	Possible archive names	Comment
C++ headers	*.h	gplibo15.zoo gplibo17.zoo	MATCH with library
C, sys headers	*.h	gcc233b#b.zoo	Needed.

Shell

It is very difficult to use GNU C++ without a CLI (command line
interpretter). Fortunately, plenty of shells are available - you
probably already have one, otherwise, try:

Shell	Files	Possible archive names	Comment
gulam	gulam.prg	
mupfel	mupfel.prg	gemini.zoo

Now, you've got a whole pile of files... now you have to put them
together in the right way.

Directories

Place the files in directories (folders) as follows:

/gnu/bin All the .ttp files
/gnu/lib All the .olb files, and crt0.o
/gnu/include/gcc All the .h files from the C packages
/gnu/include/g++ All the .h files from the C++ header package
/tmp Nothing - but GNU C++ will use this directory

Environment

In order for the GNU C++ compiler to work, you must tell it
certain information about your set-up. This is done by
using "environment variables". The relevant ones for G++ are:

PATH - A comma-separated list of directories were
executable programs are found. Your
shell will already have one set up.

GNULIB - A comma-separated list of directories were
libraries are found (olb files). Also,
the first directory in the list must
also contain the crt0.o file (runtime
code).

GNUINC - A comma-separated list of directories were
include files for GNU C and GNU C++
are found.

GXXINC - A comma-separated list of directories were
include files for GNU C++ are found. G++
looks on this path first for include files,
then looks on GNUINC.

TMP - A directory where G++ can store temporary files.
It is also a good idea to set TMPDIR and TEMP to
this directory too, as some programs use those names.

GCCEXEC - The prefix added to the commands the compiler
driver requires. For example, if your "gcc-cc1.ttp"
is in /gnu/bin, then this should be "/gnu/bin/gcc-",
because the compiler driver looks for "cc1".

Environment variables like PATH are set by typing:

export PATH=.,/gnu/bin,/bin

or perhaps:
PATH=.,/gnu/bin,/bin
export PATH

or perhaps:
setenv PATH .,/gnu/bin,/bin

or perhaps:
setenv PATH=.,/gnu/bin,/bin

You will just have to see what convention your shell uses.
Assuming the first, and assuming you have the directories
set-up as above, type:

export PATH=.,/gnu/bin,/bin
export GNULIB=/gnu/lib,/usr/lib
export GNUINC=/gnu/include/gcc
export GXXINC=/gnu/include/g++
export TMP=/tmp
export GCCEXEC=/gnu/bin/gcc-

Of course, you don't want to have to type those in every time you
turn your computer on. Therefore, you should put the lines into the
automatically read start-up file for your shell. For example:

gulam.prg reads gulam.g at start-up
mupfel.prg reads mupfel.mup at start-up

Finally, it's time to test it.

Using a text editor such as elvis (vi clone), emacs, microemacs, tempus,
etc. or even a wordprocessor that can output PLAIN ASCII, create a file
called "hello.cc", containing:

//

#include <iostream.h>
main()

```
{
cout << "Hello there++" << endl;
}

//////////////////////////////////////////////////////

(The "//" bits are just comments)

Then, at your command line, type:

gcc hello.cc -o hello.tos -lg++

This should produce a file called "hello.tos" which when run prints:

Hello there++

And you have succeeded in installing the GNU C++ compiler.

Trouble Shooting
----------------
Of course, things never work first time.

First, make sure everything is located as described above.
Your shell should tell you if it cannot find "gcc", in which
case, your PATH variable is not set correctly.

If gcc is being found, type:

gcc -v hello.cc -o hello.tos -lg++

This makes additional information appear. Something like this:

gcc version 2.3.3
/gnu/bin/gcc-cpp.ttp -lang-c++ -v -D__cplusplus hello.cc /tmp/1234.i
GNU CPP version 2.3.3 (Atari ST)
/gnu/bin/gcc-cc1p.ttp /tmp/1234.i -dumpbase hello.cc -o /tmp/1234.s
GNU C++ version 2.3.3 (Atari ST) compiled by GNU C version 2.3.3.
/gnu/bin/gcc-as.ttp -o /tmp/1234.o /tmp/1234.s
/gnu/bin/gcc-ld.ttp -o hello.tos /gnu/lib/crt0.o /tmp/1234.o -lg++ -lgcc

(actually, it will probably print heaps more than that)

In the example above, we see that gcc.ttp runs, and it then
runs gcc-cpp.ttp (the preprocessor) on hello.cc to produce
1234.i (in the temporary directory). Then, it runs gcc-cc1p.ttp
(the compiler itself) on 1234.i to produce 1234.s (assembler
code for your program). Next, it runs gcc-as.ttp (the assembler)
on 1234.s to produce 1234.o (binary object file). Finally,
it runs gcc-ld.ttp (the link editor/loader or "linker") on 1234.o
along with crt0.o (the runtime support), gnu.olb (the system library
and g++.olb (the C++ library) which links the necessary parts of
each of them together, to produce hello.tos, which you can run.

The important thing is that each program is run correctly.

The "1234" is just some random number.
```

Also, the compiler (actually, the linker) may produce a file
called "compiler.err" in the directory you ran gcc from. look
at this ASCII file for additional information.

One of the most common mistakes is if the filename of your
compiler does not match the one gcc.ttp is looking for. For example,
if your compiler is named "gcc-cc1+.ttp" instead of "gcc-cc1p.ttp",
the compiler will not find it.

If the compiler reports that it cannot find a library (or crt0.o),
your GNULIB variable is incorrect.

If the compiler reports that it cannot find "iostream.h", check
that GXXINC indicates a directory containing iostream.h.

Notes about the GNU C++ compiler

The program generated by the "hello" code above might seem very large
(over 100K), but this is because it must link in many libraries in order
for iostreams to work. If you don't like large executables, there are
some simple things you can do:

1. strip the debugging data out of them, by typing:

xstrip hello.ttp

2. use the C Input/Output libraries rather than the C++ libraries
(eg. use printf("hello world\n") rather than the cout << ...)
in fact, this also makes things faster too, since the iostream
header files are quite large and take time to read in. Of course,
you are sliding back into C code then.

The GNU C++ compiler (and the other GNU compilers) have DOZENS of
optional features, from Optimization (add -O2 on command line when
compiling) to support for the 68030 and 68882 special features (-m68020
and -m68881 respectively). You can make it assume "int" is just a 16-bit
value (rather than the default 32) with -mshort.

That is about as much help as I can give for setting up the GNU C++ compiler.
It may seem like a long process, but it is not really very difficult - I have
just tried to cover as many possibilities as I could think of.

So go get those file, set it up, and you will be ready for the next articles
in this column, where you will see actual programming examples!

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library
/ * <- Computer Science Department, |||||| GEM++ = C++ GEM library
_.-._/ University of Queensland, _// || _ Both are Free Software
_____ v ___ Brisbane, Australia. ______ |_/ || _| ________________________

988. Re: ASSEMBLY PROGRAMMERS

Newsgroup: comp.sys.atari.st
Date: 1993-10-18 02:31:58 UTC
From: warwick@cs.uq.oz.au
Message-ID: <15956@uqcspe.cs.uq.oz.au>
Source record: 199324

klamer@mi.el.utwente.nl (Klamer Schutte) writes:

>that a proper
>application should be writtenm in a high level language which fits the
>problem. COBOL thus might be fine for bookkeeping. C++ might fit
>when you have complicated 3D graphics.

A proper application has EACH COMPONENT written in the language that
fits the problem. A 3D game has ASM low-level graphics routines, but
C++ objects at the higher levels.

Believe it or not, the high-level notions available in C++ are FASTER
than those a human ASM programmer will use at that level. For example,
how many ASM programmers use function pointers and jump tables rather
than simple "if this then jump there" type code?

>And when your application is finished, you should replace the time
>critical parts of your application with fine tuned versions -- ultimately
>assembly. But typically will those time critical parts take only 10%
>of your complete code -- so only 10% needs to be redone.

Yes. Also, if you can push that low-level code into a library with a
nice interface, you can reuse it over and over - make StarGlider II
with your Elite code, etc.

I don't believe in language wars. There IS NO ultimate language.
ASM has a very definate place on non-RISC machines.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library
/ * <- Computer Science Department, |||||| GEM++ = C++ GEM library
_.-._/ University of Queensland, _// || _ Both are Free Software
_____ v ___ Brisbane, Australia. ______ |_/ || _| ________________________

989. *NOTE* VGA monitor cable for Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-10-18 04:22:10 UTC
From: Jinlung Fung <jf4y+@andrew.cmu.edu>
Message-ID: <AgkVbmu00WB3EX8ndR@andrew.cmu.edu>
Source record: 199325

Hello folks!

I was sourcing around for how to make a VGA adaptor for the Falcon and I found the text file FALCADAP written by Bryan Edewaard on a.a. (with the help from several kind souls here).

The text file was well written and informative and I set out to make a cable for myself. Instead of using a DB-19 connector (which is rare), I sliced off part of a DB-25 connector to make it fit. This works fine and now I am getting both VGA and SC1224 resolutions on my multisync monitor.

HOWEVER I spent 2 hours troubleshooting the cable. The reason is that in the Falcon manual specifications, the pinouts for the monitor connector was labelled wrongly!!!. Pin 1 should be on the left instead of pin 10 as indicated. This 'minor' printing error caused me so much agony and time in the process of figuring out where the problem was. There was no major harm done but it was really frustrating. I hope that Bryan will include this note in his text file to help others who are trying to build a cable themselves.

On a lighter note, the Falcon demos ARE good! (i.e. mind-blowing)

Uh huh... huh huh... cool
Michael Fung

Email: jf4y+@andrew.cmu.edu Phone: (412)862-3692
Mail : 1060 Morewood Avenue, Box 1334, Pittsburgh, PA 15213, USA

990. Re: Autobooting a floppy on a Falcon 4/80

Newsgroup: comp.sys.atari.st
Date: 1993-10-18 05:10:06 UTC
From: rcollins@magnus.acs.ohio-state.edu
Message-ID: <29t8fe$61f@charm.magnus.acs.ohio-state.edu>
Source record: 199326

Auto Booting the Atari TT030

First, turn on the computer's power switch, as soon as the monitor flickers, press the [Space Bar] (kills self RAM memory test preventing anything to be written into RAM memory)

Next, when the disk drive light comes on I press and hold down the [Alternate] key (forces machine into ST Low Rez).

I do this to Auto Boot 'Dungeon Master' and 'Chaos Strikes Back' even with X-Boot I have set the by pass X-Boot hot key to the [Alternate].

Raymond Collins

991. Re: Gemulator

Newsgroup: comp.sys.atari.st
Date: 1993-10-18 06:15:04 UTC
From: darekm@microsoft.com
Message-ID: <CF2xD9.I4x@microsoft.com>
Source record: 199339

In article <29gnnt$n82@tuegate.tue.nl> error@stack.urc.tue.nl (Erlend Nagel) writes:
>hutch@bellman.lanl.gov (John Hutchinson) writes:
>
>>Just FYI, I installed a 66DX2 processor in my 486 last night and ran Ofir's
>>GEMBench speed rating utility and pulled 503% cpu speed as compared to a
>>standard ST. And this is on a relatively mild 486 ISA bus, not a local bus.
>>Of course, your mileage may differ... :)
>
>John, BUSSES have nothing to do with the emulated CPU speed. GEMulator
>does not need to access any of the hardware on cards when GEMbench does
>its CPU speed testing. And of course the cache is big enough on a 66DX2
>to have the testing bit in it I think, so the results are not realistic.
>But of course you admit that by saying you mileage may differ :-)
>
>Erlend.

While what you say is mostly true, (and so I won't call you names <grin>)
the width and speed of the path between the CPU and memory obviously does
make a difference. Localbus speeds you up if for no other reason than
that screen redraws are faster, and Gemulator is a very screen intensive
program most of the time as it's running GEM programs. A 386 and 386SX are
identical in everyway (at least in terms of what software can detect and how
it behaves) except for... bus size! That's why, as you correctly state,
I can only give approximate speed figures and "your milage will vary".
You can take two 486 machines based on the exact same type of CPU and
get almost a 2:1 speed difference in emulation speed. Even on decent machines
there is still about a 10% improvement when going from a ISA 486/66 to
a localbus 486/66 when you run GEMBench. Unfortunately the whole emulator
does not fit into the 8K cache of a 486 and so it is not running entirely
from cache as you think.

- Darek

--
/--------------------------------------\
| Darek Mihocka. net: darekm@microsoft |
| Views expressed are probably my own. |
\--------------------------------------/

992. ReSOLUTION VGA video card

Newsgroup: comp.sys.atari.st
Date: 1993-10-18 07:37:31 UTC
From: DOMINGO@delphi.com
Message-ID: <01H48S4JFR6E8ZG89Q@delphi.com>
Source record: 199328

Hello world! :-)

I am trying to get some information about the ReSOLUTION VGA video card. My local computer shop wants to sell one to me at a discounted rate. It has never been used, save the time it was plugged into my machine for testing...

What I need to know is what ever happened to the programmers or designers of the system, and what are the cards capabilities.

As far as I could ascertain, it is a programmable SVGA card with Tseng ET-4000 chipset. It can show 16 colors on the screen at a time. There was a planned 256 color VDI driver, but as far as I know it was never written. I was told that there exists a version of NVDI for Tseng ET-4000 video cards. Is this true? And if so, will it work with the ReSOLUTION VGA card?

I am just trying to get better resolution and a few more colors on the cheap.

If anybody has information about the card itself as well as getting it to show more than 16 colors, that would be great.

Thanks!

Dom

P.S. Please reply via e-mail...

993. it crashed on mine

Newsgroup: comp.sys.atari.st
Date: 1993-10-18 08:00:09 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cc1c50a@troed.ct.se>
Source record: 199327

In a message of 17 Oct 93 08:16:15, Jeff Molofee wrote:

JM> The Omega Demo will work on my Falcon, but it crashes now and then right
JM> where it shows the girl, and most of the graphic effects are lost any
JM> ways (at least on my computer), because it seems the top half the screen
JM> flickers incredibly, even if I set the system to 8mhz with no caches...
JM> Weird...

I have a Falcon version of the Omega demo on my BBS .. works great ... (it
doesn't use any Falcon specific effects though ..)

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

994. Re: Autobooting a floppy on a Falcon 4/80

Newsgroup: comp.sys.atari.st
Date: 1993-10-18 09:21:11 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CF35zC.Buy@barclays.co.uk>
Source record: 199330

```
In article <1993Oct14.111523.24115@unix.brighton.ac.uk>, mm68@unix.brighton.ac.uk
(Allanon) writes:
|> Its ALTERNATE and you hold it down when you see the Atari Logo.
|>
|> If you are autobooting games, you might like to look at Magi or (better still)
|> backward for running any ST games. Or anything ST like which does not want to
|> run. I got Write-On running thanks to Backward. (Its runs, but crashes when
|> you try to print otherwise).
|>
There is a Falcon happy version of That's Write. I'm sure if you contact your
local distributor they will be able to see if WO has also been 'fixed'.

--
+---------------+-------------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-------------------------------------------------------------+
```

995. Re: Falcon DSP JPEG software by Brainstorm

Newsgroup: comp.sys.atari.st
Date: 1993-10-18 09:23:39 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CF363F.Bx2@barclays.co.uk>
Source record: 199331

```
In article <19931015145537.L.J.Sak@sp0252.kub.nl>, L.J.Sak@kub.nl (SAK L.J.) writes:
|> In Article <1993Oct5.115251@cs.bham.ac.uk> "imr@cs.bham.ac.uk (Ian M Rae)" says:
|> > I've just downloaded the latest version of Gemview for use on my Falcon and have
|> > noticed that it can use the Brainstorm DSP JPEG software to decode JPEG's if
|> > installed. This naturally is loads faster than using the 030 but my problem is
|> > that I don't know where to get hold of the code! Can anyone help me PLEASE ?!?
|> >
|> > Thanks in advance
|> >
|> > Ian Rae
|> > Software Engineering
|> > University of Birmingham
|> >
|> >
|> >
|> LSD: Send me some E-mail L.J.Sak@kub.nl with your adress and i'll file it to
|> you.
I understand Atari bought the rights to the JPEG stuff from Brainstorm. Are you
allowed to distribute it? I know of someone who is after it but was told to
contact Atari.

--
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-----------------------------------------------------------+
```

996. Re: Do you want a 36 MHz Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1993-10-18 09:56:10 UTC
From: djs@jet.uk
Message-ID: <1993Oct18.095610.2405@jet.uk>
Source record: 199338

In <2cba7df7@p1.f503.n285.z2.fidonet> Christiaan_Kamstra@p1.f503.n285.z2.fidonet writes:

>...
>There are two kits available:

>* HSB 640 28 MHz (about $200)

>* HSB 640 38 MHz (about $350)

>These are some specs:

>* 68HC000 processor
>* optional 68881 coprocessor
>* 28 or 36 MHz clockfrequency
>* 64 KByte cache (data- and instruction cache)
>* asynchronous bus-timing
>* SMD technology
>* Cache can be switched on an off
>* Can be switched back to 8 MHz

These devices are also available in the UK, through Systems Solutions
(aka Atari Workshop). It should be noted, though, that they are ST only,
ie not available for the STe.

Karl from Systems Solutions has said that they will produce an STe version
if demand is sufficient, so give him a call if interested.

The board sounds to me to look like a useful stop-gap until a sufficiently
powerful Falcon is produced (if...)
--
David Stevenson djs@jet.uk JET Joint Undertaking +44 235 465028
(or `djs%jet.uk@uknet.ac.uk' if your mailer does not like `jet.uk')

- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

997. Re: Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1993-10-18 10:03:19 UTC
From: quay@engin.umich.edu
Message-ID: <29tpl7INNo81@srvr1.engin.umich.edu>
Source record: 199329
Cross-posted to: comp.sys.atari.st,umich.archives

Can MOPS be found in the archive? I didn't see it in the
development folder. Did I miss it?

--
quay@aal.itd.umich.edu
--

998. Re: POV Raytracer problems, part II

Newsgroup: comp.sys.atari.st
Date: 1993-10-18 10:35:30 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.93Oct18113531@issan.informatik.uni-dortmund.de>
Source record: 199333

>>>>> On Fri, 15 Oct 93 20:26:16 +0100, Jan_Willekens@p12.f202.n281.z2.fidonet said:

|> Hi!
|> In my previous message I said something about being able to compile POV
|> 2.0, but haveing the executable crash. Now I tried this:

|> CFLAGS= -c -O -Wall -mshort

|> (so I removed the -m68020 and -m68881 options)

|> and got this:

|> gcc -o pov.ttp -O povray.o bezier.o blob.o bound.o boxes.o camera.o
|> colour.o con es.o csg.o discs.o dump.o express.o gif.o gifdecod.o hfield.o
|> iff.o image.o lighting.o matrices.o normal.o objects.o parse.o pigment.o
|> planes.o point.o poly.o quadrics.o raw.o ray.o render.o spheres.o targa.o
|> texture.o tokenize.o triangle.o txttest.o vect.o unix.o
|> bezier.o: Undefined symbol _sqrt referenced from text
[...]
|> bmake: *** [pov.ttp] Error 1
|> d:/pov/povsrc/source/ >

|> Strange, why would the -m68020/-m68881 make a difference?

The difference is -m68881. This instructs the compiler to use inline
FPU instructions, and also to include <math-68881.h>, which converts
all functions from pml.olb into inline sequences. You only have to add
-lpml to the command line.

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

999. Re: Gemini/Mupfel as shell for NetHack?

Newsgroup: comp.sys.atari.st
Date: 1993-10-18 10:40:24 UTC
From: berger@Informatik.TU-Muenchen.DE
Message-ID: <1993Oct18.104024.9312@Informatik.TU-Muenchen.DE>
Source record: 199332
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.hack

In article <1993Oct17.055334.23608@bsu-ucs>, 01mbmccabe@leo.bsuvc.bsu.edu writes:
|> Does anyone know how to use the "! - Escape to shell" option in NetHack 3.1.3
|> with Gemini/Mupfel on an Atari Mega ST4?
|>
|> I tried executing NETHACK.TOS from the Mupfel CLI and the "!"'ing in NetHack
|> but got a message to the effect the C:\Gemini\Mupfel.APP could not be ececuted.

Strange. I also play nethack on my Mega ST4, and escaping to Mupfel works
fine. Are you sure you didn't load nethack with the Gemini/Mupfel "overload"
option? This memory-saving feature always deletes Gemini resp. Mupfel from the
memory before loading nethack and reloads it afterwards.

Christoph

--
| Christoph Berger berger@informatik.tu-muenchen.de |
| c.berger@ieee.org |
| Christoph_Berger@m.maus.de |

1000. System time and TC

Newsgroup: comp.sys.atari.st
Date: 1993-10-18 11:11:54 UTC
From: bos@sun003.research.ptt.nl
Message-ID: <1993Oct18.111154.28547@spider.research.ptt.nl>
Source record: 199337

I have an Atari 1040 ST from (I think) 1987. I use it to program in Turbo C (1.0). I run TC from the Neodesk (v2.01). Yes, I know this is all pretty old stuff, but it works fine for me, or at least it used to. The problem I ran into is the following: I have been writing an adventure-language compiler for the last couple of months and by this time my sourcefiles have grown so large that it takes a long time to compile them all. If I select `make <project>', TC also compiles the modules that haven't been changed since the last compile. So it always does a complete make. I think this has something to do with the system time, but I have been unable to solve this problem. Please help!

Marnix van den Bos.
M.J.B.vandenBos@research.ptt.nl

1001. Re: Wanted: pd music score editing prog.

Newsgroup: comp.sys.atari.st
Date: 1993-10-18 11:21:20 UTC
From: arjm@dcs.ed.ac.uk
Message-ID: <CF3BJL.64t@dcs.ed.ac.uk>
Source record: 199335

In article <9310160145.AA01104@grics.edupac.qc.ca>, mdelisle@edupac.qc.ca (M DELISLE) writes:
> I'm looking for a pd/shareware program for creating and printing
> standard music scores, in med. resolution.
>
> - Marc Delisle
> (mdelisle@edupac.qc.ca)

Me too - but including mono programs

--
Andy MacCormack, aka armless, aka arjm@uk.ac.ed.dcs
"I am not ashamed of the Gospel of Jesus Christ, because it is the power of God for the salvation of everyone who believes." Rom 1:16
--

1002. wanted TT-ram board

Newsgroup: comp.sys.atari.st
Date: 1993-10-18 11:23:23 UTC
From: mluoto@plootu.Helsinki.FI
Message-ID: <29tubb$3s6@plootu.Helsinki.FI>
Source record: 199334
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I need a TT-ram board (fast ram) of the NEWER model with 6 "JUMPERS"
(so it can be filled with 4 or 16 Mb simms)

I'm also prepared to exchange or sell a OLDER model TT-ram board with
4mb TT-ram (fast ram / nibble-mode / enables TT's burst mode) if someone
has this newer board with only 2mb of TT-ram or something...

IF SOMEONE KNOWS a place where on can obtain such board (hopefully
unfurnished) -please tell me (e-mail) and if possible send their fax or
e-mail address... (I assume NO-ONE would know the price of such thing ?)

also thrid party memoryboards will be considered if someone has...

--
email: Markku.Luoto@Helsinki.Fi # It's difficult to underestand me
(will find me where ever...) # . . .
fax: +358-0-4524015 # ...But underestanding is the
voice: +358-0-426114 or -5091656(home) # beginning of acceptance...

1003. Re: UW in CoNnect. Was: Re: Unix Windows -- X Windows?

Newsgroup: comp.sys.atari.st
Date: 1993-10-18 11:33:44 UTC
From: bmeier@rzu.unizh.ch
Message-ID: <1993Oct18.113344.14136@rzu-news.unizh.ch>
Source record: 199340

Hi

I've tried to reach the author of uw.
The adress I've is
jbd@mordor.s1.gov
but the host doesn't exist.

Does anybody have a new address ?

Is " UW Version 4.2 / 31 January 1988" the latest available source
for the unix server ?

Has anyone already ported the server to System V ?
Who has installed it on an rs6000 so that it works right ?

Many questions I know, but I hope that you can help me.

Please answer by mail.

Beat

--

Beat Meier
Computer Center, Systemgroup Phone: +41 1 257 45 25
University of Zurich Fax : +41 1 257 45 05
CH-8057 Zurich, Switzerland eMail: bmeier@rzu.unizh.ch

1004. Cobol, was: ASSEMBLY PROGRAMMERS

Newsgroup: comp.sys.atari.st
Date: 1993-10-18 12:00:38 UTC
From: error@stack.urc.tue.nl
Message-ID: <29u0h6$oc6@tuegate.tue.nl>
Source record: 199342

Lars-Erik.Osterud@f100.n30.z47.byte.bbs.no (Lars-Erik Osterud) writes:

>BTW: Does anyone know of a COBOL compiler for the Atari ST series ?

HiSoft sells nevada cobol, but that needs the CPM emulator.

Erlend.
--
++++++++++++++++++++++++++
+ Erlend Nagel | Phone: +31 73 123532
+ Technical writer... | Address: J. Schofferlaan 9,
+ in 11 months... | 5212 RE, Den Bosch,
+ I hope :-) | the Netherlands.
++++++++++++++++++++++++++

1005. AEO Programmers Journal, was: Installing GCC 2.4.4

Newsgroup: comp.sys.atari.st
Date: 1993-10-18 12:06:21 UTC
From: error@stack.urc.tue.nl
Message-ID: <29u0rt$ocs@tuegate.tue.nl>
Source record: 199343

Warwick writes about installing GCC++...

What he writes could be taken directly from the AEO programmers journal.
Will there be a second issue and if so when? I really liked the
magazine.

Erlend.
--
++++++++++++++++++++++++++
+ Erlend Nagel | Phone: +31 73 123532
+ Technical writer... | Address: J. Schofferlaan 9,
+ in 11 months... | 5212 RE, Den Bosch,
+ I hope :-) | the Netherlands.
++++++++++++++++++++++++++

1006. Multistrike printing

Newsgroup: comp.sys.atari.st
Date: 1993-10-18 12:09:32 UTC
From: tamossel@cs.vu.nl
Message-ID: <CF3Drx.IK6@cs.vu.nl>
Source record: 199341

Greetings all!
I'm posting this for a friend...

We're looking for a prg that can take GEM IMG pics and
print them on a STAR LC-10 printer, using multistrike.
I.e.: The printer should go over each line more than once,
making the picture darker.

If someone know a program that can do this and tell me
where to find it, we'd be very grateful.

Bye,
Krijn.

1007. Re: link atari st <--> PC

Newsgroup: comp.sys.atari.st
Date: 1993-10-18 15:11:50 UTC
From: anthony@concave.cs.wits.ac.za
Message-ID: <29ubnm$3lf@caesar.wits.ac.za>
Source record: 199336

In article <750506106snx@felix.nervous.com>,
Roberto Nucci <thecat@felix.nervous.com> wrote:
>i have to connect my atari ST with a PC through the parallel port
>Is there a program compatible with the DOS program LapLink or similar ?
>If not ... can someone give me hints about how to write this kind of
>program ?

I have also tried this, but failed... An alternative is to connect the
two using a serial cable, then use standard comms programs on each... You
can then transfer files using ZMODEM etc... (if you're using a 3-wire serial
cable, make sure to disable CTS/RTS or the systems will wait endlessly...)

--
-----==============================-----
Anthony Spirou
anthony@concave.cs.wits.ac.za
-----==============================-----

1008. SMF Tutor

Newsgroup: comp.sys.atari.st
Date: 1993-10-18 15:42:16 UTC
From: anthony@concave.cs.wits.ac.za
Message-ID: <29udgo$3p2@caesar.wits.ac.za>
Source record: 199344

```
New upload: PIANOTES: Standard MIDI File Tutor v1.03
You can find this at ftp.cs.ruu.nl
atari.archive.umich.edu has it in .../New, but cannot be downloaded!

Please send comments to the author... or no more programming / bug fixes
will be done...

--
-----================================-----
Anthony Spirou
anthony@concave.cs.wits.ac.za
-----================================-----
```

1009. Re: Falcon Video

Newsgroup: comp.sys.atari.st
Date: 1993-10-28 17:43:21 UTC
From: imr@cs.bham.ac.uk
Message-ID: <1993Oct28.174321@cs.bham.ac.uk>
Source record: 199073

In article <2ccc0980@troed.ct.se>, rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:

```
|> How many of you Falcon owners with a VGA monitor have complained about the
|> "lousy" True Colour resolutions available? 320*480 maximum?
|>
|> I have. And I thought it was time to make something about it .. so ..
|>
|> Since RGV/TV can do 640*400 interlace, VGA should be able to do it too ... the
|> reason you shouldn't be able to do it is that when displaying less than 480
|> scanlines on VGA; the Falcon sends "double lines", that is, each line twice to
|> "fool" the monitor and us into seeing only 240 lines .... but that takes the
|> same amount of time as a 480 pixel high screen! (And there's not bus-time on
|> the Falcon to do 640*480 non-interlace in True Colour)
|>
|> So?... Well ... disable "double lines" and then set the VIDEL to 240 REAL
|> scanlines ... the screen will only be half as high as you're used to, but most
|> VGA/SVGA monitors can adjust the hight of the screen .. no problem ..
|>
|> Oki, so now we have a 320*240 screen .... why shouldn't we be able to do
|> 640*240 now? I mean, 640*240 = 320*480 when counting buscycles .. and since we
|> can do 320*480 .... oki, let's try ..
|>
|> NOPE! ... I *CAN'T* get a true colour screen as wide as 640 pixels, even after
|> this bus-saving mod of 240 REAL scanlines .... ***** WHY!!?? ******
|>
```

The problem with Truecolour 640xAnything on VGA monitors is that there is insufficient Bus bandwidth to do a _single_ scan line in the time required. If you remember a TV has a _horizontal_ scan frequency of about 15.5kHz whereas a VGA monitor's lowest horizontal scan is about 31.5kHz. Therefore 640 pixels per line on a VGA monitor requires twice as much bandwidth as the same horizontal resolution on a TV. I think that makes sense, if not it's cos I've just been down the pub for my lunch (and a few pints after...)!

```
|>
|>
|> + _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
|> + _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
|> +-------------- Official RATSoft/ST and Climax SoftWare Support Site +
|> + Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
|> + SYNC -------- Opinions expressed are definitely not my own! -------+
|>
```

Hope that helps you out, still if you _can_ get 640x480 TC on a VGA monitor for gods sake let me know!

+-----------------------------+-------------------------+
Ian Rae	
Software Engineering	email: imr@uk.ac.bham.cs
University of Birmingham, UK	
+-----------------------------+-------------------------+

1010. A short story - read it!

Newsgroup: comp.sys.atari.st
Date: 1993-10-29 16:08:09 UTC
From: peter@blade.stack.urc.tue.nl
Message-ID: <2arf59$hoc@tuegate.tue.nl>
Source record: 199345
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.mac.advocacy,comp.sys.atari.st

This is a short story I wrote about a year ago to be published in the
newsletter of our computer club. I translated it from Dutch into English
(sorry for all typos and mistakes I made, after all, English is my third
language) to share it with the people on the Net. If you decide to
publish it, please credit me.

Peter.

The Big Mistake
by Peter Korsten

In a time, other than ours (maybe it was before, otherwise after it),
childern didn't have computers; instead, they had little farms. These were
isolated ecosystems: everything produced and consumed was recycled. In
such a farm, which was also called a system, there was a bunch of little
men that performed the tasks. These little men were semi-intelligent beings,
who got their assignments from the owner of the system.

Many manufacturers made these systems, but all systems had one thing
in common: exactly 86 little men walked around inside. An investigation,
that had cost a large amount of money, had pointed out that this was
the ideal number. So this value was taken without any question and
86 men were put in the systems, no more, no less.

No attention was given to the casing or other estethical values when
assembling the system. Random pieces of plastic were put together to
some or other grotesque contraption. These boxes were filled and then
packed, so they could start with a new, ugly case as soon as possible.

Now, there were three manufacturers who didn't follow the standard. An
independant investigation had proven that not 86, but rather 68 was the
ideal number of little men. Furthermore, more research made clear that
the first investigation had been tampered with, most notably by the
supplier of the little men (a man without a consience, who just wanted
to sell as much as possible, even if the product would suffer from that).

This caused a lot of upset. The manufacturers of the 86-men systems and
the supplier of the little men in particular named the investigation
inreliable and slaunderous. The supplier said that the three would no
longer receive the little men from him.

So they had to search for another supplier and they found him. His little
men were even better than the original ones. They had pretty clothes and
spoke in a civilized way; to be short, everything about them emitted
elegance. Often they were even performing several tasks at the same time.

The original men had inherited many genes of their ancestors; they dressed in furs and could only exclaim raw screams. To be short, they were rude and uncivilized savages.

The little men from 68-systems also had little animals that helped them. Moles ploughed the land and put flowers into the ground, from which the most beautiful beds grew. Seen from above, this was a fantastic sight. Birds sang in the trees, thus easing the work and oxes, handled by monkees, took care of the transport from and to the storage bins.

The men from the 86-systems had to do everything by themselves, the ploughing, moving the stuff around and exclaiming a raw yell once in a while. They rushed around without actually doing something or they just sat still, not looking at other things they could be doing in the mean time.

The 68-men also proved to be much smarter (more intelligent would be the wrong frase here) than the other ones. A simple gesture, a small movement of the index finger and they knew -- as if it were intuitive -- what the owner wanted them to do.

Things were entirely different for the 86-men. The owner had to perform complicated rituals, demanding the most of the hands, to explain them something. Often he made a mistake and had to start all over again. People tried to teach the little men the gestures, but if they didn't concentrate enough, they stood non-understanding. The owner could gesture and point, they just wouldn't react.

The manufacturers watched with envy how smooth everything went with the three and started a campaign against them. 68 men, that couldn't be right, could it? 18 less, that would come out to be too few. Nice to play with, but not very useful. No, 86 men, it had always been that way and it was meant to stay that way. In response, the manufacturers of the 68-systems showed that their systems worked better and that their little men could do many things more, even at the same time, that the casings were nicer and that childern liked the 68-systems more.

But the campaign was a success. The public, not being held back by any knowledge, believed the lies and bought the 86-systems with thousands. Childern, who got a 68-system from their parents, came home crying because they been teased at school by the other childern. Ah well, childern are ignorant, about the real matter of things as well as the damage they do. Childern are cruel.

It is to be hoped that the above will never come true -- or has come true in the past. It would be insane if you would fall outside a group, just because you didn't follow the masses. And it doesn't have to be for little farms alone.

Think, before you have your opinion ready. Think.

--
Peter Korsten, in real life peter@stack.urc.tue.nl

"De Rest van Nederland" Ultimate Team
'Ze zegt: "Jij bent gek", ik zeg: "Jij bent blond. En: gek zijn is gezond."
Gek zijn is gezond. Morgen ben ik God, vandaag ben ik Napoleon.' -Stef Bos

1011. External DS/DD floppy $50

Newsgroup: comp.sys.atari.st
Date: 1993-10-31 23:04:13 UTC
From: gbernath@oucsace.cs.ohiou.edu
Message-ID: <1993Oct31.230413.17744@oucsace.cs.ohiou.edu>
Source record: 199348

I have an Atari SF314 DS/DD external floppy drive for sale. $50, includes shipping in continental U.S. Works great, never had any problems with it.

I also have a turbo blitz cable for sale, which can be used with an external floppy to make backups of almost any copy-protected floppy disk. $15 + shipping.

--
Greg Bernath gbernath@oucsace.cs.ohiou.edu

1012. Search and Replace Utility Program WANTED

Newsgroup: comp.sys.atari.st
Date: 1993-11-01 00:50:51 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <gJ0acc1w165w@sys6626.bison.mb.ca>
Source record: 199202

Does anyone know of a program that will automatically do a search and replace on a certain file? I had thought of using GREP in Gulam until I realized that GREP will only search and not replace. (I guess I COULD make a macro for WordPerfect, but that's kind of a clunky solution--there's GOT to be a simpler method!)

Thanks.

****
* John Perry, Winnipeg, Manitoba | GEnie: J.PERRY13 *
* INTERNET: marco@sys6626.bison.mb.ca | Data Phone: (204) 772-7349 *
****

1013. RSC text (was Re: European Newsgroups)

Newsgroup: comp.sys.atari.st
Date: 1993-11-01 01:31:51 UTC
From: warwick@cs.uq.oz.au
Message-ID: <16152@uqcspe.cs.uq.oz.au>
Source record: 199346

Julian_Reschke@ms.maus.de (Julian Reschke) writes:

>First of all, you can't put all messages into the RSC file (Mupfel!!!).

Why not with MUPFEL?

As far as I can see, there is only ONE string in any application that
cannot go into the RSC files. And that string is:

"[1][FOOBAR.RSC not found!][Abort]"

Nb: don't say that RSC files are limited to 64K - they are, but there
is nothing stopping you from using multiple RSC files. Sure, rsrc_load
only loads 1, but any number of application-loaded RSC files may be
used. GEM++ supports this, for example.

Okay, if it's not an application, RSC files is excessive (eg. who'd
want ls.rsc [dir.rsc for DOS users]) :)

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library
/ * <- Computer Science Department, |||||| GEM++ = C++ GEM library
_.-._/ University of Queensland, _// || _ Both are Free Software
_____ v ___ Brisbane, Australia. ______ |_/ || _| ________________________

1014. Re: 800x600?

Newsgroup: comp.sys.atari.st
Date: 1993-11-01 01:54:50 UTC
From: warwick@cs.uq.oz.au
Message-ID: <16154@uqcspe.cs.uq.oz.au>
Source record: 199347

Lexicor@world.std.com (Yat W Siu) writes:

>Imagine a simple sphere with one light source reflecting on it, rendered or
>raytraced. Now in 256 Color's you can infact see the rings of light (varied
>intensity) and also the dither to compensate for the loss of color.

100% true. The reason is that objects are often of a single hue, with
shaping across the surface (eg. that sphere). With 256 colours from a
64x64x64 palette, or with a 32x64x32 highcolour (Falcon) mode, you can
only get at most 64 shades of the hue of the object. So you get
banding. If you have a TT, use GEMview in the Grey mode at 320x480.
In this mode, you have 256 shades of grey, which is the same colour
resolution as 24-bit TrueColour (except, of course, it's only in black
and white). No banding in that mode (ugly chunky pixels though). Try
the POVRAY lamppost in that mode (since it has no colour anyway).

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library
/ * <- Computer Science Department, |||||| GEM++ = C++ GEM library
_.-._/ University of Queensland, _// || _ Both are Free Software
_____ v ___ Brisbane, Australia. ______ |_/ || _| ________________________

1015. Re: What happen to Spectre 3.1?

Newsgroup: comp.sys.atari.st
Date: 1993-11-01 04:24:32 UTC
From: akisujar@leonis.nus.sg
Message-ID: <2b2320$eag@nuscc.nus.sg>
Source record: 199350

SUTHIPUN SUJARITTANONTA (DR) (akisujar@nuscc.nus.sg) wrote:

Sorry that my message did not get through the first time.

I just wonder what happen to the Spectre 3.1? There were several
discussion last year but it seems to be forgotten now-a-day.

Is Dave too busy working on the Color Mac Emulator?

Any info on it's progress would be aprreciated.

Suthipuntha, School of Architecture, National University of Singapore

1016. Anyone remember Chronoquest?

Newsgroup: comp.sys.atari.st
Date: 1993-11-01 05:00:04 UTC
From: avocado@stein3.u.washington.edu
Message-ID: <2b254k$i7@news.u.washington.edu>
Source record: 199349

I've had Chronoquest for several years now, and I shudder to admit that
for all of these years, I have been stuck at the same point: outside
the pyramid in Mexico. (I've been through all of the other time zones).
Yes, I am there at the proper time of day...

If anyone remembers this game and can assist, please reply via email.

Thanks in advance.

Amy
avocado@u.washington.edu

1017. FalconGCR ... when ?

Newsgroup: comp.sys.atari.st
Date: 1993-11-01 08:43:01 UTC
From: oyakea@warren1a.its.rpi.edu
Message-ID: <2b2i6m$9lq@usenet.rpi.edu>
Source record: 199201

So what is the word on this ? Will we se a mac emulator for the
Falcon ? Or is it better to get a TT and Spectre gcr 3.0 ?
Please inform me.

oyakea@rpi.edu
Amalaye Oyake

1018. 32k pictures

Newsgroup: comp.sys.atari.st
Date: 1993-11-01 09:37:58 UTC
From: winnipg@sys6626.bison.mb.ca
Message-ID: <ZXXBcc5w165w@sys6626.bison.mb.ca>
Source record: 199204

Is there a picture format in which all pictures come out to 32000bytes?
I know NEO,PI? come out to a little over 32k but is there anything that
is 32k exactly?

1019. Re: Adios Atari!

Newsgroup: comp.sys.atari.st
Date: 1993-11-01 09:46:00 UTC
From: jeff.molofee@outlan.ersys.edmonton.ab.ca
Message-ID: <23605.79.uupcb@outlan.ersys.edmonton.ab.ca>
Source record: 199111

I agree completely... quit pushing your systems...

If I wanted to use any other system, I would... I have a PC, I have used MACS, and I have had all of the Atari systems... I prefer my Atari in the long run. I could care less how fast something runs... I care about how impressive it looks, and how easy it is to use. I am always impressed with Atari Software.

This area is to talk about the Atari computers... if you dont like Atari, then get lost. Dont cut a machine down that just about everyone in this conf uses/has.

Questions: What is a T40?
Is there something different with the DTR setting in a Falcon... I cant drop DTR and make the modem hang up like I could on my STe..
Why does stalker run Faster if you set it's port to the TT port (can go up to 157600 I think), where I can usually hit 19200 only on the ST port... and how come the Falcon can use either port?

My 2 cents: I think the Falcon is a great machine, BUT:
- It could have been FASTER (16mhz is stupid)
- It costs too much (just about $1000 more than a 1040STe)
- The Jaguar is cheaper, and seems to have better chip set.

Message was posted at outlan.ersys.edmonton.ab.ca
#403-478-4010 HST and v.32bis Try it, you'll like it!

1020. Re: Search and Replace Utility Program WANTED

Newsgroup: comp.sys.atari.st
Date: 1993-11-01 10:38:44 UTC
From: thuerman@ibr.cs.tu-bs.de
Message-ID: <1993Nov1.103844.7918@ibr.cs.tu-bs.de>
Source record: 199203

marco@sys6626.bison.mb.ca (John Perry) writes:

>Does anyone know of a program that will automatically do a search and
>replace on a certain file? I had thought of using GREP in Gulam until I
>realized that GREP will only search and not replace.

Get GNU sed. sed is a standard unix tool that will do exactly what you
want, including everything you can do with grep. In fact, the name grep
comes from the sed command g/re/p, i.e. global/regualr expr/print.

Urs

1021. Calamus for Windows (RE :)

Newsgroup: comp.sys.atari.st
Date: 1993-11-01 11:25:29 UTC
From: c2sgy@dmu.ac.uk
Message-ID: <1993Nov1.112529.6374@dmu.ac.uk>
Source record: 199205

So it seems Calamus has made it to the PCs. I guess it was a move by
DMC to make sure their software received the power from the hardware
it deserved. Sure its good on a TT but not much else.
How many Atari users have 7 MIP (or higher machines) machines.

How many new users will plump for a MSTE/TT plus Calamus when they can
get a fast cheap clone plus the Windows version of Calamus.
And all their exisitng work is transferable as well !

I would stay but who else ?

Simon

1022. Re: Adios Atari!

Newsgroup: comp.sys.atari.st
Date: 1993-11-01 11:49:13 UTC
From: c2sgy@dmu.ac.uk
Message-ID: <1993Nov1.114913.7222@dmu.ac.uk>
Source record: 199206

In article <1993Oct30.063031.143573@zeus.aix.calpoly.edu>, mbaffoni@flute.aix.calpoly.edu (Juxtaposer) writes:
> In article <2cc78cba@wtp.ct.se>, Pontus Sk|ld <pontus_sk|ld@wtp.ct.se> wrote:
> > > Quadra 605 4/80 $950 040's, fpu less
> > > 8/160 $1250
> > >
> > >
> > > 610 8/160 $1385 040 with FPU running 25 mhz
> > > 8/230 $1745
> > > w/cd $2075
> >
> >Why would one want to use a FPU together with a '040 that has got one built in
> >anyway ???
>
> Motorola decided to use a trick that INTEL used for it's 486 line -
> it decided to sell two (or more) versions of the heavily CISC processor: one
> is the full blown version with math co-proc, cache, address
> translation/protection, etc. (also, always introduced first). Then after
> the power users are satisfied, they introduce a scaled-down but cheaper
> model for the wanna-be power users (who convince themselves that they really
> don't need the math part of the chip, but the rest of the speed increase
> would be TOO COOL). The new macs have the 68EC040 (or was that 68LC040)
> which is essentially the same thing as an 80486sx - no math co-proc.
>
>
>
> >/Pontus (wtp@wtp.ct.se)
> >
>
> -MikeB
>

Yes but if you have a closer look at the 486 you will see that all chips
will have the maths co-pro sitting there but on the SX machines someone
has cut the connections making it FPU-less !

Simon

1023. Where is itoa in GCC????

Newsgroup: comp.sys.atari.st
Date: 1993-11-01 12:09:13 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Nov1.120913.13585@unix.brighton.ac.uk>
Source record: 199220

I cannotfind the header for this, the object is in the gnu.olb lib but I
cannot find the right header. Any ideas?

THis is really simple question I know and I am suitably embarrased :-) !

Pads

--

```
_____________________________________________________________________________
Desk File Options
-----------------------------------------------------------------------------
| Info | ----------------------------------------
|________| | Michael May (mm68@uk.ac.bton.unix) |
| University of Brighton, Sussex, England |
| These views are my own, so there! |
-----------------------------------------
```

1024. Re: Increase sales of Falcon? How?

Newsgroup: comp.sys.atari.st
Date: 1993-11-01 12:22:07 UTC
From: martini@heaven7.in-berlin.de
Message-ID: <N6QIB76@heaven7.in-berlin.de>
Source record: 199211

In <CFLynu.Cwz@exnet.com>, Xavier Gallagher (sys1@exnet.com) writes:

: No, I'm perfectly serious. That is **exactly** how I would **market**
: the Falcon. Even if the Falcon is to slow for big C/C++ development work
: you could still sell the system honestly by calling it a `Home Workstation'.

But you would have to put it into a real case! (If you want to market it as
a "workstation", a nice pizza box with space for the monitor (!remember the
fucked-up beyond belief TT case!) would be about right. Add a 17-inch MPRII
color monitor, a real keyboard and off you go ... oh yes, we need TCP/IP
and X11R5 of course, but there is a bunch of Germans working on a TCP/IP
for MiNT ...

Next, we'd need a Falcon "server" in a huge floor-standing tower with lots
of drive bays, a 250+ W power supply, built-in Ethernet and ISDN ports,
powered by a '40 and running a stable version of Linux/68k or even NetBSD ...

sigh only dreaming ...
--
~~~ALWAYS LOOK | Martin P. Ibert, Fï¿½rstenweg 11 | YOU COME FROM NOTHING~~~~~~~~
~ON THE BRIGHT | D-13589 Berlin-Spandau Germany | YOU'RE GOING BACK TO NOTHING~
~~SIDE OF LIFE | Fon +4930-3753479 Fax -3753699 | WHAT HAVE YOU LOST?~~~~~~~~~~
~~~(Eric Idle) | <martini@heaven7.in-berlin.de> | NOTHING!~~~~~~~~~~~~~~~~~~~~

Hi, I am not a signature virus. Why don't you just copy me into your signature?

1025. shop around Los Angeles

Newsgroup: comp.sys.atari.st
Date: 1993-11-01 12:34:39 UTC
From: evgaster@hvsag01.ATT.COM
Message-ID: <EVGASTER.93Nov1073439@hvsag01.ATT.COM>
Source record: 199207

Next week I will be in Los Angeles (Anaheim to be precise).

I would like to take the opportunity to go over to some Atari shops
and at least try to pick up the 'Atari Compendium'.

If any of you know of some good addresses then please drop me an email.

Thanks,
Ed

ed_m_van_gasteren@ns-nl.att.com

1026. Re: Adios Atari!

Newsgroup: comp.sys.atari.st
Date: 1993-11-01 13:06:24 UTC
From: arjm@dcs.ed.ac.uk
Message-ID: <CFtDqp.IED@dcs.ed.ac.uk>
Source record: 199209

In article <1993Nov1.114913.7222@dmu.ac.uk>, c2sgy@dmu.ac.uk (SG Yardley) writes:
> In article <1993Oct30.063031.143573@zeus.aix.calpoly.edu>,
mbaffoni@flute.aix.calpoly.edu (Juxtaposer) writes:
> > In article <2cc78cba@wtp.ct.se>, Pontus Sk|ld <pontus_sk|ld@wtp.ct.se> wrote:
> > >Why would one want to use a FPU together with a '040 that has got one built in
> > >anyway ???
> >
> > Motorola decided to use a trick that INTEL used for it's 486 line -
[stuff deleted]
> > which is essentially the same thing as an 80486sx - no math co-proc.
> >
> > >/Pontus (wtp@wtp.ct.se)
> >
> > -MikeB
> >
>
> Yes but if you have a closer look at the 486 you will see that all chips
> will have the maths co-pro sitting there but on the SX machines someone
> has cut the connections making it FPU-less !
>

> Simon

Well I imagine Motorola have pulled a similar stunt, n'est pas?

--
Andy MacCormack, aka armless, aka arjm@uk.ac.ed.dcs
"I am not ashamed of the Gospel of Jesus Christ, because it is the
power of God for the salvation of everyone who believes." Rom 1:16
--

1027. Re: Medusa systems...

Newsgroup: comp.sys.atari.st
Date: 1993-11-01 13:15:52 UTC
From: villeh@cs.joensuu.fi
Message-ID: <1993Nov1.131552.22625@cs.joensuu.fi>
Source record: 199208

cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

>In <2ajags$150@sun8.ruf.uni-freiburg.de>, Andreas Bunkahle writes:
>> In August we sent a board of an old Mega ST2 to Switzerland and a month
>> later came a computer-tower back with 68040 CPU (64 MHz) and 8 MB Ram.
> ^^^^^^^^^^^^^^^^^^
>Since when did Motorola release a >60Mhz '040?

It is double clocked from 32MHz version.

Ville
villeh@cs.joensuu.fi

1028. Re: Background File Transfer?

Newsgroup: comp.sys.atari.st
Date: 1993-11-01 13:19:03 UTC
From: ianm@lsupoz.apana.org.au
Message-ID: <2b32c7$45f@lsupoz.apana.org.au>
Source record: 199222

The Piano Man (awest@ub.d.umn.edu) wrote:

: I was wondering what programs (SW, PD, Comm...whatever...) offer background
: file transfer...preferrebly zmodem or ymodem batch...

STalker (commercial) can be loaded as an ACC and will then dial and download
and other good things in the background.

I've downloaded a file in Z-modem (at 2400 baud only), played a MOD file in
Paula at 25kHz and run Calamus on my Mega STe with no problem (albeit
somewhat slowly!)

: ^ ^ "Never tease a weasel" | Andrew West (aka "The Piano Man")

--
Ian Mackereth | His .sig bore this strange device:
ianm@lsupoz.apana.org.au |
or Fido 3:712/520 | "Excelsior!"

1029. CHKDISK3 question.

Newsgroup: comp.sys.atari.st
Date: 1993-11-01 13:19:36 UTC
From: cf580@city.ac.uk
Message-ID: <1993Nov1.131936.29796@city.ac.uk>
Source record: 199210

Does anyone know whether the compress disk option in CHKDISK3 actually defrags the files, or if it just pushes all the clusters together, so to speak? And if the former, anyone know a decent (PD) defragger?

TIA.
Tim Wright - T.J.Wright@city.ac.uk

1030. PI Contest - The Winner

Newsgroup: comp.sys.atari.st
Date: 1993-11-01 13:25:52 UTC
From: slyster@outb.wimsey.bc.ca
Message-ID: <slyster.0eby@outb.wimsey.bc.ca>
Source record: 199219

Congratulation to Stephan Olbrich
Wullwinkel 38
D-30823 Garbsen
Germany

for being the WINNER of the STUART A. LYSTER PI CALCULATION FOUNDATION Pi calculating contest.

Stephan used John Machin's (1706) arctan formula, but blew the socks off the competition with his multiprecision arithmetic routines... making his program run 5 times faster than the nearest competition. (10,000 decimal digits of the expansion of PI in 25 minutes 54.3 seconds.)

For your copy of this and the other programs (Freeware - they are still *owned* by their authors) send 2 International Reply Coupons to:

Stuart A. Lyster
13800 Blackburn Avenue,
White Rock, B.C.
CANADA V4B 2Y8

or call GEnie... and ask for "S.LYSTER". (without the quotes).

--
STUART LYSTER * Canadian PM Lester Pearson: "The USA is morally
White Rock, BC * wrong to be bombing Cambodia."
respond at InterNet * US President Lyndon Johnson: "Lester, you just
s.lyster@genie.geis.com * pissed on my rug!"

1031. ST Software for Sale

Newsgroup: comp.sys.atari.st
Date: 1993-11-01 13:40:47 UTC
From: mlake@irscscm.UUCP
Message-ID: <1993Nov1.134047.17226@irscscm.UUCP>
Source record: 199223

```
ST Software for sale (all items come with original disks and docs
except where noted):

Shanghai (no docs) 4
Vampire's Empire 3
C.O.L.R. Object Editor 3
Targhan 4
California Games 4
Black Lamp 4
Blood Money 4
Elvira I 10
Elvira II 15

Please add $1 per order to help cover shipping.

Marshall Lake
POB 7332
Washington, DC 20044-7332
Tel 703-533-2132
Fax 703-538-4598
Internet mlake@irscscm.uucp or mlake%irscscm%media@uunet.uu.net
uucp ...!uunet!{media,mimsy!bogart}!irscscm!mlake
CIS 73717,3174
GEnie MLAKE

--
Marshall Lake
mlake%irscscm%media@uunet.uu.net
...!uunet!{media,mimsy!bogart}!irscscm!mlake
mlake@irscscm.UUCP or mlake@genie.geis.com
```

1032. Re: 800x600?

Newsgroup: comp.sys.atari.st
Date: 1993-11-01 13:42:34 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.SyGyXBiS94c@semprini.waterloo-rdp.on.ca>
Source record: 199213

In <1993Oct28.152745.4782@arizona.edu>, Jeff Diamond writes:
> Just a quick point towards those people complaining that UNIX would be untolerable
> under Blow Up's 800x600x256 color mode... What's wrong with UNIX under
> 1280x960x16 color mode? I've noticed that the pixels are so fine, that a 16
> color dithered picture is indistinguishable from the 256 color version, just as
> 640x480x256 color is virtually indistinguishable from TC.
> (Honest... I've seen it with my own eyes)

What's the scan rate? If it's not at least 72Hz and non-interlaced, I
really don't want to be staring at it for too long. That might be fine
for looking at pictures, but not for working...

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1033. GCC 2.50 (and gcc 2.4.5) crashes

Newsgroup: comp.sys.atari.st
Date: 1993-11-01 13:51:28 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.ZiSRAucHwyE@semprini.waterloo-rdp.on.ca>
Source record: 199214

I was all excited about finding gcc 2.4.5 and gcc 2.5.0 in the Newitems
directory at atari.archive.umich.edu...

Unfortunately, they both die a horrible death on my ST! gcc 2.4.5
produces two bombs if I try to use -O; gcc 2.5.0 produces three if I try
to use -O. Both times, it was cc1plus that was crashing... the other
bits seem to work fine.

Hopefully, I'll be able to dig up 2.4.4 again today... :-(

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1034. Re: Atari ST and PC floppies

Newsgroup: comp.sys.atari.st
Date: 1993-11-01 14:08:56 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <LANCER.93Nov1090856@wpi.WPI.EDU>
Source record: 199212

```
0{{ On Sun, 31 Oct 93 10:28:49 EST, SBASYE@delphi.com said:
SBASYE> HD disks don't work
SBASYE> because the ST/STE does not come with a high density floppy
SBASYE> drive.

The Mega STE does, as does the TT (sort of an STE in a way...)

But I suppose you knew that...

.s.
--
- lancer@wpi.wpi.edu - - the Posies, "Any Other Way": -
- Life's never been a great mystery to me, -
- It begins and winds slowly to the end -
```

1035. Re: RSC text (was Re: European Newsgroups)

Newsgroup: comp.sys.atari.st
Date: 1993-11-01 14:20:07 UTC
From: t150315@lehtori.cc.tut.fi
Message-ID: <2b35un$6eo@cc.tut.fi>
Source record: 199215

In <16152@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au (Warwick Allison) writes:

>Why not with MUPFEL?

>As far as I can see, there is only ONE string in any application that
>cannot go into the RSC files. And that string is:

> "[1][FOOBAR.RSC not found!][Abort]"

What if you want to use many similar dialogs in your program?

Most economic way: change header / any other text of the dialog
directly from your program.

>Okay, if it's not an application, RSC files is excessive (eg. who'd
>want ls.rsc [dir.rsc for DOS users]) :)

MUPFEL is the *shell* part of Gemini desktop replacement...

- Eero -
--
Name : Eero Tamminen
E-mail : t150315@cc.tut.fi

1036. Re: Where is itoa in GCC????

Newsgroup: comp.sys.atari.st
Date: 1993-11-01 14:23:31 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.93Nov1142331@mole.gnu.ai.mit.edu>
Source record: 199233

```
>I cannotfind the header for this, the object is in the gnu.olb lib but I
>cannot find the right header. Any ideas?

It's called _itoa() and the prototype is in support.h.

Cheers,
entropy
--
entropy -- it's not just a good idea, it's the second law.
Personal mail: entropy@gnu.ai.mit.edu
MiNT library mail: entropy@terminator.rs.itd.umich.edu
```

1037. Universal In/Out Card.

Newsgroup: comp.sys.atari.st
Date: 1993-11-01 14:40:46 UTC
From: benten@hacktic.nl
Message-ID: <2b375sINN4l7@xs4all.hacktic.nl>
Source record: 199216
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

OUTPUT POWER TO THE PEOPLE.

Ready on desk - Ready to produce
LC-HQ In/Out Interface for Atari-ST.
(Non-commercial participation.)

Using the Centronics-port, featuring; "everybody can control it
from any language"

Purposes: * Controlling Analog devices (Including precision applications
such as synthesizer voices).
* Controlling Digital devices (directly, relais etc...).
* Programming RAM (and EPROM when some extra interfacing
is add).
* Running-light controller.
* Robot applications.
* Waveform generation.

On this Euro-board directly available:
---

* Data decoder, adress 0...254
* Demultiprexer for 16 channels.
* 6x 8 Bit High precision (0.027%) Digital to Analog
Converters (DAC's)
* 2 DAC's can be directly joined together to create a
Course & Ultra-fine Pseudo16 Bit DAC.
* 8 Bit logic register. (if DAC registers are used for
logic applications: 7*8=56 logic lines).
* The logic registers also can be set as input (by software
control) to read 8 data lines from the outside world.
* Easy to expand upto max 254 x 8 Bit data lines.
* On board precision reference voltage.
* Low power consumption.
* Fits in 19 Inch Rack ("19 connector lay-out)
* No difficult components (this is no contradiction!)

It's ready On Desk, It's ready for me and it could be ready for you!

Ask: Marc Marc Amsterdam for datails.
Phone +31 20 6259847.
Or E-mail to: benten@hacktic.nl

1038. Re: Increase sales of Falcon? How?

Newsgroup: comp.sys.atari.st
Date: 1993-11-01 15:01:05 UTC
From: zim@IBX.COM
Message-ID: <9311011501.AA05556@IBX.COM>
Source record: 199217

In a recent article, glens@natinst.com (Glen Sescila) writes:
>In article <2a3gnu$fpo@usenet.INS.CWRU.Edu>, Len Stys <aa399@cleveland.Freenet.Edu>
wrote:
>
>>I don't see the Falcon taking off until it hits around $599 for 1 meg version,
>>$899 for 4 meg w/hard drive version.
>>
>>If sales have been poor, that is one way to increase sales.
>
> Ever heard the old saying "We lose money on each unit sold, but we
>make up for it in volume." :-)

Glen, if Atari 'loses money on each unit sold', then selling more units
would result in Atari losing even MORE money. 'Making it up in volume' is
good only if the increase in volume results in cost savings because of
increased economies of scale. (e.g., because they're selling more units,
they, Atari, can purchase the parts cheaper on a per-unit basis).

Bill Zimmer - zim@ibx.com

1039. ATARI Mega Ste Hard disk kit

Newsgroup: comp.sys.atari.st
Date: 1993-11-01 15:19:34 UTC
From: mkite@lincoln.gpsemi.com
Message-ID: <CFtJwM.92w@bailgate.gpsemi.com>
Source record: 199218
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi,

Help ! I just bought a kit from Gasteiner here in the UK to "internalize" the Quantum SCSI drive I've got. It arrived without the "Installation Manual" mentioned in the contents list on the box - not too helpful really.

I rang Gasteiner and was told that that was how they were shipped from Atari - and the technical guy who might be able to help was out for lunch. I rang back the required 40 minutes later, when I was told that Gasteiner were waiting for some manuals from Holland which would be around in 2 weeks so they might be able to help me then ! Aparrently they might send them out to customers but I'm not going to hold my breath after the "friendly, helpful" (not) Gasteiner customer services.

Anyone out there know what I need to do to install this kit - I really don't want to wait "2" weeks before I can do anything. Being an Electronic Engineer I'm sure I can cope - I just need to know what to do.

Any help will be gratefully received.

Martin
--

==
== Martin Kite == G.E.C. Plessey Semiconductors, Lincoln, England ==
== -- ==
== Internet e-mail - mkite@lincoln.gpsemi.com ======================
============================ (from Janet - mkite@com.gpsemi.lincoln) ==
==

... I just work here, I don't speak for G.P.S., and all that disclaimer stuff

1040. Mega STe SCSI Devices

Newsgroup: comp.sys.atari.st
Date: 1993-11-01 16:39:56 UTC
From: mmariott@jupiter
Message-ID: <2b3e4s$muu@hermes.acs.ryerson.ca>
Source record: 199221

I have a Mega STe... I also have a SSI controller inside. To my disappointment, it won't take anything more than one scsi drive... Is there a way to get more than one drive going on it? It's like to have 4 Scsi drives in total. Does anyone know about this problem?

1041. Re: I Need a quick & dirty Desktop Publisher.

Newsgroup: comp.sys.atari.st
Date: 1993-11-01 16:47:07 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Nov1.164707.28843@bradford.ac.uk>
Source record: 199225

I (S.P.Taylor@bradford.ac.uk) wrote:
: Chris W. (cwilliso@harp.aix.calpoly.edu) wrote:

: : I am looking for a program that will let me print out simple fonts,
: : (maybee 5 or 6 different fonts), and that accepts EPSON, or Cannon BJ as
: : a print device. Has anyone found a p.d. program of this nature?

: : Any suggestions??

: I still use EASYTEXT PLUS by zzSoft. Although it's not PD, it's only 20
: pounds to buy outright, and comes with GDOS.PRG and loads of fonts, and is
: compatible with Canon BJ when it is set to emulate Epson LQ. If you want
: the address of zzSoft, E-mail me, and I'll find out for you.

: There is also a demo version of EasyText Plus in the PD, which only allows
: you to use A6 size output.

I have now the address of zzSoft. The address is:-

zzSoft,
114 Sparth Road,
Clayton Le Moors,
Lancs. BB5 5QD,
ENGLAND. Tel. +44 254 386192

The cost of EasyText Plus is only 20 pounds Stirling, although there will
probably be a surcharge to post to the US. You will have to specify when
ordering 1) Printer, 2) Disk Drive(s), 3) Memory.

If you have any (easy) questions about this program, please contact me via
E-mail, and I will try to help you. I have had them all, believe me.

Steve Taylor. |||
Long Live / | \, if they don't shoot themselves in the foot.

1042. Re: what communications software is available for ST?

Newsgroup: comp.sys.atari.st
Date: 1993-11-01 17:13:14 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Nov1.171314.1091@bradford.ac.uk>
Source record: 199226

: >COMMERCIAL:
: >-----------
: Connect

: Just a quick correction - CoNnect is *shareware*, not commercial.
: There *might* be a commercial version available (Wolfgang?) but
: the version that's on the FTP sites and that I have is definitely
: shareware...

I stand corrected, everyone who has corrected me. I realised later that I should have had a P.D./cheap Shareware column, and a Expensive Shareware/Commercial Column, so I feel that the price division is about right.

I have now downloaded Connect, and will shortly be unarchiving it and trying it, but I am a little worried about the fact that the terminal is emulated in a window, with a small system font. This will be virtually illegible on my 60Hz television, and may sway me back onto UniTerm.

Steve Taylor. |||
Long Live / | \, if they don't shoot themselves in the foot.

1043. Le Redacteur

Newsgroup: comp.sys.atari.st
Date: 1993-11-01 17:39:07 UTC
From: quaver@stein3.u.washington.edu
Message-ID: <2b3hjr$970@news.u.washington.edu>
Source record: 199224

Thanks to those who replied regarding "best word processor".
I would like to follow the advice given to buy Le Redacteur for
my friend in Paris. Any one know where I can get this program?

Thanks

-rick

1044. Re: F030 ICON editor ??

Newsgroup: comp.sys.atari.st
Date: 1993-11-01 17:48:47 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Nov1.174847.2852@bradford.ac.uk>
Source record: 199228

Anders Skar (anderss@edb.tih.no) wrote:
: Is there to be released a ICON editor for the F030 ??

If you mean a PD/Shareware Icon Editor, then I too would love one. There are in fact two programs available to edit the Falcon's DESKICON.RSC file, and also add into it icons from Windows 3.1. These are:-

Interface - Available in the UK for about 50 pounds from
HiSoft,
The Old School,
Greenfield,
Bedford MK45 5DE,
ENGLAND. Tel. +44 525 718181
Fax. +44 525 713716
E-mail hisoft@cix.compulink.co.uk.

Zoom - a cut down version of Interface, available in Germany for about 70DM, I do not know where from exactly, but I may be able to find out if anyone is interested.

: ....and what about the DSP modem/fax/mail-box ???????

The last I heard about this is that the program to use it is ATARI WORKS, which I believe has been shipped with Falcons in the US, but is not yet available in the UK. Rumour has it that this program does not exist/will not exist in the near future.

There is no reason why third parties should not develop software to do this though.

Steve Taylor. |||
Long Live / | \, if they don't shoot themselves in the foot.

1045. Re: 32k pictures

Newsgroup: comp.sys.atari.st
Date: 1993-11-01 17:48:55 UTC
From: ga@mrih.no
Message-ID: <1993Nov1.174855.2805@ugle.unit.no>
Source record: 199227

Winnipg (winnipg@sys6626.bison.mb.ca) wrote:
> Is there a picture format in which all pictures come out to 32000bytes?
> I know NEO,PI? come out to a little over 32k but is there anything that
> is 32k exactly?

DOO (Dr. Doodle) pictures are pure dumps of the screen memory and therefore consists of 32000 bytes exactly when saving ST low, med or hi resolution pictures. However, the palette is not saved in this format. (32 k is, btw, not 32000 bytes, but 32768 bytes. There are 1024 bytes in a k)

..|'''.| '|| Gard Eggesboe Abrahamsen "Programmers
.|' ' .... || PO Box 5061, Larsgaarden don't byte,
|| .... '' .|| ||' '' .' '|| 6021 Aalesund, Norway they just
'|. || .|' || || |. || Gard.Abrahamsen@mrih.no nybble a bit"
''|...'| '|..'|' .||. '|..'||. Finger ga@samson.mrih.no ***************
Disclaimer: These are my views and my views only; Nobody else wants them.

1046. Re: Atari Falcon Forsale

Newsgroup: comp.sys.atari.st
Date: 1993-11-01 18:00:23 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1519@usdtsg.DaytonOH.NCR.COM>
Source record: 199234
Cross-posted to: comp.sys.atari.st,misc.forsale

In article <1993Oct29.134612.18688@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>In article <2aqfd6$lm2@news.delphi.com>, bryedewa@news.delphi.com
(BRYEDEWAARD@DELPHI.COM) writes:
>> Atari Falcon030 Computer
>>
>> Asking $950 plus shipping.
>
>No thanks. I can get a new 040 Mac LC475 for $848.00
>
>Peter Sinclair-Day

I'm glad you've told me that, Pete. Now my life is complete...

Rob

...are there any other fascinating things happening in your life, or
is this the apex?

1047. Re: Atari Falcon Forsale

Newsgroup: comp.sys.atari.st
Date: 1993-11-01 18:14:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A55308@SL.maus.de>
Source record: 199117

In article A36406@AC Arne Rudolph wites:

AR> [...] Lots of Low-priced offers deleted ...

AR>No thanks, I can get a new C=64 for $169

No thanks, I have a Game Boy

Bye
Stefan

===
Stefan_Damerau@sl.maus.de
!!No Mail >16kB please!!

1048. Re: Mega STE fixes???

Newsgroup: comp.sys.atari.st
Date: 1993-11-01 18:18:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A55309@SL.maus.de>
Source record: 199119

In article 2cd06378@p2.stacken.ct.se Patrik Sanfridsson wites:

PS>Can (or should) one use FastSer on the Falcon? If so, where can I get
PS>it?

Should! I use it with mine (TOS 4.04) and have my MODEM2 running on
57k6Baud perfectly. FPatch2 is included in FastSer.
It's by franz_sirl@m.maus.de
Should be possible to ftp it too?

Bye
Stefan

===
Stefan_Damerau@sl.maus.de
!!No Mail >16kB please!!

1049. A toast to...

Newsgroup: comp.sys.atari.st
Date: 1993-11-01 18:18:50 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1520@usdtsg.DaytonOH.NCR.COM>
Source record: 199235

Sorry for being off-topic, but I noticed something humorous. Just scanning the comp.sys.mac.advocacy newsgroup, I've noticed that our buddy Pete S (names hidden to protect the goofy) seems to post more messages here than in the advocacy group that just begs for his presence. Anyways, it might be an idea to forward his postings to comp.sys.mac.advocacy, where they properly belong...

Oh well, I know computers have more "thinking" power than their users, but more common sense? Who knew? ;-)

Well, to be more on topic (at least regarding an Atari/Mac posting), I have heard occasional mentions of MiNT being ported to the MAC. I'm just curious as to how this works out? Since MultiFinder/System7 already do multitasking, and since Macs already have longer filenames, etc, I'm not sure I understand the purpose of porting MiNT there. Just curious if anyone has a "non-propagandistic" explanation...

Rob

"why is it always room temperature?"

1050. Re: F030 ICON editor ??

Newsgroup: comp.sys.atari.st
Date: 1993-11-01 18:20:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A55310@SL.maus.de>
Source record: 199118

In article CFpDys.JA3@edb.tih.no Anders Skar wites:

A>Is there to be released a ICON editor for the F030 ??
Hmmm, Zoom! by Shift (German Software-distributer from Flensburg - connect
heino_hanen@fl.maus.de?) is a nice one - I've been told.
It's able to do 'animated' color-icons too.

Bye
Stefan

===
Stefan_Damerau@sl.maus.de
!!No Mail >16kB please!!

1051. Re: 32k pictures

Newsgroup: comp.sys.atari.st
Date: 1993-11-01 18:52:06 UTC
From: incp@idefix.rz.tu-clausthal.de
Message-ID: <1993Nov1.185206.20807@solaris.rz.tu-clausthal.de>
Source record: 199236

Winnipg (winnipg@sys6626.bison.mb.ca) wrote:
: Is there a picture format in which all pictures come out to 32000bytes?
: I know NEO,PI? come out to a little over 32k but is there anything that
: is 32k exactly?
The old 'Doodle' format uses exactly 32000 bytes. It's for 640x400 monochrome only. Actually, it's a dump of the video ram.
Common used filename extensions for 'Doodle' are *.DOO and *.PIC

cheers,
Chris

1052. Re: MC68010

Newsgroup: comp.sys.atari.st
Date: 1993-11-01 19:06:52 UTC
From: g02o@zfn.uni-bremen.de
Message-ID: <2b3moc$15i6@ina.zfn.uni-bremen.de>
Source record: 199248
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Evan Langlois (evanlang@sdf.lonestar.org) wrote:

: Does a 16MHz 68010 exist? In a PLCC package? Pin compatible with the same
: package 68000?

Yes...it was available 3 weeks after I bought the DIP version :-(((((((

: Does TOS 1.62 work OK with a 68010? I use NVDI and MiNT.

yea, should do... I tried with TOS 2.06 which has a serious bug with that...
when HD is connected, there come 2 bombs when desktop should appear, but the
AUTO folder progs boot correctly......!?!!!?!!??

but, almost NO speed increase.... 5% more Integer operations....:-/
and that f.... thing costs 45 DM...

: Does anyone know how virtual memory works on a 68010? Is there a driver
: for VM that works on a 68010 or will I have to write one? Anyone ??

Seems ya have to write one.

--
MfG MOW []-) Hardware-Gruppenleiter des A.C.T.e.V Bremen
| | | Atari Computer Team e.V. Bremen 400/800/XL/XE/ST(E)/TT/Falcon/Lynx
| | | Vereinsr"aume: Steffensweg 5, 28359 Bremen, B.R.D. NEW: PC group
| | | Mailbox (BBS): ++49-(0)421-38 50 41 ZyXel 19200, free account.
/ | \ Wir haben clubeigene Rechner in den Clubr"aumen stehen.
/ | \ "Offnungszeiten: Mo 19-21 Mi 19-22(MIDI) Do 18-21 Fr 18-20 (open end:)
*** Always LOGON - the bright side of life ! ***

1053. internal floppy

Newsgroup: comp.sys.atari.st
Date: 1993-11-01 19:07:53 UTC
From: jgj@ssd.csd.harris.com
Message-ID: <JGJ.93Nov1140753@rcx1.ssd.csd.harris.com>
Source record: 199229

The internal floppy on my Mega/ST has died. It spins up and the head seeks a few times, then the computer complains that it doesn't respond. I can find no one locally (SouthEast Florida) that will touch an ATARI -- all the old dealerships have stopped carrying them.

Where can I get a replacement? Will any old drive do? That is, is the driver and connectors the same as used in generic PC clones? Can someone point me to someone within a few hours driver of Ft. Lauderdale that will work on an ATARI. Help me please someone. I've been trying to call Atari (408-745-2034) but they never answer the phone.

--

Jeffrey Glen Jackson _|_Satan jeered, "You're dead meat Jesus, I'm gonna
jgj@ssd.csd.harris.com | bust you up tonight."
x5483 Bungee till | Jesus said, "Go ahead, make my day."
you drop! ~~~~~~~~~ -- Carman, "The Champion"

1054. PC floppies on a 1040 STF

Newsgroup: comp.sys.atari.st
Date: 1993-11-01 19:19:57 UTC
From: grassiap@ensem.u-nancy.fr
Message-ID: <2b3ngt$ibi@arcturus.ciril.fr>
Source record: 199230

I'm in trouble because my internal floppy died on my STF and I wonder if
I could buy a cheap 1.44 Meg PC floppy and put it my Marvelous Atari ?
Will it work as an 1.44 Meg floppy ? as a 720 K one ? or won't it work ???

Help me,

Thanx in advance,

--

/==\
| Philippe GRASSIA grassiap@ensem.u-nancy.fr |
Nancy , France
When all other means of communication fail, try words.
\==/

1055. ATARI _DROPS_ THIER COMPUTER LINES!

Newsgroup: comp.sys.atari.st
Date: 1993-11-01 19:31:36 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1993Nov1.143136.16219@umiami.ir.miami.edu>
Source record: 199232
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

NOTE: THIS IS NOT A JOKE, FLAME, OR LIE.

Effective immediately, Atari Computer Corporation has ceased
production of ALL of it's computer lines. This includes all TOS,
DOS, and hand-held computers. This information was
released late on Friday., October 29, 1993.

I was given this information by my broker who constantly checks the
Atari news for me.

It also said that there might be a plan in the future to release
compatable computers at an affordable price.

Atari's only priducts for sale will be what is in the stockhouses,
the LYNX, and the upcoming Jaguar.

-time to start looking at those clones.

-Mark Santora

1056. STOP IT!!!!(adios:Atari)

Newsgroup: comp.sys.atari.st
Date: 1993-11-01 19:33:20 UTC
From: hallvart@ifi.uio.no
Message-ID: <1993Nov1.193320.10583@ifi.uio.no>
Source record: 199231

Ok, enough's enough!!!
I think we've had enough of this silly discussion about "my computer's better than yours".
Aren't most of us past that childish stage i.e. "my dad's stronger than yours".
If some people are happy with their Apples- OK. But don't keep bothering us with your 'Apple
propaganda'. This happens to be the ATARI newsgroup, and most of us are happy with our ATARI
computers. They let us do the stuff we want 'em to do and we're happy with it, and THIS newsgroup is
devoted to discussions regarding the ATARI computers. NOT the APPLE vs. ATARI 'war' that some idiot
has started. So I say once again : S T O P I T !!!!!!!!!!! Go bother someone else if you don't
have anything better to do!

Hallvard

1057. Re: The Falcon040 Hoax (was Re: Increase sales of Falcon? How?)

Newsgroup: comp.sys.atari.st
Date: 1993-11-01 19:55:27 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenCFtwoG.6Fv@netcom.com>
Source record: 199237

In article <H.eg.Hux9YkD8I__@semprini.waterloo-rdp.on.ca>
cherborth@semprini.waterloo-rdp.on.ca writes:
>
>Then again, there is a chance the Falcon030 price will drop after the
>Jaguar starts to sell; Atari won't need the higher margins on the Falcon
>to maintain what income they currently have (the Jaguar should pump
>things up quite a bit).

Atari has always lowered the prices on their machines after they've been
out 10-12 months. I wouldn't be surprised if the Falcon prices dip soon.
--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

1058. Re: need SCSI host adaptors to put HD on an ST

Newsgroup: comp.sys.atari.st
Date: 1993-11-01 20:52:49 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <CFtzC2.6pB@mailer.cc.fsu.edu>
Source record: 199239

roger erickson (rge@helix.nih.gov) wrote:
>
> I need several host adaptors for connecting external 80Mb SCSI
> HDs to Atari STs. Does anyone have a newer version of the ICD LINK? I'd
> prefer the one that sits on the cable and doesn't require an extra power
> connection.

My understanding is that you have just described the Link. Older ICD
products were internal boards that needed a separate splitter power cable.
The Link does connect externally (on the cable), and does not require
an additional power supply. In addition, you can run more than one SCSI
device using one Link (the older boards did this as well). I suggest you
call up Toad computers (1-800-448-TOAD) and ask them about the ICD product
line.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1059. Re: Wanted: Deskjet Driver for GCR

Newsgroup: comp.sys.atari.st
Date: 1993-11-01 21:11:15 UTC
From: wmagro@baron.ncsa.uiuc.edu
Message-ID: <2b3u1j$r1l@vixen.cso.uiuc.edu>
Source record: 199238

Dirk Moebius (moebius@apoll) wrote:
: Hello there!

: I'm searching for a HP Deskjet-driver for the Spectre GCR. The original
: DeskWriter driver from Macintosh doesn't work (system hangs up).

: Thanks in advance,

The DeskWriter is a different beast entirely, so its drivers will never work with a deskjet. Deskjet speaks HP laserjet language; deskwriter speaks quickdraw.

Ftp to a mac site and download the deskjet drivers by Ollie Arnxxx and another guy, whose name I remember even less. It is at version 3.0 and works with almost all software. You can search for it in archie using DJ3.0 as a search pattern I believe. If you get really desperate and can't find it, mail me. I will point you to a site.
--
William Magro NeXTMail welcome
wmagro@uiuc.edu

1060. Re: internal floppy

Newsgroup: comp.sys.atari.st
Date: 1993-11-01 21:14:54 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <CFu0Cu.8sH@mailer.cc.fsu.edu>
Source record: 199242

Jeff Jackson (jgj@ssd.csd.harris.com) wrote:

> The internal floppy on my Mega/ST has died. It spins up and the head
> seeks a few times, then the computer complains that it doesn't
> respond. I can find no one locally (SouthEast Florida) that will
> touch an ATARI -- all the old dealerships have stopped carrying them.
>
> Where can I get a replacement? Will any old drive do? That is, is
> the driver and connectors the same as used in generic PC clones? Can
> someone point me to someone within a few hours driver of
> Ft. Lauderdale that will work on an ATARI. Help me please someone.
> I've been trying to call Atari (408-745-2034) but they never answer
> the phone.

There are several mail order places that can fix your ST (and replace the
floppy if necessary). Here are some phone numbers:

TOAD computers 1-800-448-TOAD
Rising Star 1-800-252-2787
D&P Computers 1-800-535-4290
ATY Computer 1-510-482-3775

All of these came out of this month's Current Notes magazine. I strongly
suggest that you get a copy (TOAD could probably sell you a single issue)
and check it out. I have been a subscriber for a long time, and it is money
well spent if you own an Atari computer (IMHO).

I have had good experiences with TOAD and D&P. Good luck.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1061. Re: ATARI _DROPS_ THIER COMPUTER LINES!

Newsgroup: comp.sys.atari.st
Date: 1993-11-01 21:29:44 UTC
From: oracle@iastate.edu
Message-ID: <oracle.752189384@pv0555.vincent.iastate.edu>
Source record: 199240
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1993Nov1.143136.16219@umiami.ir.miami.edu> dlk0ms9s@umiami.ir.miami.edu writes:

>NOTE: THIS IS NOT A JOKE, FLAME, OR LIE.

>Effective immediately, Atari Computer Corporation has ceased
>production of ALL of it's computer lines. This includes all TOS,
>DOS, and hand-held computers. This information was
>released late on Friday., October 29, 1993.

>I was given this information by my broker who constantly checks the
>Atari news for me.

>It also said that there might be a plan in the future to release
>compatable computers at an affordable price.

>Atari's only priducts for sale will be what is in the stockhouses,
>the LYNX, and the upcoming Jaguar.

>-time to start looking at those clones.

>-Mark Santora

THE INFORMATION POSTED ABOVE *IS NOT* TRUE. I just called Atari and they
insisted that this RUMOR was FALSE.

Furthermore, if the RUMOR was true, I assure you that we would be hearing it
from more than one 'broker'.

--
==
= Electrical Engineers do it with Power,= oracle@iastate.edu =
= Computer Engineers do it with Logic! = I.S.U. Computer Engineering =
==

1062. Mail Readers

Newsgroup: comp.sys.atari.st
Date: 1993-11-01 22:20:00 UTC
From: lee.higginbotham@the-matrix.com
Message-ID: <3368.2409.uupcb@the-matrix.com>
Source record: 199021

Hello All,
I was hoping someone out there could tell me if there is a
mailreader available for the ST line that can handle a PC Board BBS that
has in excess of 5000 conferences/newsgroups. All I have found so far
freak out on The Matrix here in B'ham, AL. Any help would be greatly
appreciated.
Thanks
Lee Higginbotham
(lee.higginbotham@the_matrix.com)

1063. Atari ST and PC floppies

Newsgroup: comp.sys.atari.st
Date: 1993-11-01 22:48:20 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <752194947.AA01456@byte.bbs.no>
Source record: 199241

>The STE machines allow you to format floppies on either an STE or PC

Old ST's also procuce comatible disks, but some PC's doesn't like the
two first bytes of the boot sector (if you protect the disk with a
virus protector like PROTECTx.PRG the disk will work on IBM's too..)

>and be readable by either machine. HD disks don't work because the ST
>does not come with a high density floppy drive.

STE, MEGA STE and TT can be upgraded with the AJAX disk controller,
a HD disk drive and TOS 2.06 / 2.06 to handle high density disk..

Lars-Erik 0sterud / E-mail: Lars-Erik.Osterud@byte.bbs.no
Atari Developer / ABK-BBS: +47 67132659 V.32bis Data+Fax
SysOp ABK-BBS /

-- ReadMail ST

1064. Re: PC floppies on a 1040 STF

Newsgroup: comp.sys.atari.st
Date: 1993-11-01 23:12:21 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <LANCER.93Nov1181222@wpi.WPI.EDU>
Source record: 199243

0{{ On 1 Nov 1993 19:19:57 GMT, grassiap@ensem.u-nancy.fr (Philippe GRASSIA) said:
grassiap> I'm in trouble because my internal floppy died on my STF and
grassiap> I wonder if I could buy a cheap 1.44 Meg PC floppy and put
grassiap> it my Marvelous Atari ? Will it work as an 1.44 Meg floppy
grassiap> ? as a 720 K one ? or won't it work ???

You should be able to buy any old PC-compatible 3.5" drive (1.44 or
720k) and plug it right into your STf. The ST will treat it as a 720k
drive no matter what (just like the old one). If you had an STE or
Mega STE you could get a replacement disk controller chip and use a
1.44 at 1.44. In short, any PC 3.5" drive will do, just don't expect
1.44megs out of it...

.s.
(your mileage may vary...)
--
- lancer@wpi.wpi.edu - - "What you did does not make sense!" -
- "It does not have to! It just has to get noticed. -
- They have to be made to understand: Oppressing people costs!" -

1065. Re: Where to get hold of POV_Ray 2.0 for ATARI ST

Newsgroup: comp.sys.atari.st
Date: 1993-11-01 23:32:55 UTC
From: grosland@emi.u-bordeaux.fr
Message-ID: <1993Nov1.233255.986@greco-prog.fr>
Source record: 199244

Konstantinos Xonis (gc85@hrz.uni-giessen.de) wrote:
: Hi folks !

: I am in search for the new release of POVRay V2.0 for the ATARI ST.
: Can anybody tell me, where to get it from ??

: I have e-Mail and also Internet access.

: Thanks in advance.

: Konstantinos Xonis
: (XAKChaos of XAK-Design Wetzlar)

Hi,

Well, you can find POV-Ray sources on ftp access :
alfred.ccs.carleton.ca

I don't remember the directory (/pub/POv-Ray2.0 ....).
I have compiled it on a sun and it seems to have some problems with the
mapping.
I don't know if it is me or the programm.

Anyway, good luck !!!

--

```
_____________________________________________________________________
| | DJINN |
| Sebastien GROSLAND | |
| Domaine universitaire | |||||| ST was better |
| Village I Bat E ch 404 | |||||| Falcon is the best |
| 33405 TALENCE CEDEX | // || \\ ATARI rules |
| | |
| not F030 dev !!!! | grosland@platon.emi.u-bordeaux.fr |
---------------------------------------------------------------------
```

1066. Re: External DS/DD floppy $50

Newsgroup: comp.sys.atari.st
Date: 1993-11-02 02:08:33 UTC
From: ETAT@delphi.com
Message-ID: <931101.76113.ETAT@delphi.com>
Source record: 199245

I will take the drive for $50 if you haven't sold it. My address is
ETAT@delphi.com or ship to Earl Tate 327 Univ Blvd, Enid, Ok 73701..
I will be happy to send you a MO or check. PH-405-233-6410

1067. Virus

Newsgroup: comp.sys.atari.st
Date: 1993-11-02 02:37:32 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2b4h5c$2aq@golem.wcc.govt.nz>
Source record: 199246

Could one of the virus-killer writers contact me, as I've found one that nothing I have can identify (UVK thinks it is a harmless MS-DOS disk, but MS-DOS compatible disks don't copy boot-sectors onto other disks). I have isolated the code into a file. It *may* mutate, but I haven't done sufficiant tests on that yet as my virus-killer I was using for the job (Chasseur 2 which is good for this type of thing), was destroyed when my ^&*(% disk corrupted! (Moral - Backup!)

Are there any recent *english* virus killers?

/--\
| I don't want no pickle - I just wanna ride my motorsicle! O O |
| When all else fails - Cheat! o |
| WELLS_S@KOSMOS.WCC.GOVT.NZ Wellington, New Zealand _/ |
\-------------Master of Cheats/Hints/Tips - The Mercenary-------------/

1068. Re: Atari ST and PC floppies

Newsgroup: comp.sys.atari.st
Date: 1993-11-02 04:34:21 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1521@usdtsg.DaytonOH.NCR.COM>
Source record: 199249

In article <ohb.751967927@dutsh7.tudelft.nl> ohb@dutsh7.tudelft.nl (Onno Hardebol) writes:
>Hello,
>
>If you format your floppies on a PC on 720 kB (2,10,80), they can be read by
>any Atari ST. I don't know how it works for HD floppies, but it works well
>on DD.
>
>No special program needed!

This does work fine with high-density (1.44meg) floppies as well, if
you have the HD mechanism. I do this on my MSTE. The ST will also
handle some "extended" PC formats, like those made with the FD-Format
program (i.e. 820k double density, and 1.72meg high density). Saves
a lot of space in the high formats...

Rob

"you've got clearance, Clarence"
"what's your vector, Victor?"
"roger, Roger"

1069. Re: CHKDISK3 question.

Newsgroup: comp.sys.atari.st
Date: 1993-11-02 04:42:49 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <2b4og9$2o5@golem.wcc.govt.nz>
Source record: 199247

Chk-Disk 3 Does defrag the disks (Diamond Edge thinks so anyway), but it does it quite slowly, (doesn't use much RAM caching or something similar, good for what it is though!)

/--\
| I don't want no pickle - I just wanna ride my motorsicle! O O |
| When all else fails - Cheat! o |
| WELLS_S@KOSMOS.WCC.GOVT.NZ Wellington, New Zealand _/ |
\-------------Master of Cheats/Hints/Tips - The Mercenary-------------/

1070. Re: what communications software is available for ST?

Newsgroup: comp.sys.atari.st
Date: 1993-11-02 05:08:40 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1522@usdtsg.DaytonOH.NCR.COM>
Source record: 199250

In article <1993Nov1.171314.1091@bradford.ac.uk> S.P.Taylor@bradford.ac.uk (S.P.Taylor) writes:
>: Just a quick correction - CoNnect is *shareware*, not commercial.
>
>I stand corrected, everyone who has corrected me. I realised later that I
>should have had a P.D./cheap Shareware column, and a Expensive
>Shareware/Commercial Column, so I feel that the price division is about
>right.

I think your division was right, though. I understand the idea
of dividing between actual prices (commercial and shareware fees)
but the shareware *status* is more meaningful I think, in that it lets
you pre-try it rather than just buy it and beware...

>I have now downloaded Connect, and will shortly be unarchiving it and
>trying it, but I am a little worried about the fact that the terminal is
>emulated in a window, with a small system font. This will be virtually
>illegible on my 60Hz television, and may sway me back onto UniTerm.

It might strain your eyes if you're doing this on a TV (actually,
anything might be straining on a TV :-) Then again, I should talk -
I remember using a 80-column VT100 emulator on an Atari 8-bit
(we're talking 3-pixel-wide characters w/ 1 pixel between each on a TV
major eyestrain, but it got me through freshman year in college).
My *personal* opinion is that 640x400 would be the best minimum
resolution (though CoNnect even works fine in ST LOW res - though it isn't
too bad to run under MonSTEr, in virtual 640x400x16 ST LOW)...

Rob

"call me a cab"
"you're a cab!"

1071. stocked

Newsgroup: comp.sys.atari.st
Date: 1993-11-02 05:11:21 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1523@usdtsg.DaytonOH.NCR.COM>
Source record: 199151

I gotta check it out in the paper tomorrow, but I believe that Atari's stock just hit $10 today. Wow, double digits - pretty amazing, huh? :-)

Rob

"I'm your worst nightmare before Christmas" - Sylvester Burton...

1072. Formatting a 1.4 MB diskette on a SCSI floptical drive

Newsgroup: comp.sys.atari.st
Date: 1993-11-02 06:28:55 UTC
From: ralph@cerfacs.fr
Message-ID: <RALPH.93Nov2062855@hal.cerfacs.fr>
Source record: 199171
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I understand that there are some floppy formatters that handle HD floppies! Do any of these work on such a floppy connected to an Insite floptical drive? ICDFMT, from ICDBOOT Pro 6.20, does *not* do this on my Mega 4 STfm running TOS 2.06.

Any suggestions?

--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
==========
Got a Sun IPC lap clone w/1.05 GB! Got a Mega 4STfm with TOS 2.06, floptical!

1073. atari st wanted

Newsgroup: comp.sys.atari.st
Date: 1993-11-02 07:04:12 UTC
From: kronos@cyberden.sf.ca.us
Message-ID: <PHLDcc4w165w@cyberden.sf.ca.us>
Source record: 199189

Crashed my motherboard permanently trying to install a ram upgrade. Now I've got all this Atari stuff stashed in a closet. Looking for a basic ST that works, budget a major factor, cpu only. Reply kronos@cyberden.sf.ca.us.

| / |\
| H E \ Y B E R |/ E N [kronos@cyberden.sf.ca.us]

The CyberDen - Public Access Waffle Usenet System - 415/472-5527

1074. Spectre GCR with monochrome monitor..4 sale

Newsgroup: comp.sys.atari.st
Date: 1993-11-02 07:26:39 UTC
From: winters%sunset.cs.utah.edu@cs.utah.edu
Message-ID: <1993Nov2.002641.3281@hellgate.utah.edu>
Source record: 199153

If any body is interested make me an offer.
It has the roms and everything.

Brian Winters

1075. Re: Wanted: Deskjet Driver for GCR

Newsgroup: comp.sys.atari.st
Date: 1993-11-02 07:36:24 UTC
From: jkreth@lonestar.utsa.edu
Message-ID: <1993Nov2.073624.22473@ringer.cs.utsa.edu>
Source record: 199152

In article <2b3u1j$r1l@vixen.cso.uiuc.edu> wmagro@baron.ncsa.uiuc.edu (William Magro) writes:
>Dirk Moebius (moebius@apoll) wrote:
>: Hello there!
>
>: I'm searching for a HP Deskjet-driver for the Spectre GCR. The original
>: DeskWriter driver from Macintosh doesn't work (system hangs up).
>
>: Thanks in advance,
>
>The DeskWriter is a different beast entirely, so its drivers will never
>work with a deskjet. Deskjet speaks HP laserjet language; deskwriter
>speaks quickdraw.
>
>Ftp to a mac site and download the deskjet drivers by Ollie Arnxxx and
>another guy, whose name I remember even less. It is at version 3.0
>and works with almost all software. You can search for it in archie
>using DJ3.0 as a search pattern I believe. If you get really desperate
>and can't find it, mail me. I will point you to a site.
>--
>William Magro NeXTMail welcome
>wmagro@uiuc.edu

Or if it REALLY gets bad, e-mail me, and I'll send you the driver on a floppy disk. I use it. It's great.

--
*The best way to accelerate a PC is at 9.8 m/s*s!
** "We look for things...Things to make us go...We are SMART!"

jkreth@lonestar.utsa.edu

1076. Spectre GCR with monochrome monitor..4 sale

Newsgroup: comp.sys.atari.st
Date: 1993-11-02 07:40:03 UTC
From: winters%sunset.cs.utah.edu@cs.utah.edu
Message-ID: <1993Nov2.004003.3784@hellgate.utah.edu>
Source record: 199154

Regarding my other message, send me e-mail to
winters@sunset.cs.utah.edu

bye now..
Brian

1077. Phone #, Address for Best Electronics?

Newsgroup: comp.sys.atari.st
Date: 1993-11-02 08:38:51 UTC
From: lordthan@news.delphi.com
Message-ID: <2b56ar$7k9@news.delphi.com>
Source record: 199155

Subject line says it all. Anyone have the phone number and/or address for Best Electronics?

-Steve

1078. Re: 32k pictures

Newsgroup: comp.sys.atari.st
Date: 1993-11-02 09:01:30 UTC
From: winnipg@sys6626.bison.mb.ca
Message-ID: <8wqDcc3w165w@sys6626.bison.mb.ca>
Source record: 199164

ga@mrih.no (Gard Abrahamsen) writes:
> > Is there a picture format in which all pictures come out to 32000bytes?
> > I know NEO,PI? come out to a little over 32k but is there anything that
> > is 32k exactly?
>
> DOO (Dr. Doodle) pictures are pure dumps of the screen memory and therefore
> consists of 32000 bytes exactly when saving ST low, med or hi resolution
> pictures. However, the palette is not saved in this format. (32 k is, btw,
> not 32000 bytes, but 32768 bytes. There are 1024 bytes in a k)
>
>

Well the picture i'm looking at looks to be a an spc pic. I'm trying to
rip it out of a program and it starts out being ICE'd and unICEd comes
out to 32000. I'm pretty sure it's a pick.

1079. Re: best word processor

Newsgroup: comp.sys.atari.st
Date: 1993-11-02 09:17:01 UTC
From: martin@maja.nlp.physik.th-darmstadt.de
Message-ID: <2b58idINNha6@rs18.hrz.th-darmstadt.de>
Source record: 199156

Hi!
In article <CFs0sp.3F7@world.std.com>, Lexicor@world.std.com (Yat W Siu) writes:
|> In article <2b0t0n$lui@news.u.washington.edu>,
|>
|> >I have a friend in Paris who is looking for a good word processor that runs
|> >on a 1040ST with only a meg of memory. Is WORD WRITER the best? ALso
|> >... could someone direct me to some mail order places?
|>
|> If your friend is in Paris, then he should really be using a French Program
|> ilke Le Redacteur which is really very nice, other great WP's are Script,
|> Signum 3.0 (hmm) Papyrus, That's Write, and Atari Works ain't bad, however
|> I still think its better than WOrd Writer..
|>
|> Yat

Hm, Signum 3, Script in versions > 1.x with only one megabyte? At least you
loose a lot of functionality. And it sounds as maybe this guy don't even has
a hardisc. Programs that definitely work under these conditions are Tempus
Word junior (don't know about the bigger versions), Signum 2 or Script 1.
They also have the advantage that he should get them very cheap from someone
who didn't upgrade and switched to another program / system. I think that all
of the programs I mentioned can be recommended, it depends on what features
you really need and want. I can't say much about the other programs you
mentioned, though I'm afraid that Papyrus is a candidate of having problems
with only 1 meg, too. Long time ago I also came across a very good review
of "Redacteur", but since then especially wordprocessors have undergone
impressive improvements.

So long Martin

Martin Wiesenfeldt TH Darmstadt, Inst. f. Angewandte Physik
Tel.: +49-6151-163086 Schlossgartenstrasse 7, D64289 Darmstadt
Fax : +49-6151-164534 email: martin@nlp.physik.th-darmstadt.de

1080. 32k pictures

Newsgroup: comp.sys.atari.st
Date: 1993-11-02 09:24:00 UTC
From: mike.hill@cccbbs.UUCP
Message-ID: <2821.264.uupcb@cccbbs.UUCP>
Source record: 199200

```
W >.@SUBJECT:32k pictures
W >.@FROM :winnipg@sys6626.bison.mb.ca
W >.@MSGID :<ZXXBcc5w165w@sys6626.bison.mb.ca>
W >From: winnipg@sys6626.bison.mb.ca (Winnipg)
W >Newsgroups: comp.sys.atari.st
W >Subject: 32k pictures
W >Message-ID: <ZXXBcc5w165w@sys6626.bison.mb.ca>
W >Date: Mon, 01 Nov 93 03:37:58 CST
W >
W >Is there a picture format in which all pictures come out to 32000bytes
W >I know NEO,PI? come out to a little over 32k but is there anything tha
W >is 32k exactly?
W >
```

Well you a degas PIX (1,2,or 3) is 32034. The first word is a header which denotes the rez, the next 16 words are the color pallette for the pic and the next 16000 (32000 bytes) are the
raw image itself stored in the screen memory format for that rez.

```
1 WORD Header ( 2 Bytes)
16 WORDS Picture Pallette ( 32 Bytes)
16000 WORDS Raw Picture Format (32000 Bytes)
-----------------------------------------
16017 WORDS Total Size (32034 Bytes)
```

So if your just interested in the 32000 bytes of raw data just skip the first 34 bytes in the PIX file.

Mike Hill
mike.hill!cccbbs@uc.eng.edu
m.hill13@genie.geis.com

. WinQwk 2.0 a#0 . Unregistered Evaluation Copy

1081. Re: ATARI _DROPS_ THIER COMPUTER LINES!

Newsgroup: comp.sys.atari.st
Date: 1993-11-02 09:47:30 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CFuz77.Jvp@newcastle.ac.uk>
Source record: 199162
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Nov1.143136.16219@umiami.ir.miami.edu>, dlk0ms9s@umiami.ir.miami.edu writes:

>
>
>NOTE: THIS IS NOT A JOKE, FLAME, OR LIE.
>
>Effective immediately, Atari Computer Corporation has ceased
>production of ALL of it's computer lines. This includes all TOS,
>DOS, and hand-held computers. This information was
>released late on Friday., October 29, 1993.
>
>I was given this information by my broker who constantly checks the
>Atari news for me.
>
>It also said that there might be a plan in the future to release
>compatable computers at an affordable price.
>
>Atari's only priducts for sale will be what is in the stockhouses,
>the LYNX, and the upcoming Jaguar.
>
>
>-time to start looking at those clones.
>
>-Mark Santora
>

Is this guy for real ?

Craig.

1082. Any Speedo-Fonts in the Public Domain???

Newsgroup: comp.sys.atari.st
Date: 1993-11-02 09:48:44 UTC
From: BACH@EZINFO.VMSMAIL.ETHZ.CH
Message-ID: <CFuz9A.3MM@bernina.ethz.ch>
Source record: 199157

Since my Falcon030 came along with Speedo, I asked myself if there
are any Speedo-Fonts or a True-Type or Type 1 to Speedo converter available in
the public domain.

-Beat Christen

1083. Re: SpeedoGDOS questions (was

Newsgroup: comp.sys.atari.st
Date: 1993-11-02 10:11:23 UTC
From: rcollins@magnus.acs.ohio-state.edu
Message-ID: <2b5bob$qlf@charm.magnus.acs.ohio-state.edu>
Source record: 199158

In article <7143.1288.uupcb@nezuld.com> dirk.vandenheuvel@nezuld.com (Dirk Vand
enheuvel) writes:
>DF>.@SUBJECT:SpeedoGDOS questions (was: SpeedoGDOS font pack?)
>DF>Why? For First Graph, which is not SpeedoGDOS aware, all outline
>DF>fonts are available only in the 10 point size.
>DF>--
>DF>Opinions expressed are my own.
>DF>
>Programs that are not Speedo aware will only show the font sizes you
>selected in the Outline.ACC. Go back and add whatever point sizes you want,
>Speedo will generate them and then you can use them in non-Speedo aware
>applications. However, that uses up memory and slows down the system a bit.
>So only add the point sizes that you think you'll need and only the fonts
>that you'll need.
>
>--Dirk--
>
>
>--- WinQwk 2.0 a#0
I have First Graph it works fine with SpeedoGDOS. I use X-Boot and have both
GDOS and SpeedoGDOS set up to run on seperate programs.
Note the equipment:TT030, 4/4Meg TT/ST RAM, 245Meg HD

Raymond Collins

1084. Re: HP DeskJet 510

Newsgroup: comp.sys.atari.st
Date: 1993-11-02 10:16:08 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.93Nov2111609@issan.informatik.uni-dortmund.de>
Source record: 199163

>>>>> In article <1516@usdtsg.DaytonOH.NCR.COM>, anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:

|> In article <memo.886623@cix.compulink.co.uk> ogal@cix.compulink.co.uk writes:
|>>
|>> You can always reset the Deskjet with a small auto program. All you need
|>> is cconws(ESC E).

|> I think that ESC-E will reset just about any printer out there. It may
|> be one of the rare "standards" among printers. (if anyone knows otherwise,
|> just shout :-)

The standard reset sequence for Epson or NEC printers is ESC @
The NEC also has FS @ for a real full reset.

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

1085. Cookie eating GFA

Newsgroup: comp.sys.atari.st
Date: 1993-11-02 10:30:10 UTC
From: t150315@lehtori.cc.tut.fi
Message-ID: <2b5cri$cpj@cc.tut.fi>
Source record: 199160

Yo (don't confuse this with Yo-Yo, it's r-rreal art) Coders!

What are 'Cookies'? I know that they have something to do with
identifying resident programs (and XBRA with hooks), but besides
that...

Below is an example of how to use commands that your shell provides
for Gfa Basic'ers.

```
------ cut here ---------
' Using shell commands from GFA Basic by Eero Tamminen
' Works at least with Gulam and Mupfel
' (Gulam has inbuild a reduced version of MicroEmacs (ue) :-)
'
DEFWRD "a-z"
' shell_p pointer (to 'jmp execute_one_shell_command')
shel%=LPEEK(&H4F6) !access system vectors in supervisor mode
'
' have to check for 'jmp' instruction too, because shells don't clear shell_p
IF shel% AND WORD{shel%}=20217 !shell address installed and 'jmp' found?
RESERVE 5120 !free additional memory
buff%=MALLOC(256) !feedback buffer
command%=MALLOC(256) !command line
IF WORD{shel%-8}=&H135 !Magic number?
PRINT "Shell is Gulam!"
comline%=shel%-6
gulam=TRUE
ENDIF
'
PRINT "Executing 'ls' command:"
CHAR{command%}="ls" !C-style string
ret=C:shel%(L:command%) !pointer to string via stack (C: int system())
PRINT "returnvalue:"'ret
'
PRINT "<CR> exits."
IF gulam !only Gulam-shell
REPEAT
~C:comline%(L:buff%) !use Gulams line editor (commandline EMACS...)
PRINT
~C:shel%(L:buff%) !execute command
UNTIL BYTE{buff%}=0
ELSE !other shells
DO
INPUT "Executable command: ",line$
EXIT IF line$=""
```

```
CHAR{command%}=line$
~C:shel%(L:command%)
LOOP
ENDIF
PRINT "Bye!"
~MFREE(command%) !free buffers
~MFREE(buff%)
RESERVE
ELSE
PRINT "Where's the shell???"
ENDIF
EDIT
------ cut here -----------
```

You can modify Gulam's keybinding with diskeditor too. There are three keybinding for ue, mini and gulam buffers and three keyboard layouts for normal, shifted and capsLock'ed keys clearly layed out in the code... Shift + cursors and proper delete are first additions that spring to mind.

Doing it in script with kb command is for lamers only...
Hardcoding keeps your keybindings even if your gulam.g gets overwritten (experience talks...;-).

Gulam is FREEWARE shell by Prabhaker Mateti and Jwahar R. Bammi.

Eero Tamminen # C'ing limits.
t150315@cc.tut.fi # (read 'Persistance of vision' by John Varley)

1086. Re: ATARI _DROPS_ THIER COMPUTER LINES!

Newsgroup: comp.sys.atari.st
Date: 1993-11-02 10:37:29 UTC
From: rcollins@magnus.acs.ohio-state.edu
Message-ID: <2b5d99$qn8@charm.magnus.acs.ohio-state.edu>
Source record: 199159
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Some brokers will do any thing to make a buck these days.
Always check the company for investment information.

Raymond Collins rcollins@magnus.acs.ohio-state.edu

1087. Built in baud rates

Newsgroup: comp.sys.atari.st
Date: 1993-11-02 10:40:38 UTC
From: bartjan@cs.kun.nl
Message-ID: <CFv1nr.2y@sci.kun.nl>
Source record: 199161

Hi,

Can someone tell me which terminal program (PD) supports a baud rate of
57600? I use Uniterm which does not.
Thanks in advance.

Bart-Jan Bouwers

1088. Re: ATARI _DROPS_ THIER COMPUTER LINES!

Newsgroup: comp.sys.atari.st
Date: 1993-11-02 10:48:54 UTC
From: c2sgy@dmu.ac.uk
Message-ID: <1993Nov2.104854.29741@dmu.ac.uk>
Source record: 199177
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Nov1.143136.16219@umiami.ir.miami.edu>, dlk0ms9s@umiami.ir.miami.edu writes:

> NOTE: THIS IS NOT A JOKE, FLAME, OR LIE.
>
> Effective immediately, Atari Computer Corporation has ceased
> production of ALL of it's computer lines. This includes all TOS,
> DOS, and hand-held computers. This information was
> released late on Friday., October 29, 1993.
>
> I was given this information by my broker who constantly checks the
> Atari news for me.
>
> It also said that there might be a plan in the future to release
> compatable computers at an affordable price.
>
> Atari's only priducts for sale will be what is in the stockhouses,
> the LYNX, and the upcoming Jaguar.
>
>
> -time to start looking at those clones.
>
> -Mark Santora
>

So Atari spend millions of $$ on creating new technology and software
only to stop production ...

I also doubt seriously whether they want to make compatibles at all.
Take a look at CBM. They are pulling out of the PC market because it
is too competitive and it nearly dragged them under ... (which isn't a
bad thing ... :-))
Does Atari always say what its plans are anyway ??? Its only when they
have something concrete ie specs and a prototype then they release info
but since the Falcon030 and Jaguar have taken all their cash I doubt
it ...
I know Atari aren't that good but they aren't that BAD!

--
Simon
c2sgy@dmu.ac.uk

1089. Re: MEGA STe Compatibility

Newsgroup: comp.sys.atari.st
Date: 1993-11-02 10:53:00 UTC
From: lpzssm@unicorn.nott.ac.uk
Message-ID: <2b5e6c$k1v@unicorn.ccc.nottingham.ac.uk>
Source record: 199167

In article <158029@netnews.upenn.edu>, rrice@netnews.upenn.edu (Rob S. Rice) writes:

> Does the French program REDACTEUR print to PostScript Output?

No. The nearest you can get is to output files in Wordplus format and
then convert to PS.

Sam

1090. Re: Magix versus Multitos

Newsgroup: comp.sys.atari.st
Date: 1993-11-02 11:28:06 UTC
From: tskuenne@cip.informatik.uni-erlangen.de
Message-ID: <2b5g86Eeon@uni-erlangen.de>
Source record: 199165

bunka@mibm.ruf.uni-freiburg.de (Andreas Bunkahle) writes:

>it to MiNT 1.04. My opinion is that the relationsship between Magix and
>MiNT is like OS/2 to Windows.
IMHO this seems to be a little far fetched. MiNT lacks the whole 'AES-section'
so Mag!x and MiNT can't be compared directly.
And MiNT adds new features to TOS, whereas Mag!x replaces TOS. Of caurse, the
combination of MiNT and the new Multitasking AES are not _that_ fast, but
working an the appropriate machine makes quite fun.
It is simply a question of what you are going to do. If you want to run a
CD-ROM drive (just to mention one example) there is hardly an alternative
to MiNT.
And another question is if we all want to work an a system like Mag!x still
in say 2 years. Only Atari has the power to introduce new features to the OS.
But this is vital because a system needs to be improved.

Regards
Thomas Kuenneth, Germany

1091. Re: MC68010

Newsgroup: comp.sys.atari.st
Date: 1993-11-02 12:08:20 UTC
From: klamer@mi.el.utwente.nl
Message-ID: <klamer.752242100@mi.el.utwente.nl>
Source record: 199166
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <2b3moc$15i6@ina.zfn.uni-bremen.de> g02o@zfn.uni-bremen.de (Mark-Oliver Wolter) writes:

>Evan Langlois (evanlang@sdf.lonestar.org) wrote:

>: Does anyone know how virtual memory works on a 68010? Is there a driver
>: for VM that works on a 68010 or will I have to write one? Anyone ??

>Seems ya have to write one.

All a 68010 support is a decent page fault handling. To have function VM
you will need a mmu (a real one, not the standard ST mmu.)

And because you have a non-standard mmu in that case, you also will need
a non-standard VM driver -- which you will have to write.

Klamer
--
Klamer Schutte Tel: +31-53-892778 Fax: +31-53-340045
Dept. of Electrical Engineering -- University of Twente, The Netherlands
preferred: klamer@mi.el.utwente.nl SMTP: klamer@[130.89.33.3]

1092. Re: Calamus for Windows-NT released !!!

Newsgroup: comp.sys.atari.st
Date: 1993-11-02 13:19:16 UTC
From: martinmf@imv.aau.dk
Message-ID: <martinmf-021193141521@heimdal.imv.aau.dk>
Source record: 199169

In article <H.eg.CpiLaolRh7I@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) wrote:
>
> Well, unless it can output to a PostScript device, it'll never fly...
> If you can afford the hardware to run NT, a PostScript laser printer
> (say, 600 dpi) is cheap...
>
I saw a prototype of Calamus SL for NT at the CeBIT this autumn. According to the staff at Olivetti, the NT version will use both standard Calamus fonts (which are binary compatible with the existing fonts, i.e. the same) and of course also Windows fonts (Postscript fonts etc.). According to the Olivetti salesman, there should be no reason to use other fonts for Calamus, as the quality of Calamus fonts is better.

The ordinary SL version supports PostScript output through the Dataformer module. I don't know if the NT version will handle it directly, though.

Martin

1093. Re: Calamus for Windows (RE :)

Newsgroup: comp.sys.atari.st
Date: 1993-11-02 13:29:21 UTC
From: martinmf@imv.aau.dk
Message-ID: <martinmf-021193142149@heimdal.imv.aau.dk>
Source record: 199168

In article <1993Nov1.112529.6374@dmu.ac.uk>, c2sgy@dmu.ac.uk (SG Yardley) wrote:
>
> How many new users will plump for a MSTE/TT plus Calamus when they can
> get a fast cheap clone plus the Windows version of Calamus.
> And all their exisitng work is transferable as well !
>
> I would stay but who else ?

A fast cheap close still needs a 486, 16 MB RAM and a reasonable harddisk. Windows NT is not exactly a home computer operating system either. It _is_ expensive. Of course, with NT you _have_ to buy the SL-version, which is much more expensive than Calamus 1.09N.

Using Calamus for private or semi-professional work a Mega and Calamus 1.09N will do a good job. If Atari wants to keep the professional DtP-users, they have to do something fast. But they might not be interested in the high end market right now. :-)

1094. Re: Atari Falcon Forsale

Newsgroup: comp.sys.atari.st
Date: 1993-11-02 13:56:16 UTC
From: asmith@zero.cypher.com
Message-ID: <1993Nov2.135616.5137@nuchat.sccsi.com>
Source record: 199195

```
In article <A36406@AC.maus.de> Arne_Rudolph@ac.maus.de (Arne Rudolph) writes:
>In article <A37043@K0> Anthony Reeves wrote:
>
>A>: In article <2aqfd6$lm2@news.delphi.com>, bryedewa@news.delphi.com
>A>(BRYEDEWAARD@DELPHI.COM) writes:
>A>: >
>A>: > For Sale:
>A>: > =========
>A>: >
>A>: > Atari Falcon030 Computer
>A>: > - 4 megs RAM
>A>: > - TOS 4.04
>A>: > - 120 MEG quantum internal IDE hard drive
>A>: > - All original packaging, manuals, software
>A>: >
>A>: > Purchased: May 1993
>A>: >
>A>: > Asking $950 plus shipping.
>A>: >
>A>: > Email to: BRYEDEWAARD@DELPHI.COM
>A>: >
>A>
>A>: No thanks. I can get a new 040 Mac LC475 for $848.00
>A>
>A>
>A>: Peter Sinclair-Day
>A>: Univ. of Northern Iowa
>A>
>A>: >
>A>
>A>No thanks, I can get new 386/33 for $699
>
>No thanks, I can get a new C=64 for $169
>
>Ciao,
> Arne

No thanks, I paid $12 for my Pong game... but then again, I sure like me
Falcon a LOT more than a Mac LC475, 386/33, OR a C=64!

--
_____________________________________________________________________
\/ SysOp of the Restaurant \Andrew Smith/ Chief Science Officer \/
_\ at the End of the Universe \ Zap030 / Shuttle Texas /_
/ Atari 16-64bit Support \ on IRC / NCC-1892-02 \
```

1095. Re: Magix versus Multitos

Newsgroup: comp.sys.atari.st
Date: 1993-11-02 14:11:31 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <LANCER.93Nov2091131@wpi.WPI.EDU>
Source record: 199170

Is MAG!X available yet in the US?

Can someone give a general description of it? I've had some problems
reading some of the German in the maus.atari groups...

thanks,
.s.
--
- lancer@wpi.wpi.edu - - A poem by Aileen Cho: Lemur, Ring tailed eyes wide in-
- surprise as the cow moos/Lemur drinks Mountain Dew and when he's through -
- asks the cow for booze/Lemur unwraps a Twinkie feeling so frink-y as the cow-
- chews/Lemur yawns in the sun and when he's done takes the cow on a cruise -

1096. Modula 2 compiler - English version?

Newsgroup: comp.sys.atari.st
Date: 1993-11-02 14:18:18 UTC
From: srg008@cck.coventry.ac.uk
Message-ID: <CFvBqJ.55z@cck.coventry.ac.uk>
Source record: 199127

Hiya all,

I FTP'd a compiler for Modula 2, the other day and after hours of
unarchiving and decompacting and stuff, I find that all the user manual
and menu-system text is in German...this would be fine, but I can't
read German. Is there a compiler about, for Modula 2, that is in English?
It has to run on less than or equal to (<=) 1 megabyte of memory, and a
lone double sided disk-drive.

Can anybody help?? Mail me if you are shy!!

Paul.

--
********** srg008@cck.coventry.ac.uk **********
"The way of the warrior is to live by the sword, eat and drink all you can
and try not to get bored!!" - Lord Darrian Of Tyr
****

1097. HELP: How to get the status of the joystick?

Newsgroup: comp.sys.atari.st
Date: 1993-11-02 14:38:09 UTC
From: buchholz@lukas.informatik.uni-dortmund.de
Message-ID: <2b5rch$f16@fbi-news.informatik.uni-dortmund.de>
Source record: 199172

Hi folks,

I would like to write a little joystick-game for my son, but I don't know
how to get the status of the joystick.
I use TURBO-C on a ST and I found some complicated infos about programming the
IKBD, but I don't know how to code it.

Did anybody have some funktions which I could include?

Please send E-Mail
Thanks
--
(o o)
oOO- (_) -OOo
Frank Buchholz (buchholz@lusty.informatik.uni-dortmund.de)
Germany (_) (_)

1098. Remote login (a la CoSHy)

Newsgroup: comp.sys.atari.st
Date: 1993-11-02 14:40:48 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1524@usdtsg.DaytonOH.NCR.COM>
Source record: 199178

Well, folks, just to let you know, regarding my quest (quest?) for information on treating the modem port as STDIN, I missed one of the obvious concepts - input redirection! I had been doing *output* redirection so I could see the results of the commands I entered, but didn't think of the input. Under CoShy (ConNect's) script language, I had originally been doing this:

```
get a
eval "$a >/dev/aux"
```

This would get an input ("a") and would run (eval) it, sending the output to the modem. However, if the program was awaiting a keypress, I was out of luck.

Now when I did the following:

```
get a
eval "$a </dev/aux >/dev/aux"
```

this time it still sent the output to the modem like before, but now the input *for that command* is now coming from the modem (I stress *that command* because it doesn't lock out the keyboard at home, which "CON=/dev/aux" had). So now, if the program is awaiting a keypress or any series of keypresses (i.e. an editor) it works.

Under this new setup, I have successfully run LHARC.TTP (without arguments, where it waits for a keypress), VI.TTP (the emulation for this version of VI was a little off, but basically it worked), ARC, ZIP, ZOO, CAT, LS, and did get TCShell to run (though exiting TCShell did cause a snafu, which I am looking into). And as soon as I set it back up again, I'm going to test doing an XYZ.TTP transfer back and forth. In any case, it is kinda cool to be able to do remote stuff like this (remember, only TOS/TTP stuff will probably work). As a side note, you'd probably want to be in VT52 mode on the remote side as that is the internal Atari emulation (for certain programs, this may be necessary; for plain old command line stuff, it doesn't make a difference)...

As soon as I clean up my script file a little, I'll post the code (it's only like 20 lines or so).

Anyways, thanks to everyone who's helped me out and made suggestions on getting me to this point (particularly those that pointed out the input redirection). It is great to see the people on the internet as helpful and friendly as they've been:

"yes, Virginia, there are helpful people on the internet, inbetwixt the usual flamefests and zealotry..."

Rob

...oh, it might be obvious that I'm running the system under MiNT
(i.e. the /dev/aux references). Under regular TOS, I'd imagine that
if you substituted AUX: for /dev/aux it should work the same way. Also,
under MiNT/MTOS, you could be more specific and use /dev/modem1 or /dev/modem2
etc. rather than /dev/aux - I dunno if this would matter - my assumption
(anyone?) is that AUX will refer to the modem port you have chosen as
the current one (the chosen one in the CoNnect window, for instance)...

1099. ST Goodies 4 Sale

Newsgroup: comp.sys.atari.st
Date: 1993-11-02 14:45:52 UTC
From: malay@stars.reston.paramax.com
Message-ID: <CFvD0G.LIM@bart.stars.reston.paramax.com>
Source record: 199183

The following items are for sale:

Atari Stuff
----
* Calamus 1.09N (5 Disk Set) Includes:
Calamus Utilities Disk
Calamus Font Editor
DITEK Outline Art

Manuals: Calamus Desktop Publishing
Calamus Font Resource Guide
Font Editor Reference Manual
Tutorial Guide
Outline Art Reference Manual
The Guide to Calamus Desktop Publishing

* Monkey Island (disks, docs, box)

* F-15 Strike Eagle II (disks, docs, box)

* Advanced Gravis Mousestick (Atari/Amiga Version)
Includes: Mousestick and LCD GMPU
Manual, Quick Reference, box

And now some Mac Stuff for the Mac/Spectre Owners
----

* Software Toolworks World Atlas Ver. 2.1.1 (Only used once for Hard
Disk Install)

* Claris MacWrite II 1.1v3 (Only used once for Hard Disk Install)

* Claris MacDraw II 1.1v2 (Only used once for Hard Disk Install)

* "Using Word 5 For The Mac" - Special Edition - QUE

All software items include complete docs and original disks.
Please make an offer which includes some reasonable amount
for shipping.

Thanks,

Bob Malay

Please respond via email to: malay@stars.reston.paramax.com

****
* *
* Robert M. Malay Unisys Corporation *

* Government Systems Group *
* 12010 Sunrise Valley Drive *
* Reston, VA 22091 *
* *
* malay@stars.reston.paramax.com *
* 703.620.7750 *
* *
****

1100. Re: ATARI _DROPS_ THIER COMPUTER LINES!

Newsgroup: comp.sys.atari.st
Date: 1993-11-02 14:46:23 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1525@usdtsg.DaytonOH.NCR.COM>
Source record: 199179
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2b5d99$qn8@charm.magnus.acs.ohio-state.edu> rcollins@magnus.acs.ohio-state.edu (Raymond Collins) writes:
>
>Some brokers will do any thing to make a buck these days.
>Always check the company for investment information.

The broker's name wasn't by chance Peter S...

... ah, nevermind, I'll leave that one alone ;-)

As for making a buck, as Atari's stock keeps rising, I'm making a couple bucks as well :-) (though I'm still kicking myself for not buying more :-(

Rob

"if there was no gravity, where would rain go?"

1101. Re: ATARI _DROPS_ THIER COMPUTER LINES!

Newsgroup: comp.sys.atari.st
Date: 1993-11-02 14:46:42 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1993Nov2.094642.16224@umiami.ir.miami.edu>
Source record: 199102
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <CFuz77.Jvp@newcastle.ac.uk>, Craig.Graham@newcastle.ac.uk (Craig Graham) writes:
>
> In article <1993Nov1.143136.16219@umiami.ir.miami.edu>, dlk0ms9s@umiami.ir.miami.edu writes:
>>
>>
>>NOTE: THIS IS NOT A JOKE, FLAME, OR LIE.
>>
>>Effective immediately, Atari Computer Corporation has ceased
>>production of ALL of it's computer lines. This includes all TOS,
>>DOS, and hand-held computers. This information was
>>released late on Friday., October 29, 1993.
>>
>>I was given this information by my broker who constantly checks the
>>Atari news for me.
>>
>>It also said that there might be a plan in the future to release
>>compatable computers at an affordable price.
>>
>>Atari's only priducts for sale will be what is in the stockhouses,
>>the LYNX, and the upcoming Jaguar.
>>
>>
>>-time to start looking at those clones.
>>
>>-Mark Santora
>>
>
>
> Is this guy for real ?
>
> Craig.

Who, my broker,or me? We are both very real. Anyway, I can't tell you how many pissed of letters I got over this. Jesus, kill the messenger with the bad news...

-Mark Santora

1102. Re: Adios Atari!

Newsgroup: comp.sys.atari.st
Date: 1993-11-02 14:48:01 UTC
From: vogt@cipserv1.physik.uni-ulm.de
Message-ID: <vogt.206@cipserv1.physik.uni-ulm.de>
Source record: 199176

In article <slyster.0dhc@outb.wimsey.bc.ca> slyster@outb.wimsey.bc.ca (Stuart Lyster) writes:

>You should see the Windows 3.1
>vs. OS/2 wars that go on in an IBM newsgroup.

Is this the blind and the lame fighting each other?

(Sorry, an old GEM-user couldn't resist... :-)

Elmar

/--\
|Elmar Vogt/Abt. Exp. Physik/University of Ulm/89069 Ulm/Germany|
|elmar.vogt@physik.uni-ulm.de| vogt@sunrise.e-technik.uni-ulm.de|
|Phone:[00]49+731-3026 _____________________________________|
|Fax: -3036 |vis visceris, non ferro fertur (T. Doom)|
\--/
< Note: THIS ACCOUNT MAY EXPIRE SOON WITHOUT PRIOR NOTIFICATION >

1103. Re: Built in baud rates

Newsgroup: comp.sys.atari.st
Date: 1993-11-02 14:53:26 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1526@usdtsg.DaytonOH.NCR.COM>
Source record: 199184

In article <CFv1nr.2y@sci.kun.nl> bartjan@cs.kun.nl (Bart-Jan Bouwers) writes:
>Hi,
>
>Can someone tell me which terminal program (PD) supports a baud rate of
>57600? I use Uniterm which does not.
>Thanks in advance.

CoNnect (2.20) supports 57,600 baud (actually goes up to 153,600 baud or so, assuming the computer can push the data that fast) - this is on the modem2/serial2 lines, though (i.e. if you're running a regular ST/e, it's probably a no go). This is a shareware program (and worth the registration IMHO)...

I believe that STalker might also support these higher baud rates as well (above 19200, anyways). This is a commercial program, BTW...

Rob

"Stability is just a state of mind..."

1104. Internal Hard Drives on the Mega STe

Newsgroup: comp.sys.atari.st
Date: 1993-11-02 15:01:51 UTC
From: mkite@lincoln.gpsemi.com
Message-ID: <CFvDr4.GLA@bailgate.gpsemi.com>
Source record: 199173
Cross-posted to: comp.sys.atari.st,ccomp.sys.atari.st.tech

Hi again,

Following some advice from my last post - I got my Quantum drive installed inside my Mega STe. So, I stuck the Atari Hard Disk Utilities disk in the floppy drive and switched on. Initial memory checks over, the computer booted from the hard drive, not the floppy as the sheet of A4 with the adaptor kit said it should - much to my surprise ! The mechanism had previously been used (by me) with an external ICD adaptor and had been formatted with the ICD utilities, which seem to work fine as far as the internal adaptor from Atari is concerned.

The "hinstall.prg" says 'No Logical drive to install', "ahdi.prg" says 'Not bootloaded'. I'm not complaining 'cos apart from the fact that there is no ICD host adaptor present so the caching is disabled, all my files are readable etc., I just wondered if this is how it's supposed to be ?! I thought the ICD and Atari host adaptors were sort of incompatible (like - I've got five partitions on the 105 Mb drive ...) or have I missed something somewhere ?

Looking for information ...

Martin
--

==
== Martin Kite == G.E.C. Plessey Semiconductors, Lincoln, England ==
== -- ==
== Internet e-mail - mkite@lincoln.gpsemi.com ======================
========================== (from Janet - mkite@com.gpsemi.lincoln) ==
==

... I don't speak for G.P.S. you know - I just "work" here :-)

1105. Re: Wanted AUTO Folder Reorganiser

Newsgroup: comp.sys.atari.st
Date: 1993-11-02 15:05:28 UTC
From: stewart@titan.ucs.umass.edu
Message-ID: <2b5svo$e7d@titan.ucs.umass.edu>
Source record: 199180

In article <2cd041c6@daggskim.ct.se>, Bo Leuf <bo_leuf@daggskim.ct.se> wrote:
>Earl Hood hacked the following on 26 Oct 93 (to All)...
>
> > From: ehood@convex.com (Earl Hood)
> >
> > drive/partition you may have. I've tried using NeoDesk's that just
> > modifies the directory structure, and it screwed up my files. I hope
> > they fixed this.
>
>What version Neodesk? What version TOS? I use reorder quite often. No problems.
>(Neodesk 3.01 thru 3.03, TOS 1.4).
>
> (illegible signature) Bo Leuf
> - Email: bo_leuf@daggskim.ct.se
>

The reorder function has been in NeoDesk for a long time, and it is very solid. The only likely explanations for a problem when using NeoDesk's reorder are: 1. Hard drive/media/OS failure that caused the directory to get munged, and just happened to occur when you were using NeoDesk (most likely). 2. Some sort of incompatible software running on your system at the same time, although I haven't seen anything yet which would have caused a reorder to get screwed up.

Reorder has been pretty heavily tested and used on just about any ST system imaginable.

Bob Stewart stewart@titan.ucs.umass.edu
Gribnif Software Phone: 10-6 EST (413) 247-5620
Customer Service FAX: (413) 247-5622

1106. Re: 32k pictures

Newsgroup: comp.sys.atari.st
Date: 1993-11-02 15:06:58 UTC
From: ga@mrih.no
Message-ID: <1993Nov2.150658.21780@ugle.unit.no>
Source record: 199175

Winnipg (winnipg@sys6626.bison.mb.ca) wrote:
> ga@mrih.no (Gard Abrahamsen) writes:
> > > Is there a picture format in which all pictures come out to 32000bytes?
> > > I know NEO,PI? come out to a little over 32k but is there anything that
> > > is 32k exactly?
> >
> > DOO (Dr. Doodle) pictures are pure dumps of the screen memory and therefore
> > consists of 32000 bytes exactly when saving ST low, med or hi resolution
> > pictures. However, the palette is not saved in this format. (32 k is, btw,
> > not 32000 bytes, but 32768 bytes. There are 1024 bytes in a k)
> >
> >

> Well the picture i'm looking at looks to be a an spc pic. I'm trying to
> rip it out of a program and it starts out being ICE'd and unICEd comes
> out to 32000. I'm pretty sure it's a pick.

That is probably the bitmap. There should be some palettes around, too,
somewhere, if it is a Spectrum 512/4096 picture.

..|'''.| '|| Gard Eggesboe Abrahamsen "Programmers
.|' ' .... || PO Box 5061, Larsgaarden don't byte,
|| .... '' .|| ||' '' .' '|| 6021 Aalesund, Norway they just
'|. || .|' || || |. || Gard.Abrahamsen@mrih.no nybble a bit"
''|...'| '|..'|' .||. '|..'||. Finger ga@samson.mrih.no ***************
Disclaimer: These are my views and my views only; Nobody else wants them.

1107. Re: Phone #, Address for Best Electronics?

Newsgroup: comp.sys.atari.st
Date: 1993-11-02 15:07:25 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <93306.100725STIRRE31@MAINE.MAINE.EDU>
Source record: 199187

```
BEST Electronics
2021 The Alamenda Suite 290
San Jose, CA 95126
(408) 243-6950
-scott tirrell
```

1108. Beta Testers

Newsgroup: comp.sys.atari.st
Date: 1993-11-02 15:16:40 UTC
From: jmb8302@cs.tamu.edu
Message-ID: <2b5tko$j6g@TAMUTS.TAMU.EDU>
Source record: 199174

```
Thanks to everyone who replied to me. I think I have enough testers now.
If you have not gotten a reply from me yet, I'll do it asap.
--
[%%]============================================================================[%%]
[%%] Jeffrey Bilger jmb8302@cs.tamu.edu InterMilan/Juventus [%%]
[%%] Texas A&M University, College Station,Tx Serie A * [%%]
[%%]============================================================================[%%]
```

1109. Atari/stock prices/jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-11-02 15:24:25 UTC
From: ritz@ritz.mordor.com
Message-ID: <CFvEsp.KBr@ritz.mordor.com>
Source record: 199188

Wow, Atari stock has just hit 10 5/8. One has to wonder, given their dire financial straits, how long they'll be able to resist the temptation to tap the equity market for more cash.

It looks like they're betting all the marbles on the jaguar. Perhaps, this will give them the kick in the pants that they need to force them to focus on their historical market, game consoles, instead of playing Don Quixote in the computer market.

Toodles,

Chris

--
Mordor International BBS | Ask me about public access unix
Christopher Mauritz | in Northern New Jersey.
ritz@mordor.com |

1110. Re: ATARI _DROPS_ THIER COMPUTER LINES!

Newsgroup: comp.sys.atari.st
Date: 1993-11-02 15:26:20 UTC
From: patrol@hacktic.nl
Message-ID: <2b5u7aINNabp@xs4all.hacktic.nl>
Source record: 199181
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

c2sgy@dmu.ac.uk (SG Yardley) writes:

>In article <1993Nov1.143136.16219@umiami.ir.miami.edu>, dlk0ms9s@umiami.ir.miami.edu
writes:
>>
>>
>> NOTE: THIS IS NOT A JOKE, FLAME, OR LIE.
>>
>> Effective immediately, Atari Computer Corporation has ceased
>> production of ALL of it's computer lines. This includes all TOS,
>> DOS, and hand-held computers. This information was
>> released late on Friday., October 29, 1993.
>>
>> I was given this information by my broker who constantly checks the
>> Atari news for me.
>>
>> It also said that there might be a plan in the future to release
>> compatable computers at an affordable price.
>>
>> Atari's only priducts for sale will be what is in the stockhouses,
>> the LYNX, and the upcoming Jaguar.
>>
>>
>> -time to start looking at those clones.
>>
>> -Mark Santora
>>

>So Atari spend millions of $$ on creating new technology and software
>only to stop production ...

Yeah, and elephants can fly. I _know_ all of the above is _not-, I repeat
NOT true !!!
--
****
* Patrick Roelandt -- patrol@hacktic.nl | Founder Dutch Jaguarclub (3D-who?) *
* ||| | and proud of it..... *
* / | \ *
* "I love it when a plan comes together. All I need to do is make one..." *
****

1111. AtariUSER Magazine is Back!!??

Newsgroup: comp.sys.atari.st
Date: 1993-11-02 15:41:31 UTC
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <93306.27691.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 199186

In my mail yesterday was an incredible sight . . . 11 months after it ceased publication, AtariUSER Magazine is back in business, and has published an October, 1993 issue. They claim they are back in business, depending on market conditions.
Equally incredible is this morning's newspaper business page - Atari Corp. (ATC on the American Exchange) jumped 1-1/2 yesterday to close at 10, third most active on the AMEX. I made a few bucks off of Atari stock earlier this year when it was trading at around 2 and then jumped to 5, so I can't complain, but when I think about how it was trading at fifty cents last Spring, I can only say "Arrrrgh!" Oh well, never look back. Who could have predicted that the stock of this money losing company would go up like this? Is all of this over the Jaguar?
Finally, what gives with this rumor about Atari abandoning computers????
:-) --Mark van Wyk

1112. Educational programs: Latin, Geography, Typewriting

Newsgroup: comp.sys.atari.st
Date: 1993-11-02 15:44:10 UTC
From: C0031018@dbstu1.rz.tu-bs.de
Message-ID: <16C7AEB5A.C0031018@dbstu1.rz.tu-bs.de>
Source record: 199182

Hi,

I need three educational programs:

- A program that teaches something about the geography of the USA: state-names, names of rivers, mountains ...
- A program that helps me learning latin
- A program that teaches me how to type with ten fingers.

Thanks for your help!
Johannes

1113. NEW FTP ADDRESS LIST!!!!!

Newsgroup: comp.sys.atari.st
Date: 1993-11-02 16:09:31 UTC
From: hallvart@ifi.uio.no
Message-ID: <1993Nov2.160931.18762@ifi.uio.no>
Source record: 199185

Here's a new revised and hopefully less bugged FTP address list and instructions.
Thanks to the everybody who contacted me regarding errors etc. Keep the info coming in!

Hallvard
(hallvart@ifi.uio.no)

(log in with "anonymous" as name, and full name/e-mail address as password)

A T A R I S T F T P S I T E S :

```
-------------------------------------
USA: atari.archive.umich.edu ............... /atari/
USA: f.ms.uky.edu .......................... /pub/atari/
USA: cs.bu.edu ............................. /PC/ATARI-ST/
CANADA: aupair.cs.athabascau.ca ............... /atari/
UK: pdsoft.lancs.ac.uk ..................... /micros/atari/
NETHERLANDS: ftp.cs.ruu.nl ......................... /pub/ATARI-ST/
NETHERLANDS: nikhefh.nikhef.nl ..................... /pub/atari/
NETHERLANDS: star.cs.vu.nl ......................... /pub/atari/
FINLAND: nic.funet.fi ......................... /pub/atari/
GERMANY: ftp.uni-kl.de ......................... /pub/atari/
GEMANY : ftp.uni-erlangen.de ................... /pub/atari/
GERMANY: ftp.tu-clausthal.de ................... /pub/atari/
GERMANY: ftp.uni-muenster.de ................... /pub/atari/
GERMANY: ftp.uni-paderborn.de .................. /atari/
GERMANY: ftp.cs.tu-berlin.de ................... /pub/atari/
GERMANY: wowbagger.pc-labor.uni-bremen.de ...... /pub/atari_st/
GERMANY: ma2s2.mathematik.uni-karlsruhe.de ..... /pub/atari/
GERMANY: pascal.math.fu-berlin.de .............. /pub/atari/
GERMANY: ftp.uni-regensburg.de ................. /freeware/software/atari/
GERMANY: vax.ph-cip.uni-koeln.de ............... /pub/atari/
GERMANY: ftp.germany.eu.net .................... /pub/comp/atari-st/
GERMANY: ftp.uni-stuttgart.de .................. /pub/systems/atari/
GERMANY: reseq.regent.e-technik.tu-muenchen.de . /pub/comp/platforms/atari/
GERMANY: ftp.informatik.tu-muenchen.de ......... /pub/comp/platforms/atari/
GERMANY: ftp.informatik.rwth-aachen.de /pub/atari/ (latest versions of "Before dawn")
```

FTP "mirror"-sites
----

nic.switch.ch /mirror/atari/ (umich.edu, USA)
src.doc.ic.ac.uk /packages/atari/umich/ (umich.edu, USA)
src.doc.ic.ac.uk /packages/atari/uni-paderborn (uni-paderborn, GERMANY)

DOWNLOADING FILES, Instructions:
----
1) Go to the directory where you want the files to be downloaded.
2) ftp [CR].
3) open {ftp address} [CR]. i.e. "open ftp.uni-kl.de" [CR]
4) "Name": anonymous [CR].
5) "Password": {full e-mail name/address}. i.e. "hallvart@ifi.uio.no" [CR]
6) use "cd" to access the appropriate directory. i.e. "cd pub/atari" [CR]
7) bin [CR]. (set `binary` transfer mode)
8) hash [CR]. (shows 'hash` signs (#####...) when transferring data)
9) get {filename} [CR]. i.e. "get rename.lzh" [CR]
10) mget [CR] to get several files at once. i.e. "mget syst12.Z fixdsk.arc icon4.zip" [CR]
11) prompt [CR] to download several files with "mget" without having to reply "y" for each file
when asked "get {filename}?".
12) close [CR] to end (go back to ftp and
13) quit [CR] to go back to UNIX or.......
14 bye [CR] to end and go back to UNIX

- bin, hash, prompt will be turned on/off each time it's typed!
- Be sure to check if all modes are set correctly (especially 'bin')!
- stat [CR] or; status [CR] will show all modes and where you are connected.
- Most files are compressed. Use an appropriate program on your computer on which the programs
were intended, or in UNIX ....
- uncompress filename.Z [CR] if ".Z" file
- uudecode filename.uu [CR] if ".uu" file
- very often, files are still compressed in another format after uncompressing .Z and/or .uu.
Use the appropriate uncompress program for this.
- ls [CR] lists files (shows all files in current directory).
- pwd [CR] shows path. i.e. /pub/mirrors/umich/atari/utilities
- If down-loading several files with similar names use "*".
i.e. "mget *sys" [CR] (will get f.x.; datasys, lm23isys, xlinksys etc...)
i.e. "mget *.lzh" [CR] (will get f.x.; stest.lzh, dw3.lzh, xlba.lzh etc...)
i.e. "mget * [CR] (will get ALL files in the current directory!)
- If your computer doesn't have a disk drive you can "remote login" to another computer (use an
other terminal's disk drive);
- rlogin {computer name} [CR]. i.e. "rlogin hnoss" [CR].
- You can now access the disk just as if it was on your own machine.
- eject [CR] to eject disk on disk-drives without "eject button"

TRANSFERRING FILES TO MS-DOS DISKS

- mcopy {filename} a: [CR] i.e. mcopy microtcx.zoo a:
i.e. mcopy microtcx.zoo icone.lzh shblr.arc a:
- mdir [CR] to show disk-directory/space left.
- fdformat -d [CR] to format an MS-DOS 3.5" 1.44mMb disk ("-d" for MS-DOS)
- fdformat -l -d [CR] to format an MS-DOS 720Kb 3.5" disk ("-l" for "low density")
- mcopy a:{filename on disk} {copy filename} [CR] to get a file from disk to computer.
i.e. "mcopy a:dlist.txt dlist.txt"
- mdel a:{filename} [CR] to delete a file on disk. i.e. "mdel a:dslist.txt".

([CR] means "carriage return" or the "return" key!)

1114. Frontier is it coming

Newsgroup: comp.sys.atari.st
Date: 1993-11-02 17:09:22 UTC
From: aesd2pak@dct.ac.uk
Message-ID: <1993Nov2.170922.8347@dct.ac.uk>
Source record: 199190

Is there anyway of knowing if FRONTIER is coming out on the st as the ads say
it is but no one else knows.
Can anyone tell me if its or is it another game promised to us but shelved due
to poor sighted software houses (BIRDS OF PREY for example).

Cheers
Philip

1115. Re: Le Redacteur

Newsgroup: comp.sys.atari.st
Date: 1993-11-02 17:10:04 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Nov2.171004.8562@bradford.ac.uk>
Source record: 199191

rick phillips (quaver@stein3.u.washington.edu) wrote:

: I would like to follow the advice given to buy Le Redacteur for
: my friend in Paris. Any one know where I can get this program?

In the UK, the program is distributed by the famed ST Club. They sell
three versions - Redacteur, Redacteur Jnr., and Redacteur Lite, as well as
a 75p Demo Disk. Although this will obviously be the English Version, I
know that it comes with French Spellchecker. The Club may also have a
French Version, or be able to tell you where to obtain one from.]

I do not know whether they have an E-mail address, but their land address
is:-
The ST Club,
2 Broadway,
Nottingham,
NG1 1PS.
ENGLAND. Tel. +44 602 410241.

Steve Taylor. |||
Long Live / | \, if they don't shoot themselves in the foot.

1116. I want buy an ATARI SS Drive.

Newsgroup: comp.sys.atari.st
Date: 1993-11-02 17:24:41 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Nov2.172441.9881@bradford.ac.uk>
Source record: 199192

My Single Sided Internal Drive has just bitten the dust. I have my own reasons for wanting one as well as my autobooting external and 40 Meg Hard Disk.
Anyway, if you have been putting off upgrading to DS, now is your chance to turn that old redundant drive into CASH.

I am offering 10 UK pounds including P&P to anyone who can supply me with one of these, which MUST BE IN PERFECT WORKING ORDER.

Contact me via E-mail. You would preferably be in the UK, or at the very worst, the EC.

Steve Taylor. |||
Long Live / | \, if they don't shoot themselves in the foot.

1117. Stupid rumor (was: ATARI _DROPS_ THIER COMPUTER LINES!)

Newsgroup: comp.sys.atari.st
Date: 1993-11-02 17:28:45 UTC
From: mora@AFQA6140.mop.ibm.com
Message-ID: <CFvKK0.qrA@hawnews.watson.ibm.com>
Source record: 199198
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Mark Santora writes:
>Effective immediately, Atari Computer Corporation has ceased
>production of ALL of it's computer lines. This includes all TOS,
>DOS, and hand-held computers. This information was
>released late on Friday., October 29, 1993.

>I was given this information by my broker who constantly checks the
>Atari news for me.

Pal, I don't know who is your broker, but I'd rather double check his
books. Atari stock is climbing steadily. Maybe they don't OWN plants
anymore, but they keep contracting for batches of new computers.

Please get your facts straight before spreading FUD.

--
Frederic Mora - IBM France, Montpellier - Software engineer
AIX Application Development - mora@vnet.ibm.com

1118. Re: Atari Falcon Forsale

Newsgroup: comp.sys.atari.st
Date: 1993-11-02 18:01:33 UTC
From: PostMaster@barclays.co.uk
Message-ID: <CFvM2M.I7y@barclays.co.uk>
Source record: 199193

In article <areevesCFoGsI.BqD@netcom.com>, areeves@netcom.com (Anthony Reeves) writes:
|> sinclap2954@cobra.uni.edu wrote:
|> : In article <2aqfd6$lm2@news.delphi.com>, bryedewa@news.delphi.com
(BRYEDEWAARD@DELPHI.COM) writes:
|> : >
|> : > For Sale:
|> : > =========
|> : >
|> : > Atari Falcon030 Computer
|> : > - 4 megs RAM
|> : > - TOS 4.04
|> : > - 120 MEG quantum internal IDE hard drive
|> : > - All original packaging, manuals, software
|> : >
|> : > Purchased: May 1993
|> : >
|> : > Asking $950 plus shipping.
|> : >
|> : > Email to: BRYEDEWAARD@DELPHI.COM
|> : No thanks. I can get a new 040 Mac LC475 for $848.00
|>
|> : Peter Sinclair-Day
|> : Univ. of Northern Iowa
|>
|> No thanks, I can get new 386/33 for $699
|>
No thanks, I'd rather have the Falcon. Peter, please be a chap and fuck off to
advocacy. That's the place for it. Thanks.

```
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-----------------------------------------------------------+
```

1119. Atari Falcon for Sale [Repost]

Newsgroup: comp.sys.atari.st
Date: 1993-11-02 18:11:47 UTC
From: bryedewa@news.delphi.com
Message-ID: <2b67t3$bv2@news.delphi.com>
Source record: 199196

```
Atari Falcon 030 for Sale:
4 Meg model upgraded to 120Meg Quantum by dealer
Still under warranty - purchased in May.
All original packaging / software / manuals.
Like new - $900 + ship

Email to: Bryedewaard@delphi.com
```

1120. Atari Scheme?

Newsgroup: comp.sys.atari.st
Date: 1993-11-02 18:38:43 UTC
From: mmariott@jupiter
Message-ID: <2b69fj$111u@hermes.acs.ryerson.ca>
Source record: 199199

OK well, I'm looking for Scheme for the Atari ST. I do not know the difference between xscheme andscheme. Does anyone know? According the 'Atari Welcome' on the internet, it said that xScheme and Scheme were both available on Umich. I can not find it in the Languages section, I do see Xscheme, but as I said. There IS supposed to be Scheme... ANyone?

1121. STalker problems

Newsgroup: comp.sys.atari.st
Date: 1993-11-02 18:51:22 UTC
From: ehood@convex.com
Message-ID: <1993Nov2.185122.28781@news.eng.convex.com>
Source record: 199194
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've discovered a problem with STalker line history scrollback buffer. Anytime I call 'tset' on a Unix system, STalker will no longer save any lines in the scrollback buffer.

Also, I've noticed that STalker has the occasion to lose a character or 2. Also, I cannot figure out how to get a 80x24 character window on a 640x400 display using the default system font (Using a smaller font is too much of an I strain). STalker only allows me to resize to 80x23.

Personally, I think Uniterm is more robust (and faster), but it will not run on a Moniterm Viking. Plus, it cannot run as a desk accessory like STalker.

Has anyone else had these problems?

--ewh
--
Earl Hood | CONVEX Computer Corporation
ehood@convex.com | 3000 Waterview Parkway
Phone: (214) 497-4387 | P.O. Box 833851
FAX: (214) 497-4500 | Richardson, TX 75083-3851

1122. Desk ACC limit

Newsgroup: comp.sys.atari.st
Date: 1993-11-02 18:56:43 UTC
From: ehood@convex.com
Message-ID: <1993Nov2.185643.29620@news.eng.convex.com>
Source record: 199197
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

What software is out there that will let me load more than 6
desk accessories? I tried using DC Stuffer, but it seems to
srew up the system path and NeoDesk will fail in it's auto
execution.

I'd like something that is robust and is proven to work on
non-standard ST displays (i.e. 3rd party graphic boards).

--ewh
--
Earl Hood | CONVEX Computer Corporation
ehood@convex.com | 3000 Waterview Parkway
Phone: (214) 497-4387 | P.O. Box 833851
FAX: (214) 497-4500 | Richardson, TX 75083-3851

1123. Re: Atari Scheme?

Newsgroup: comp.sys.atari.st
Date: 1993-11-02 19:47:03 UTC
From: sourada@iastate.edu
Message-ID: <sourada.752269623@pv0c02.vincent.iastate.edu>
Source record: 199104

Xscheme is an object oriented extension to scheme. I don't know much about it, though.

Scm is a Revised^4 compatible Scheme with extensions. The source, with a (pretty much) appropriate makefile for the ST's, is available from any major Scheme site, like altdorf.ai.mit.edu. I've compiled it and it seems to work, although I'm not 100% sure of the port...

There are a few ftp sites that have the scm binaries, but as far as I can tell they're all old. I can put binaries for the latest version on atari.archive sometime...

Later,
Steven Ourada
--
Wh r y gng t th trbl f fgrng t wht ths ss?
Steven Ourada --- sourada@iastate.edu

1124. Re: Mega/STe for Sale

Newsgroup: comp.sys.atari.st
Date: 1993-11-02 19:50:47 UTC
From: kfason@csn.org
Message-ID: <CFvr4r.4n8@csn.org>
Source record: 199101

: And you will, of course, provide the buyer with all the original floppies and
: documentation of the software that's pre-installed on the hard disk, right?
as well as the machines manual, boxes, and the baggies the stuff came in.
As well as the unused mouse that came with it (I got a trackball)
: Oh, of course.
yup, of course.

-Kevin Fason "kfason@CSN.Org"

```
-----------------------------------------------------------------
| Atari Mega/STe w/FPU | 106.7 KAZY |
| US Robotics 16800 Dual Standard | Kick Ass Rock & Roll |
| Multi-Game Hunter ASIC | Plug it in or the puppy gets |
| Above Mega 'E for Sale!! | IT!! |
-----------------------------------------------------------------
```

1125. Pascal for ST

Newsgroup: comp.sys.atari.st
Date: 1993-11-02 20:22:54 UTC
From: thopman@herman.cs.uoguelph.ca
Message-ID: <2b6fiu$fmj@nermal.cs.uoguelph.ca>
Source record: 199103

OK, I'm thinking of buying a Pascal compiler for my ST, and I'm wondering which is the best...I want Turbo Pascal compatibility, so AFAIK I have to get either HighSpeed or Pure Pascal. There's a big price difference, but do the features make up for it? Does Pure Pascal have the same relation to Turbo Pascal as Pure C does to Turbo C i.e. the same product, just from different companies?

Can I take Turbo 7 source and compile it directly under Pure Pascal (assuming there is no machine specific code)? If a program uses the Borland interface, will it come out as GEM under Pure Pascal?

Thanks....

THeo

1126. Re: Atari Works, SpeedoGDOS, and Word Perfect 6.0 fonts

Newsgroup: comp.sys.atari.st
Date: 1993-11-02 20:40:07 UTC
From: mbaffoni@flute.aix.calpoly.edu
Message-ID: <1993Nov02.204007.199824@zeus.aix.calpoly.edu>
Source record: 199018

In article <118899@hydra.gatech.edu>,
David Forrai <gt1448b@prism.gatech.EDU> wrote:
>Hello!
>
>I finally installed Atari Works, Speedo, plus the Bitstream Word
>Perfect 6.0 Font Pack fonts on my Mega STE. The problem is that
>certain fonts from the WP pack cause Works to hang when selected.
>Has anyone else experienced this?

I have checked FGOS behavior with the Facelift GDOS fonts and all
seemed to work properly in the AW program. Have you been able to isolate
certain fonts?

>I have 4M of RAM and have dedicated 100k to each of the SpeedoGDOS
>caches. I doubled those caches but received the same results.
>
>I found that Publisher 2 works fine with SpeedoGDOS when all outline
>fonts are disabled. When I run Works with this configuration though,
>all outline fonts are made available in Works. How come?

Try turning on font width tables. But before you do, enable only the fonts
you want to use or it will take forever to load the program...

>Thanks!
>--
>Opinions expressed are my own.

1127. Re: Falcon Sampler & Synth

Newsgroup: comp.sys.atari.st
Date: 1993-11-02 20:58:59 UTC
From: b_kirsch@mubo.saar.de
Message-ID: <1993Nov2.205859.1299@mubo.saar.de>
Source record: 199145

Anton Pisar (umertony@savba.sk) wrote:

: software, which can use as much as possible from it's musical
: capabilities. I mean programs for sampling, and using the samples within

try winrec for harddiscrecording and dsp-effects and MJUZAKK for
editing a song out of the recording samples. (similar to a soundtracker,
but ca. 6 tracks (with 42 different sample-instruments) in CD-quality.)

: the synthesizer. As well I am interested in some visual programm that

using the samples within the synthesizer?
sorry, i don't understand! which synthesizer???

bye bernhard

1128. Re: 32k pictures

Newsgroup: comp.sys.atari.st
Date: 1993-11-02 21:12:00 UTC
From: Carsten_Tolkmit@ki.maus.de
Message-ID: <A20733@KI.maus.de>
Source record: 199065

W>Is there a picture format in which all pictures come out to 32000bytes?
W>I know NEO,PI? come out to a little over 32k but is there anything that
W>is 32k exactly?
Funny that they are all over 32000 (by the way 32k is 32768...) -> but
IMHO the colour palette has to be stored somewhere....

But I think *.PIC is just a format for monochrome 640x400 pix that just
mirrors the screen to disk and "forgets" the palette -> there is no
palette in monochrome...

Ciao,
Carsten

1129. Re: PageStream & Canon LBP laser p

Newsgroup: comp.sys.atari.st
Date: 1993-11-02 21:36:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A54543@M4.maus.de>
Source record: 199066

>Does anyone know if the latest version of Pagestream has a driver for the
>Canon range of LBP laser printers? Or how about Calamus?

Calamus has had a Canon LBP driver ever since version 1.09N came out.

1130. Ibm Cheap

Newsgroup: comp.sys.atari.st
Date: 1993-11-02 21:53:12 UTC
From: ddt@cyberden.sf.ca.us
Message-ID: <DNqecc2w165w@cyberden.sf.ca.us>
Source record: 199116

I need an ibm emulator for one basic need. I have an assembly
class for IBM class computers. I have seen PC-Ditto, and it is VERY
slow. Does anyone know the absolute cheapest way to emulate an IBM on an
Atari 520STFM w/4Megs. Does anyone have an emulator for sale cheap?
Doesn't have to be fancy in the least, just capable of running MSDOS >
3.3 and the assembler MASM.
------------------:

There is much Obi-Wan did not tell you.

-=|DDT>

| / |\
| H E \ Y B E R |/ E N [ddt@cyberden.sf.ca.us]

The CyberDen - Public Access Waffle Usenet System - 415/472-5527

1131. Re: Increase sales of Falcon? How?

Newsgroup: comp.sys.atari.st
Date: 1993-11-02 22:48:01 UTC
From: gbennett@friendly.sim.es.com
Message-ID: <2b6o31$e99@cnn.sim.es.com>
Source record: 199105

In article <9311011501.AA05556@IBX.COM>, zim@IBX.COM (Bill Zimmer) writes:
> In a recent article, glens@natinst.com (Glen Sescila) writes:
> >In article <2a3gnu$fpo@usenet.INS.CWRU.Edu>, Len Stys <aa399@cleveland.Freenet.Edu>
wrote:
> >
> >>I don't see the Falcon taking off until it hits around $599 for 1 meg version,
> >>$899 for 4 meg w/hard drive version.
> >>
> >>If sales have been poor, that is one way to increase sales.
> >
> > Ever heard the old saying "We lose money on each unit sold, but we
> >make up for it in volume." :-)
>
> Glen, if Atari 'loses money on each unit sold', then selling more units
> would result in Atari losing even MORE money. 'Making it up in volume' is
> good only if the increase in volume results in cost savings because of
> increased economies of scale. (e.g., because they're selling more units,
> they, Atari, can purchase the parts cheaper on a per-unit basis).

Uh, I think it was meant as a joke. I'm sure he didn't mean it to be
taken lierally (see the smiley face)

Greg Bennett A.K.A. 'The Friendly User' (.).) { Belgium! *}
gbennett@friendly.sim.es.com ^ '
Evans & Sutherland Simulation Division ___/
My opinions are my own, nobody else wants them!

* See Hitchhiker's Guide to the Galaxy (US version)

--

Greg Bennett A.K.A. 'The Friendly User' (.).) { Belgium! *}
gbennett@friendly.sim.es.com ^ '
Evans & Sutherland Simulation Division ___/

1132. Re: Calamus for Windows (RE :)

Newsgroup: comp.sys.atari.st
Date: 1993-11-02 23:00:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A54548@M4.maus.de>
Source record: 199067

>How many new users will plump for a MSTE/TT plus Calamus when they can
>get a fast cheap clone plus the Windows version of Calamus.
>And all their exisitng work is transferable as well !

Hey, read carefully!

Calamus has been ported to Windows _NT_, not Windows!

That means, you'll have to get at least a 486/66 with cache controller,
fast graphics board and real big RAM and HD sizes to be faster than on the
TT.
And that'll be no cheaper.

DMC intends to make Calamus available on RISC machines running Windows NT,
that's why they called it Calamus R. The Intel platform Calamus is just an
accident :-)

bye, Peter

1133. Re: cs.tu-berlin.de (was Re: large files)

Newsgroup: comp.sys.atari.st
Date: 1993-11-02 23:29:31 UTC
From: maze@cs.tu-berlin.de
Message-ID: <2b6qgr$73a@news.cs.tu-berlin.de>
Source record: 199108

ralph@cerfacs.fr (Ralph Sobek) writes:

> neither cs.tu-berlin.de nor ftp.cs.tu-berlin.de seem to be known as
> hosts, here! Does any address work?

ftp.cs.tu-berlin.de should work. If this host is unknown at your site try
130.149.17.7 directly. I'm not sure, however, whether the mentioned program
(from the earlier article) is available.

Hope that helps.
Micha.

--
e-mail: maze@cs.tu-berlin.de
office: Michael Zuhl, TU Berlin, FR5-7, Franklinstr. 28/29, D-10587 Berlin
home: Michael Zuhl, Transvaalstr. 16, D-13351 Berlin, Germany

1134. Re: Stupid rumor (was: ATARI _DROPS_ THIER COMPUTER LINES!)

Newsgroup: comp.sys.atari.st
Date: 1993-11-02 23:39:22 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1993Nov2.183922.16230@umiami.ir.miami.edu>
Source record: 199115
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <CFvKK0.qrA@hawnews.watson.ibm.com>, mora@AFQA6140.mop.ibm.com (Frederic Mora) writes:
> Mark Santora writes:
>>Effective immediately, Atari Computer Corporation has ceased
>>production of ALL of it's computer lines. This includes all TOS,
>>DOS, and hand-held computers. This information was
>>released late on Friday., October 29, 1993.
>
>>I was given this information by my broker who constantly checks the
>>Atari news for me.
>
> Pal, I don't know who is your broker, but I'd rather double check his
> books. Atari stock is climbing steadily. Maybe they don't OWN plants
> anymore, but they keep contracting for batches of new computers.
>
> Please get your facts straight before spreading FUD.

As it was expained to me, Atari has stopped building the Falcon because they wre only building it on a need/order. Also, the stock was hovering at 8 points until AFTER they made the announcement on Friday. It was lsat at 10 3/8 last I checked.

-Mark Santora

BTW, I am not an anti-atari man as many have flamed me due to my bringing this information out. I own 3 ST's and really don't enjoy the idea of support being dropped for my favorite machine.

>
> --
> Frederic Mora - IBM France, Montpellier - Software engineer
> AIX Application Development - mora@vnet.ibm.com

1135. Re: Built in baud rates

Newsgroup: comp.sys.atari.st
Date: 1993-11-03 00:00:27 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.907290@cix.compulink.co.uk>
Source record: 199106

In article <CFv1nr.2y@sci.kun.nl>, bartjan@cs.kun.nl (Bart-Jan Bouwers) writes:
>Hi,
>
>Can someone tell me which terminal program (PD) supports a baud rate of
>57600? I use Uniterm which does not.
>Thanks in advance.
>

The reply to this question and to almost any other comms related question
is = Connect, available from your local ftp :-)

Ofir ogal@cix.compulink.co.uk

1136. Re: ATARI _DROPS_ THIER COMPUTER LINES!

Newsgroup: comp.sys.atari.st
Date: 1993-11-03 00:00:31 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.907291@cix.compulink.co.uk>
Source record: 199107

In article <1993Nov1.143136.16219@umiami.ir.miami.edu>, dlk0ms9s@umiami.ir.miami.edu writes:
>
>
> NOTE: THIS IS NOT A JOKE, FLAME, OR LIE.
>
>[...]
>
> It also said that there might be a plan in the future to release
> compatable computers at an affordable price.

Atari have given up on manufacturing PC compatibles long ago. It would be very silly for a company that specialises in designing products and has no manufacturing capabilities, to drop designing new hardware and start manufacturing PC compatibles. Especially when the market is over-saturated as it is.

Ofir ogal@cix.compulink.co.uk

1137. Re: Virus

Newsgroup: comp.sys.atari.st
Date: 1993-11-03 00:24:00 UTC
From: axel_johannesson@p2.troed.ct.se
Message-ID: <2cd6fec0@p2.troed.ct.se>
Source record: 199126

In a message of <02 Jan 93 03:37:32>, Steve W (2:200/427.3) writes:

> From: wells_s@ix.wcc.govt.nz (Steve W)
>
> Could one of the virus-killer writers contact me, as I've found one
> that nothing I have can identify (UVK thinks it is a harmless MS-DOS
> disk, but MS-DOS compatible disks don't copy boot-sectors onto other
> disks).

It's probaly a brand new type, called the 'Beilstein' virus. It was discovered mid 1993 and is a third generation MS-DOS mimic virus, i.e it places itself on a disk and disguises itself as an innocent MS-DOS bootsector formatted under TOS 1.04 or higher on the ST or MS-DOS on a PC. In fact; it can exist in a total of _650.000_ versions! Each version doing the same thing but looking completely different.
(information taken from UVK Atari Virus Bulletin)

You'll need UVK 5.9 to recognize it! Get the upgrade!!

Greetz a)(el

--
Knifmelti - a Nordic cut...
Email: axel@p2.troed.ct.se

1138. Re: Desk ACC limit

Newsgroup: comp.sys.atari.st
Date: 1993-11-03 00:41:41 UTC
From: gregs@eskimo.com
Message-ID: <CFw4Lq.H3u@eskimo.com>
Source record: 199006
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

ehood@convex.com (Earl Hood) writes:

>What software is out there that will let me load more than 6
>desk accessories? I tried using DC Stuffer, but it seems to
>srew up the system path and NeoDesk will fail in it's auto
>execution.

>I'd like something that is robust and is proven to work on
>non-standard ST displays (i.e. 3rd party graphic boards).

Try MultiDesk Delux, from Codeheads (Charles F. Johnson.)

CodeHead Software
P.O. Box 74090
Los Angeles CA 90004
(213) 386-5735

A lot of people do not like Codeheads for various reasons, but this
program is very nice. You can load or dump .ACCs at will, and you're
confined only by memory. Plus there are other goodies.

--
Gregory Sumner
gregs@eskimo.com
Seattle, WA.

1139. Re: Desk ACC limit

Newsgroup: comp.sys.atari.st
Date: 1993-11-03 01:30:57 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Nov3.013057.1124@bradford.ac.uk>
Source record: 199110
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Earl Hood (ehood@convex.com) wrote:

: What software is out there that will let me load more than 6
: desk accessories? I tried using DC Stuffer, but it seems to

The software I know of to allow more than 6 DA's in at once are DC Stuffer (as you have already mentioned), MULTIDESK (DELUXE) by Charles F. Johnsson (codehead software?).

In my opinion, Atari's answer to the 6 DA limit was to ignore them, and instead turn to CPX's. I think that they are now widely abused. The Control Panel should be used for control, surely?

The other alternative is Chameleon. Whilst it does not allow more than 6 DA's in at once, it allows you to load and unload accessories into the space it occupies, solving most problems of the 6 DA limit.

One thing to watch when using Chameleon on older TOS versions (pre 1.4 I think) is that when you chameleon something in whilst in an application, quitting the application will not give you back its memory until you chameleon the accessory out again. Similarly, when you chameleon something in whilst on the desktop, then run an application, dechameleoning the accessory will not give the ST back that memory until the application is terminated.

Steve Taylor. |||
Long Live / | \, if they don't shoot themselves in the foot.

1140. Mailer Advice

Newsgroup: comp.sys.atari.st
Date: 1993-11-03 02:07:55 UTC
From: DIVAPD@delphi.com
Message-ID: <931102.76075.DIVAPD@delphi.com>
Source record: 199109

Could anyone tell me where I can get hold of non-commercial mailer programs for my ST/e bbs system (TripLinK!) I have a fairly new Binkley, but it has no docs, so either an archive of binkley or others would be much appreciated (even just Bink's docs would be pretty cool!)

[an ftp address would be GREAT if possible]

Thanx, Andy

1141. Re: Increase sales of Falcon? How?

Newsgroup: comp.sys.atari.st
Date: 1993-11-03 02:17:20 UTC
From: thommy@cs.tu-berlin.de
Message-ID: <2b74bg$98t@news.cs.tu-berlin.de>
Source record: 199112

Lexicor@world.std.com (Yat W Siu) writes:

>>> Not a dream...the Medusa or/the Eagle will do pretty much what you are
>>> looking for (I mean Chris, not Peter :)). It's not out yet, but last I heard
>>> GeSOFT will have them by end of November..
>>
>>I'm looking forward to your review comments Yat! You should probably
>>post them here instead of just on the Lexicor mailing list...

>Of course...I will post about Medusa as soon as we have one (same goes for the
>Eagle from GeSOFT).

Application Systems Heidelberg recently wrote that they ordered & got a
Medusa (for DM 5ooo, system was added on a Mega-ST2 board) and that they
are really very happy with it.
The system is very stable & FAST (performing 5x faster than a TT).

-thommy

1142. WordPerfect on Falcon?

Newsgroup: comp.sys.atari.st
Date: 1993-11-03 03:42:34 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <2b79ba$o3q@cxc1.cl.msu.edu>
Source record: 199113

Anybody in Atariland gotten WordPerfect 4.1 to work on a Falcon. I saw
a list that had WP on the "It Works" column, but my efforts have failed
miserably.

Something about the test machine that was used by the person who made the
list had TOS v4.01 in it?
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

1143. MoniTerm monitor on Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-11-03 03:44:34 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <2b79f2$o4h@cxc1.cl.msu.edu>
Source record: 199114

Anybody heard of a way to connect the old Viking MoniTerm monitor to
a Falcon? Is it even possible?
--
=-=-=-

1144. Re: Adios Atari!

Newsgroup: comp.sys.atari.st
Date: 1993-11-03 03:53:18 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.PmSGFKoS7xE@semprini.waterloo-rdp.on.ca>
Source record: 199133

In <2cd065c7@p2.stacken.ct.se>, Patrik Sanfridsson writes:
> > From: cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth)
> >
> > It's a pretty safe bet that the PowerPC will be more popular than the
> > Jaguar... After all, it's a _chip_ and an _architecture_. IBM's
> > already released three PPC-based AIX workstations with _incredible_
> > graphics performance, and they're pretty cheap (for a workstation of
> > that calibre).
>
> Give me a break! The Jaguar is a $200 games console! What the f*ck has the
> PowerPC got to do with anything? Time to end this thread before it gets even
> more absurd. (Could it possibly? Nah!)

As the 2nd imagination-free person to flame that post... Are you guys
so thick as to not be able to come up with this line of reasoning:

PowerPC is a set of _chips_; computers, PDAs, cars, etc will use them.
Millions of machines will be built using PowerPC chips.

Jaguar is a games console; Atari would die of shock if the sold a
million of them.

Sheesh.

--
-------------------==-------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1145. Re: Background File Transfer?

Newsgroup: comp.sys.atari.st
Date: 1993-11-03 03:57:54 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.AtFybVKN6IM@semprini.waterloo-rdp.on.ca>
Source record: 199134

In <2avokd$3bs@ub.d.umn.edu>, The Piano Man writes:
> Hi all...
>
> I was wondering what programs (SW, PD, Comm...whatever...) offer background
> file transfer...preferrebly zmodem or ymodem batch...
>
> Any info appreciated!

STalker 3 is a full-featured GEM comms program that, when run as an ACC,
do zmodem in the background, quite well...

Or run MiNT and run rz in the background (btw, has anyone seen rz
sources that are easy to compile under MiNT?)...

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1146. Re: Magix versus Multitos

Newsgroup: comp.sys.atari.st
Date: 1993-11-03 04:05:52 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.DPi7Mc9db&w@semprini.waterloo-rdp.on.ca>
Source record: 199135

In <2atgmp$i4g@sun8.ruf.uni-freiburg.de>, Andreas Bunkahle writes:
> Hi there,
>
> I recently purchased Magix, a multitasking system for the ST and compared
> it to MiNT 1.04. My opinion is that the relationsship between Magix and
> MiNT is like OS/2 to Windows.
> Whereas Magix runs quite stable, allows singletasking, is quite fast
> (the system routines have been speeded up) and also is quite comfortable
> when you use the desktop Ease, MiNT has several disadvantages (SLOW,
> unstable, only multitasking programs, no screen redraw). IMHO it's quite
> a pleasure to work with this system. I mean Magix 2.0.

IMHO, you should be soundly flamed for voicing such blasphemous
thoughts...

MiNT has library support - you can write programs to take advantage of
named pipes, shared memory, installable filesystems, installable
devices, etc, etc, etc.

MiNT has source code available - if something is broken, you can fix it.

MiNT is being actively supported by dozens of competent hackers, not
just one person or a couple of people.

MiNT has a zillion handy unix tools ported to it... a lo and behold, due
to the power of the MiNT library, most even work properly under TOS!

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1147. Sampler/Video Digitiser for ST in Oz

Newsgroup: comp.sys.atari.st
Date: 1993-11-03 05:05:20 UTC
From: pmh@noddy.forestry.tas.gov.au
Message-ID: <pmh.8.000F173E@noddy.forestry.tas.gov.au>
Source record: 199123

Does anyone know where I can get a hardware sampler and video grabber for my 1040STE with 2meg ram in Australia. I live in Tasmania and cant find a decent supplier for any serious applications or games for that matter. I saw an advertisement for a program called Video Digimaster(I think)in Atari ST User-September Issue which is a combination program. Help!!

1148. Spectre GCR For Sale (v3.0)

Newsgroup: comp.sys.atari.st
Date: 1993-11-03 05:55:54 UTC
From: bmaraldo@watserv1.uwaterloo.ca
Message-ID: <CFwJ56.r1@watserv1.uwaterloo.ca>
Source record: 199120

Hi. I have my Spectre GCR up for sale. It come with the original box and manuals with the original disks (from v2.3 up to the current 3.0). I will also include a system 6.0.5 boot disk so you can start using it immediately. It is in great shape with the roms. I would like $200US for it plus shipping.

brett maraldo

--
-------- Unit 36 Research ---------
"Alien Technology Today"
bmaraldo@watserv1.UWaterloo.ca
{uunet!clyde!utai}!watserv1!bmaraldo

1149. Atari Fax System For Sale

Newsgroup: comp.sys.atari.st
Date: 1993-11-03 05:58:38 UTC
From: bmaraldo@watserv1.uwaterloo.ca
Message-ID: <CFwJ9r.vJ@watserv1.uwaterloo.ca>
Source record: 199121

I have a Practical Peripherals 2400fx9600sa external fax modem and
the STraight Fax software for sale. Both come with the original boxes/disks/
manuals. The software works flawlessly on any ST/Mega. It will run on a 1M
machine. I want to sell this as a package for $160US plus shipping.

brett maraldo

--
-------- Unit 36 Research ---------
"Alien Technology Today"
bmaraldo@watserv1.UWaterloo.ca
{uunet!clyde!utai}!watserv1!bmaraldo

1150. Calamus DTP Package For Sale

Newsgroup: comp.sys.atari.st
Date: 1993-11-03 06:01:44 UTC
From: bmaraldo@watserv1.uwaterloo.ca
Message-ID: <CFwJEw.15n@watserv1.uwaterloo.ca>
Source record: 199122

I am selling my Calamus package. It includes:

Calamus 1.09N
Font Editor
Calamus SL demo
The Guide to Calamus DTP
over 100 fonts

The software resides on original distribution disks and all the manuals are original. I would like $160US for this package.

brett maraldo

--
-------- Unit 36 Research ---------
"Alien Technology Today"
bmaraldo@watserv1.UWaterloo.ca
{uunet!clyde!utai}!watserv1!bmaraldo

1151. Spectrum screen grabber

Newsgroup: comp.sys.atari.st
Date: 1993-11-03 08:14:54 UTC
From: winnipg@sys6626.bison.mb.ca
Message-ID: <JFJFcc7w165w@sys6626.bison.mb.ca>
Source record: 199130

Is there a program which allows you to capture the screen in Spectrum
format?

1152. Re: ATARI _DROPS_ THIER COMPUTER LINES!

Newsgroup: comp.sys.atari.st
Date: 1993-11-03 08:37:27 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Nov3023727@flammulated.owlnet.rice.edu>
Source record: 199138
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Nov2.094642.16224@umiami.ir.miami.edu> dlk0ms9s@umiami.ir.miami.edu writes:
<tirade deleted>
>
>
> Is this guy for real ?
>
> Craig.

Who, my broker,or me? We are both very real. Anyway, I can't tell you how many pissed of letters I got over this. Jesus, kill the messenger with the bad news...

Don't you think it would have been a good idea to call Atari for confirmation before you posted the original message? Didn't you think it was a little odd that Atari stock was still climbing when you heard this?

Spreading rumors is not a valued net activity...

--
---> Kendall Gelner (kendall@rice.edu)

1153. Re: Atari Scheme?

Newsgroup: comp.sys.atari.st
Date: 1993-11-03 09:10:20 UTC
From: 2vogler@rzdspc18.informatik.uni-hamburg.de
Message-ID: <2vogler.752317820@rzdspc18>
Source record: 199125

>Scm is a Revised^4 compatible Scheme with extensions. The source, with a
>(pretty much) appropriate makefile for the ST's, is available from any
>major Scheme site, like altdorf.ai.mit.edu. I've compiled it and it seems to
>work, although I'm not 100% sure of the port...

At any rate, you have to compile scm using the MiNTLibs. If you don't
the program may crash later.

Personally, I prefer scm because it is MUCH faster than XSCHEME.

Chris

2vogler@rzdspc18.informatik.uni-hamburg.de
Christian_Vogler@hh2.maus.de

1154. Re: Formatting a 1.4 MB diskette on a SCSI floptical drive

Newsgroup: comp.sys.atari.st
Date: 1993-11-03 09:14:25 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <2b7sph$rjq@cismsun.univ-lyon1.fr>
Source record: 199124
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <RALPH.93Nov2062855@hal.cerfacs.fr> ralph@cerfacs.fr (Ralph Sobek) writes:
>
>I understand that there are some floppy formatters that handle HD
>floppies! Do any of these work on such a floppy connected to an
>Insite floptical drive? ICDFMT, from ICDBOOT Pro 6.20, does *not*
>do this on my Mega 4 STfm running TOS 2.06.
>
>Any suggestions?
>
Give a look at the commercial product "KOBOLD II"..
I make no promise about this, but it formats HD and ED on "normal" drives for
sure.

1155. Re: 800x600?

Newsgroup: comp.sys.atari.st
Date: 1993-11-03 09:24:37 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Nov3032437@flammulated.owlnet.rice.edu>
Source record: 199139

In article <H.eg.SyGyXBiS94c@semprini.waterloo-rdp.on.ca>
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

In <1993Oct28.152745.4782@arizona.edu>, Jeff Diamond writes:
> Just a quick point towards those people complaining that UNIX would be untolerable
> under Blow Up's 800x600x256 color mode... What's wrong with UNIX under
> 1280x960x16 color mode? I've noticed that the pixels are so fine, that a 16
> color dithered picture is indistinguishable from the 256 color version, just as
> 640x480x256 color is virtually indistinguishable from TC.
> (Honest... I've seen it with my own eyes)

What's the scan rate? If it's not at least 72Hz and non-interlaced, I
really don't want to be staring at it for too long. That might be fine
for looking at pictures, but not for working...

I'm sure Blow Up allows somewhere around the same rate, but with
Screenblaster I can get 640x480x256 at 77Hz, and larger screens like
800x600 somewhere around 62Hz (which I myself find comforatable even
for long sessions).

I think 1280x960x16 would be great for X-windows, but I'd need a
larger monitor than the 14" one I have now.

--
---> Kendall Gelner (kendall@rice.edu)

1156. Re: ATARI UK GONE ??

Newsgroup: comp.sys.atari.st
Date: 1993-11-03 10:11:12 UTC
From: PostMaster@barclays.co.uk
Message-ID: <CFwuyp.7I4@barclays.co.uk>
Source record: 199129

In article <2cd06d79@p2.stacken.ct.se>, patrik_sanfridsson@p2.stacken.ct.se (Patrik Sanfridsson) writes:
|> Why isn't Atari Works distributed with European Falcons?
Maybe Atari figured the Europeans didn't need such a nice bribe to buy Falcons and that if they could sell it to them instead for another 100GBP or whatever...

--
+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

1157. Re: ATARI _DROPS_ THIER COMPUTER LINES!

Newsgroup: comp.sys.atari.st
Date: 1993-11-03 11:33:22 UTC
From: tskuenne@cip.informatik.uni-erlangen.de
Message-ID: <2b84u2Edgu@uni-erlangen.de>
Source record: 199128
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

c2sgy@dmu.ac.uk (SG Yardley) writes:

>I also doubt seriously whether they want to make compatibles at all.
Yes, and let's remember that Atari _did_ produce DOSO-clones. Were not very successful by the way... :-))

And remember: Atari's future might be brighter than we can think of today.

Regards
Tommi

1158. RGB Monitor,50pounds

Newsgroup: comp.sys.atari.st
Date: 1993-11-03 12:32:43 UTC
From: kiddlejc@vax.sbu.ac.uk
Message-ID: <1993Nov3.123244.3669@vax.sbu.ac.uk>
Source record: 199136

For sale, Microvitec CUB COLOUR MONITOR.

I can supply the relevant cable to attach it to any Atari,
Commodore, PC etc etc. Will connect to most computers. RGB
analogue or TTL. Good picture, I use one myself and
I've got one spare.

If you want to use it with CUBASE or similar high resolution
software, I can supply a Public Domain mono emulator accessory
that gives you a very useable picture on a colour monitor.

If you play a lot of games, a monitor like this could
definately help improve the health of your poor eyes...

Delivery within a reasonable radius of Peckham or Ladbroke Grove
can be arranged free of charge.

50 pounds, including cable and
delivery, or nearest offer.

Now you can't say fairer than that, can you.

Leave a message on 081-693-2846 and Ill get back to you
as soon as possible.....

KIDDLEJC@uk.ac.sbu.vax | Jason C. Kiddle | "The Assault Technician"

--

KIDDLEJC@uk.ac.sbu.vax | Jason C. Kiddle | "The Assault Technician"

...or if you prefer analogue communications: London (+44) 81 693 2846...

1159. Re: best word processor

Newsgroup: comp.sys.atari.st
Date: 1993-11-03 12:43:53 UTC
From: error@stack.urc.tue.nl
Message-ID: <2b8929$i6k@tuegate.tue.nl>
Source record: 199131

quaver@stein2.u.washington.edu (rick phillips) writes:

>I have a friend in Paris who is looking for a good word processor that runs
>on a 1040ST with only a meg of memory. Is WORD WRITER the best? ALso

Word Writer is the best that is available almost for free. It was on the
I think October 1993 Atari ST User coverdisk. Only with English
idctionary and thesaurus.

Erlend.
--
Erlend Nagel \ | / Phone: +31 73 123532
Technical writer... \|/ Address: J. Schofferlaan 9,
in 11 months... /|\ 5212 RE, Den Bosch,
I hope :-) / | \ the Netherlands.

1160. FOR SALE 1040ST +++

Newsgroup: comp.sys.atari.st
Date: 1993-11-03 13:13:30 UTC
From: galvez@sde.mdso.vf.ge.com
Message-ID: <1993Nov3.131330.29123@knight.vf.ge.com>
Source record: 199132

The following ATARI 1040ST related items are for sale either individually or preferably as one package (all are in working condition):

- BOOKS:
ATARI ST Internals ATARI ST Programming
Programmers Guide to GEM STart Magazine and disks

- HARDWARE:
ATARI 1040ST SC1224 Color Monitor
5-1/4" Floppy Drive LogikHron Clock Card
Gemini 10X printer Supra 20 MB Hard Drive

- SOFTWARE:
Generic First CAD BASIC GFA
C Compiler CP/M
DAC Easy Accounting Flash(Modem software)
Flight Simulator G+PLUS
HabaSolutions HabaView
HabaWriter Hard Disk Accelator
Hardball Harrier Strike Mission
Mean 18 & Courses Multi_Format
Rings of Zilfin SunDog
Time Bandits WERCS
WordUp 2.0 Misc public domain and shareware

Make me an offer (E-Mail) for the whole package or parts of it.

Email to : galvez@mdso.vf.ge.com

1161. Re: Desk ACC limit

Newsgroup: comp.sys.atari.st
Date: 1993-11-03 13:29:15 UTC
From: stewart@titan.ucs.umass.edu
Message-ID: <2b8bnb$nte@titan.ucs.umass.edu>
Source record: 199137
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Nov2.185643.29620@news.eng.convex.com>,
Earl Hood <ehood@convex.com> wrote:
>
>What software is out there that will let me load more than 6
>desk accessories? I tried using DC Stuffer, but it seems to
>srew up the system path and NeoDesk will fail in it's auto
>execution.
>
>I'd like something that is robust and is proven to work on
>non-standard ST displays (i.e. 3rd party graphic boards).
>

I recommend Geneva if you want to abolish the six accessory limit. Geneva
is very compatible. It not only allows you to have as many desk accessories
as your memory will allow, but alllows you to terminate or load them at any
time. (Note that some desk accessories don't get along well with being
terminated, but most do.) Plus you get all of the other advantages of Geneva
like multitasking GEM applications, a new item selector, a whole new look
including 3D buttons for ANY Atari, and much more.

Bob Stewart stewart@titan.ucs.umass.edu
Gribnif Software Phone: 10-6 EST (413) 247-5620
Customer Service FAX: (413) 247-5622

1162. Re: ATARI _DROPS_ THIER COMPUTER LINES!

Newsgroup: comp.sys.atari.st
Date: 1993-11-03 14:14:01 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1529@usdtsg.DaytonOH.NCR.COM>
Source record: 199141
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Nov2.104854.29741@dmu.ac.uk> c2sgy@dmu.ac.uk (SG Yardley) writes:
>In article <1993Nov1.143136.16219@umiami.ir.miami.edu>, dlk0ms9s@umiami.ir.miami.edu writes:
>
> [Misc. Atari Computer Doom n Gloom Deleted...]

>I also doubt seriously whether they want to make compatibles at all.
>Take a look at CBM. They are pulling out of the PC market because it
>is too competitive and it nearly dragged them under ... (which isn't a
>bad thing ... :-))

I think Atari DID used to make some PC-clones, but I don't believe they were ever released in the U.S. (for some reason, I'm thinking they were in Canada, though). The problem with clone-making is that there are quite a lot of competitors doing clones, and thus the profit margins are getting hurt - and you need half-decent profit per unit, or the reasons to produce the product become less convincing...

Rob

"I accidentally put instant coffee into a microwave, and almost went back in time..."

1163. Re: AtariUSER Magazine is Back!!??

Newsgroup: comp.sys.atari.st
Date: 1993-11-03 14:38:06 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1531@usdtsg.DaytonOH.NCR.COM>
Source record: 199142

In article <93306.27691.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
L676791@LMSC5.IS.LMSC.LOCKHEED.COM writes:

[Atariuser news deleted]

>Equally incredible is this morning's newspaper business page - Atari Corp.
>(ATC on the American Exchange) jumped 1-1/2 yesterday to close at 10, third
>most active on the AMEX.

Check this morning's paper. I believe they hit 10.625 on Tuesday close.

>I made a few bucks off of Atari stock earlier this
>year when it was trading at around 2 and then jumped to 5, so I can't complain,
>but when I think about how it was trading at fifty cents last Spring, I can
>only say "Arrrrgh!" Oh well, never look back.

I think there are a number of others on this newsgroup with similar
sentiments :-O I got in a little after you (around 2 1/2 or so) and
basically am just having fun "letting it ride" (basically, I just
"wrote off" (not tax-wise, just reality-wise) the cost of ths shares
and am just gonna let it ride, just for the heck of it. I figure,
I had been following Atari's stock for awhile before I finally bought
some, so I figured as long as I'm checking out their prices, I might
as well have an actual reason to :-) Besides, I figure I had
"invested" tons of money in Atari products (from the 2600 on up) so
this seemed like the logical next step (uh, sorry about the pun)...

>Who could have predicted that
>the stock of this money losing company would go up like this? Is all of this
>over the Jaguar?

Check out the latest AEO. I believe there is an article about some
kind of stock "technical analysis" that seems to be pointing out why
Atari's stock is moving as it is, even without major "news" announcements.
However, I think Atari is going to official "release" (or something
like that) the Jaguar tomorrow (I believe Bob Brodie will be online
on GEnie for a RTC tomorrow night, if anyone's interested). It will be
interesting to see how the stock goes once the Jaguar gets out the
door... (on a related? note, I believe IBM also got some kind of
good rating or something yesterday, and their stock also rose - wonder
if the Jaguar production had anything to do with it?)...

>Finally, what gives with this rumor about Atari abandoning computers????

Based on the post, someone said that his broker gave him some "news"
about Atari abandoning its computers. I dunno, I've always been
weary about letting my money be handled by someone with the

word "broke" it their title ;-)

Rob

"but officer, how did I know that I was breaking the law of gravity?"

1164. Re: Desk ACC limit

Newsgroup: comp.sys.atari.st
Date: 1993-11-03 15:14:53 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.910074@cix.compulink.co.uk>
Source record: 199144

In article <1993Nov2.185643.29620@news.eng.convex.com>, ehood@convex.com (Earl Hood) writes:
>
>What software is out there that will let me load more than 6
>desk accessories? I tried using DC Stuffer, but it seems to
>srew up the system path and NeoDesk will fail in it's auto
>execution.
>
>I'd like something that is robust and is proven to work on
>non-standard ST displays (i.e. 3rd party graphic boards).
>

Multidesk Deluxe from CodeHead is OK. You can load as many accs as you like.

Ofir ogal@cix.compulink.co.uk

1165. Re: STalker problems

Newsgroup: comp.sys.atari.st
Date: 1993-11-03 15:14:56 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.910073@cix.compulink.co.uk>
Source record: 199143

In article <1993Nov2.185122.28781@news.eng.convex.com>, ehood@convex.com (Earl Hood) writes:
>
>2. Also, I cannot figure out how to get a 80x24 character window on a
>640x400 display using the default system font (Using a smaller font is
>too much of an I strain). STalker only allows me to resize to 80x23.
>

Try a 14*7 pixels font.

Ofir ogal@cix.compulink.co.uk

1166. Re: 800x600?

Newsgroup: comp.sys.atari.st
Date: 1993-11-03 15:21:13 UTC
From: PostMaster@barclays.co.uk
Message-ID: <CFx9BE.A8w@barclays.co.uk>
Source record: 199036

In article <1993Oct30.004028.19582@news.eng.convex.com>, ehood@convex.com (Earl Hood) writes:
|> In article <1993Oct28.152745.4782@arizona.edu>,
|> Jeff Diamond <jeff@jupiter.ame.arizona.edu> wrote:
|> >Just a quick point towards those people complaining that UNIX would be untolerable
|> >under Blow Up's 800x600x256 color mode... What's wrong with UNIX under
|> >1280x960x16 color mode? I've noticed that the pixels are so fine, that a 16
|>
|> UNIX?!! ... Unix has nothing to do with graphics (directly). It is an
|> operating system.
I suspect they were talking about X.

--
+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

1167. Re: European Newsgroups

Newsgroup: comp.sys.atari.st
Date: 1993-11-03 15:25:56 UTC
From: PostMaster@barclays.co.uk
Message-ID: <CFx9J8.AAG@barclays.co.uk>
Source record: 199037

In article <1514@usdtsg.DaytonOH.NCR.COM>, anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:
|> In article <A7354@MS.maus.de> Julian_Reschke@ms.maus.de (Julian Reschke) writes:
|> >Then,
|> >it's a lot of work to translate all the stuff, especially the manuals.
|> >I can't speak for the programmer, but there has been an english version
|> >of Gemini 1.21 and obviously there haven't been enough people who
|> >paid their fee. Note that normally a shareware free is paid for the
|> >version you already have, not for some future version.
|>
|>
|> I dunno about anyone else, but I would be glad to pay my shareware
|> fee for Gemini. Unfortunately, I have *no* idea how to pay them.
|> I think they show like a back account or something, but I wouldn't
|> even know what to say to the local bank to enact the transaction
|> (if that's where I do it from). If you or someone could tell me
|> how to do so (preferably someone who knows how to do this through
|> a U.S. bank) then I would gladly pay the shareware...
I normally send a Bankers Draft or local currency travellers cheques. When
sending payment to the US I use an International Money Order.

All you need to do is wander into your bank and with the other persons
address/bank account details, ask them the best way to send the amount
required. Some ways arer cheaper for you, some are cheaper for the recipient.
Germany has wierd banks that charge for everything so it's very important to
ensure anything you send is in deutschmarks at least. Any further charges they
get when paying it in would be minimal.

--
+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

1168. Re: Atari Falcon Forsale

Newsgroup: comp.sys.atari.st
Date: 1993-11-03 16:15:46 UTC
From: vctec@westminster.ac.uk
Message-ID: <CFxBuB.CyJ@westminster.ac.uk>
Source record: 199140

In article <A36406@AC.maus.de> Arne_Rudolph@ac.maus.de (Arne Rudolph) writes:
>In article <A37043@K0> Anthony Reeves wrote:
>
>A>: In article <2aqfd6$lm2@news.delphi.com>, bryedewa@news.delphi.com
>A>(BRYEDEWAARD@DELPHI.COM) writes:
>A>: >
>A>: > For Sale:
>A>: > =========
>A>: >
>A>: > Atari Falcon030 Computer
>A>: > - 4 megs RAM
>A>: > - TOS 4.04
>A>: > - 120 MEG quantum internal IDE hard drive
>A>: > - All original packaging, manuals, software
>A>: >
>A>: > Purchased: May 1993
>A>: >
>A>: > Asking $950 plus shipping.
>A>: >
>A>: > Email to: BRYEDEWAARD@DELPHI.COM
>A>: >
>A>
>A>: No thanks. I can get a new 040 Mac LC475 for $848.00
>A>
>A>
>A>: Peter Sinclair-Day
>A>: Univ. of Northern Iowa
>A>
>A>: >
>A>
>A>No thanks, I can get new 386/33 for $699
>
>No thanks, I can get a new C=64 for $169
>
>Ciao,
> Arne

This is getting really silly now....but I suppose it's all for fun. I'll add my bit.

No, Thanks. I can get an Oric 1 (anyone remember these? They were a lot better than the Sinclair/Timex Spectrums...but no software support :-( ) for 30 pounds sterling (about US$ 45).

DB

--
<==>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

1169. Re: Atari ST and PC floppies

Newsgroup: comp.sys.atari.st
Date: 1993-11-03 16:28:56 UTC
From: asmith@zero.cypher.com
Message-ID: <1993Nov3.162856.26462@nuchat.sccsi.com>
Source record: 199146

In article <ohb.751967927@dutsh7.tudelft.nl> ohb@dutsh7.tudelft.nl (Onno Hardebol) writes:
>Hello,
>
>If you format your floppies on a PC on 720 kB (2,10,80), they can be read by
>any Atari ST. I don't know how it works for HD floppies, but it works well
>on DD.
>
>No special program needed!
>
>Onno Hardebol

It works just fine for high density disks too. BTW: 720k is 2,9,80.

--

\/ SysOp of the Restaurant \Andrew Smith/ Chief Science Officer \/
\ at the End of the Universe \ Zap030 / Shuttle Texas /
/ Atari 16-64bit Support \ on IRC / NCC-1892-02 \

1170. Re: Emacs 19.xx anyone ...?

Newsgroup: comp.sys.atari.st
Date: 1993-11-03 16:44:13 UTC
From: christof@wowbagger.pc-labor.uni-bremen.de
Message-ID: <CHRISTOF.93Nov3174418@wowbagger.pc-labor.uni-bremen.de>
Source record: 199033

>>>>> On Sat, 30 Oct 1993 16:49:52 EST, cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) said:

> Dunno; I've been trying to get the MicroEMACS 3.12 sources to try to
> graft the GEM routines from Mutt onto it...

My, what a feat, let us know if you succeed. (Given the ... hmmm ... let's say adventurous structure of the ME sources, this might not be the easiest of all tasks - but by no means let that stop you.)

> Mutt's the 2nd fastest GEM
> text editor I've ever seen (Tempus is the only faster one).

Tempus is certainly faster, but can hardly be called an editor. :-)

> Is GNU EMACS "useful" on an ST? Can you do things like M-x compile with
> only 4M of RAM and GCC? I've always avoided learning GNU EMACS because
> I didn't think it'd be too handy on my ST

If you have learned the MicroEMACS and the Mutt editor, you are as close to the EMACS as you can probably get. Definitely pays off to be aquainted with it, if only for being able to judge what a good editor is and what not. :-)

> (MicroEMACS works really well,

I agree. Before the Mutt editor I used to have ME 3.11 all the time. It's really a nice editor, but not easy to debug. (Also, IMHO, the sources are not as easily expandable as the Mutt editor's - that's why Mike Brandt decided to write the GEM interface for the Mutt editor, not for the ME.) However, I still use the ME sometimes because of its better regular expression matching code (also for nostalgia), this being something where the Mutt editor lags behind (the vicissitudes of the editor world, I could go on for hours on that ...)

Christoph
--
Christoph Koerner |
christof@pc-labor.uni-Bremen.de | "Wizard, your life force is running out."

1171. WOW - Falcon Games...

Newsgroup: comp.sys.atari.st
Date: 1993-11-03 16:54:12 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CFxDMD.EFx@newcastle.ac.uk>
Source record: 199147

I just downloaded the LASERDEMO - a playable demo of Friend Or Foe on the falcon.

Anyone who's played Castle Wolfstein on a PC will know what to expect - but faster .....it's really cool.

By the way - has anyone managed to get VERTICAL to work yet? I cann't find an archive with a working copy on it.

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 4883098
Stevenage,England.|| Snail-mail: 2 Sun Street, Suniside, Newcastle, England.
----------/__\----------
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

1172. Atari whinge

Newsgroup: comp.sys.atari.st
Date: 1993-11-03 17:52:15 UTC
From: js10039@hermes.cam.ac.uk
Message-ID: <js10039.3.0011DF7D@hermes.cam.ac.uk>
Source record: 199148

Don't get me wrong, I am a fan of atari, but I have always found TOS and sometimes to ST hardware also to be extremely flaky. (I have an 2M STe TOS 1.62)

When a PC fails, it does so in a predictable manner for usually sensible reasons (incorrect setup, hardware failure) and the failure is then repeatable.

My TOS crashed far more often (2,3 bombs half the time, 4,12,13 other times.) for usually no reason and completely unrepeatably. Can't wait till the Linux 680x0 kernel is finished (i'm going to have a look at it now, but don't know anything about programming the Falcon hardware so I can't write the required drivers to actually run it (if there is a register list for ftp anyware or someone doesn't mind writing basic instructions for direct video and disk access I'd be very interested to hear)) Whats more I know someone with a Falcon, and that seems to have the same problems.

You would have thought by now Atari could have got a STABLE os together. MS-DOS may not be state of the art, but at least now it can cope with most things reliably.

One question: I was muckin' around with an OS on my STe, and had problems switching resolution and screen address etc. Sometimes the new screen is offset (to the right I think) by a character (Looks like the vid chip is getting confused and losing or inserting a word of video data, or just getting the wrong screen address) MonST also has this problem and a few others have had it also - SO: why does it happen and how do I write programs that access the video directly (I used the same code as TOS at one point and still had the same problem) so this doesn't happen.
This doesn't happen on every resolution change though, about 1 in 3. See above.

John Sullivan

1173. Re: Spectrum screen grabber

Newsgroup: comp.sys.atari.st
Date: 1993-11-03 18:22:23 UTC
From: ep93dha@tex8.se
Message-ID: <1993Nov3.182223.17027@t.hfb.se>
Source record: 199149

In article JFJFcc7w165w@sys6626.bison.mb.ca, winnipg@sys6626.bison.mb.ca (Winnipg) writes:
>Is there a program which allows you to capture the screen in Spectrum
>format?

Why not capture it as IMG, or PI? and convert it later?

/
/ Daniel

1174. Re: ATARI _DROPS_ THIER COMPUTER LINES!

Newsgroup: comp.sys.atari.st
Date: 1993-11-03 18:36:52 UTC
From: galaxis@traveller.freiburg.sub.org
Message-ID: <2cd7ed34a4c70@traveller.freiburg.sub.org>
Source record: 199022
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

SG Yardley (c2sgy@dmu.ac.uk) wrote:

>> Effective immediately, Atari Computer Corporation has ceased
>> production of ALL of it's computer lines. This includes all TOS,
[..]
>I also doubt seriously whether they want to make compatibles at all.

In Germany, Atari sold the last computers from it's DOS compatible ("ABC")
line at the end of last year.

I don't think they did make much money with it.

/\|ex.
--
galaxis@traveller.freiburg.sub.org (or ab@traveller.fido.de)
Network_ST 90:400/101*VNet 46:9490/231*KultNet 23:550/5*FidoClassic 2:2476/803
Traveller-Box ++49-761-381571 (HST/DS) - THE Atari BBS in southwest Germany

1175. Re: Desk ACC limit

Newsgroup: comp.sys.atari.st
Date: 1993-11-03 18:45:29 UTC
From: reeves@eugenia.phy.Vanderbilt.Edu
Message-ID: <1993Nov3.184529.21796@news.vanderbilt.edu>
Source record: 199150

In article <1993Nov2.185643.29620@news.eng.convex.com>,
Earl Hood <ehood@convex.com> wrote:
>
>What software is out there that will let me load more than 6
>desk accessories? I tried using DC Stuffer, but it seems to
>srew up the system path and NeoDesk will fail in it's auto
>execution.
>
>I'd like something that is robust and is proven to work on
>non-standard ST displays (i.e. 3rd party graphic boards).

You might check out MultiTOS. I think it also defeats the 6 desk accessory
limit.

Terry W. Reeves

Disclaimer: I don't speak for Vanderbilt University. The above are my own
opinions and thoughts. They come with no warranty either
explicit or implied.

1176. Active Atari Stock

Newsgroup: comp.sys.atari.st
Date: 1993-11-03 18:46:12 UTC
From: pietrzak@sparc55.cs.uiuc.edu
Message-ID: <CFxIt1.MDn@sparc0a.cs.uiuc.edu>
Source record: 199001

What's up? I've been outside of the Atari world for a while (although I am typing this on a Mega 4), and I haven't kept up on what the company is doing. However, I've been listening to the name Atari appear on the news for a few days; and just a few minutes ago, I heard "Among the most active stocks today: Atari, up to 11 1/8" (or something like that). Have they come out with a new machine, a glowing profits report, or something like that?

Thanks

John Pietrzak

1177. Re: STalker problems

Newsgroup: comp.sys.atari.st
Date: 1993-11-03 18:49:03 UTC
From: bjgrier@bnr.ca
Message-ID: <1993Nov3.184903.15371@nrtpa038.bnr.ca>
Source record: 199002
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Nov2.185122.28781@news.eng.convex.com>, ehood@convex.com (Earl Hood) writes:
|>
|>
|> I've discovered a problem with STalker line history scrollback buffer.
|> Anytime I call 'tset' on a Unix system, STalker will no longer save any
|> lines in the scrollback buffer.
|>
|> Also, I've noticed that STalker has the occasion to lose a character or
|> 2. Also, I cannot figure out how to get a 80x24 character window on a
|> 640x400 display using the default system font (Using a smaller font is
|> too much of an I strain). STalker only allows me to resize to 80x23.
|>
|> Personally, I think Uniterm is more robust (and faster), but it will
|> not run on a Moniterm Viking. Plus, it cannot run as a desk accessory
|> like STalker.
|>
|> Has anyone else had these problems?
|>
|> --ewh

I was frustrated by the less than full terminal (80x24) mode of Stalker until the beginning of last year, when I bought a TT. Everything works great in 640x480 with 16 colours.

I know that's not much help but it did solve my problem :)

But seriously, you may want to install the overscan modification into your ST, to increase your monochrome resolution. Some one else may be able to help you with how to get your hands on this modificaton.

Brian
--

Disclaimer: The opinions expressed are mine not those of BNR.

____
Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an Amiga. However I have
Research Triangle Park, NC	real work to do. So please get lost!
____________________________________	_____________________________________

1178. Atari Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-11-03 19:33:17 UTC
From: SA055@getty.onu.edu
Message-ID: <SA055.25@getty.onu.edu>
Source record: 199003

When is the Atari Jaguar (64-bit) coming out? I read a little about it a few days ago, and it is supposed to sell for less than $200!

1179. Re: MC68010

Newsgroup: comp.sys.atari.st
Date: 1993-11-03 20:30:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A7696@MS.maus.de>
Source record: 199068

In article <2b3moc$15i6@ina.zfn.uni-bremen.de>, Mark-Oliver Wolter (g02o@zfn.uni-bremen.de) wrote:
>: Does TOS 1.62 work OK with a 68010? I use NVDI and MiNT.
>
>yea, should do... I tried with TOS 2.06 which has a serious bug with that...
>when HD is connected, there come 2 bombs when desktop should appear, but the
>AUTO folder progs boot correctly......!?!!!?!!??

Bug in Atari's desktop. You'll have to install *some* program as autostart application -- even an empty program does the job.

1180. Re: Magix versus Multitos

Newsgroup: comp.sys.atari.st
Date: 1993-11-03 20:30:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A7697@MS.maus.de>
Source record: 199069

In article <2b5g86Eeon@uni-erlangen.de>, Thomas Kuenneth
(tskuenne@cip.informatik.uni-erlangen.de) wrote:
>It is simply a question of what you are going to do. If you want to run a
>CD-ROM drive (just to mention one example) there is hardly an alternative
>to MiNT.

Indeed? I know that there's a beta version of a CDROM XFS, but it's not
available to the public (except when you buy it from Color Concept).
MetaDOS 2.2 is free and works with TOS and Mag!X (note that Atari's
CDARGEN.BOS only works for TT-SCSI and the CDAR 504 and doesn't support
multisession).

>And another question is if we all want to work an a system like Mag!x
still
>in say 2 years. Only Atari has the power to introduce new features to the
OS.
>But this is vital because a system needs to be improved.

Indeed. But fact is, that MTOS development *currently* is too slow.

1181. Re: Desk ACC limit

Newsgroup: comp.sys.atari.st
Date: 1993-11-03 20:35:27 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.912160@cix.compulink.co.uk>
Source record: 199005

In article <1993Nov3.013057.1124@bradford.ac.uk>, S.P.Taylor@bradford.ac.uk (S.P.Taylor) writes:
>
>The other alternative is Chameleon. Whilst it does not allow more than 6
>DA's in at once, it allows you to load and unload accessories into the
>space it occupies, solving most problems of the 6 DA limit.
>
>One thing to watch when using Chameleon on older TOS versions (pre 1.4 I
>think) is that when you chameleon something in whilst in an application,
>quitting the application will not give you back its memory until you
>chameleon the accessory out again. Similarly, when you chameleon something
>in whilst on the desktop, then run an application, dechameleoning the
>accessory will not give the ST back that memory until the application is
>terminated.
>

Has anyone magaged to get the Chameleon to work reliably on a Falcon? Mine always crashes after a res change. If so which TOS version?

Ofir ogal@cix.compulink.co.uk

1182. Re: Atari Falcon Forsale

Newsgroup: comp.sys.atari.st
Date: 1993-11-03 20:40:19 UTC
From: vlefevre@ens-lyon.fr
Message-ID: <2b94vj$6ht@cri.ens-lyon.fr>
Source record: 199004

```
In article CyJ@westminster.ac.uk, vctec@westminster.ac.uk (Denesh Bhabuta) writes:
> In article <A36406@AC.maus.de> Arne_Rudolph@ac.maus.de (Arne Rudolph) writes:
> >In article <A37043@K0> Anthony Reeves wrote:
> >
> >A>: In article <2aqfd6$lm2@news.delphi.com>, bryedewa@news.delphi.com
> >A>(BRYEDEWAARD@DELPHI.COM) writes:
> >A>: >
> >A>: > For Sale:
> >A>: > =========
> >A>: >
> >A>: > Atari Falcon030 Computer
> >A>: > - 4 megs RAM
> >A>: > - TOS 4.04
> >A>: > - 120 MEG quantum internal IDE hard drive
> >A>: > - All original packaging, manuals, software
> >A>: >
> >A>: > Purchased: May 1993
> >A>: >
> >A>: > Asking $950 plus shipping.
> >A>: >
> >A>: > Email to: BRYEDEWAARD@DELPHI.COM
> >A>: >
> >A>
> >A>: No thanks. I can get a new 040 Mac LC475 for $848.00
> >A>
> >A>
> >A>: Peter Sinclair-Day
> >A>: Univ. of Northern Iowa
> >A>
> >A>: >
> >A>
> >A>No thanks, I can get new 386/33 for $699
> >
> >No thanks, I can get a new C=64 for $169
> >
> >Ciao,
> > Arne
>
> This is getting really silly now....but I suppose it's all for fun. I'll add my
> bit.
>
> No, Thanks. I can get an Oric 1 (anyone remember these? They were a lot better
> than the Sinclair/Timex Spectrums...but no software support :-( ) for 30
> pounds sterling (about US$ 45).
```

>
> DB
>

No, thanks. I've got a PC 486DX2/50 for 0$:-|, but I prefer my Falcon030.

VL

1183. SC1224 Problem

Newsgroup: comp.sys.atari.st
Date: 1993-11-03 20:43:12 UTC
From: clund@wpo.uwsuper.edu
Message-ID: <2b9550INNsav@news.uwsuper.edu>
Source record: 198954

While using my 1040ST one night, the SC1224 monitor just conked out.
Now it won't even power on. Any ideas on how much it'll cost to get
this little problem fixed?

--------------------Carl Lund-------------------------------------
* Proud to be at the world's |Remember Santa Barbara! *

* finest elementary ed program -- |Boycott NBC! *
* Univesity of Wisc. Superior |U MN-Duluth is evil! *
------------------ clund@wpo.uwsuper.edu ------------------------

1184. British Falcon owners unite!

Newsgroup: comp.sys.atari.st
Date: 1993-11-03 21:25:41 UTC
From: whern@bnr.ca
Message-ID: <1993Nov3.212541.23954@bnr.ca>
Source record: 199009

Attention British Falcon owners!

Do you find it difficult to get support for your machine? Do you have no fellow owners to talk to and swap hints and information? If so then Falcon Fact File is the answer!

Falcon Fact File has been set up to help isolated Falcon owners get the help and support they need for their machine. FFF is a database of Falcon users, listing their machine configurations and interests. Subscribers can look for owners with similar machine setups or interests and then contact them to swap advice.

Registration with the FFF is free. Owners send in the completed application form along with a blank disk and a stamped addressed envelope. The disk will then be sent back to them containing the latest version of the FFF database along with as much Falcon PD software as space permits.

Copies of the application form can be obtained by writing to either

Kevin Beardsworth, Colin Fisher-McAllum
32, Chestnut Road, 11 Pound Meadow,
Fishtoft, The Green,
Boston, Whitchurch,
Lincolnshire PE21 0BU Hants. RG28 7LG

and enclosing a stamped addressed envelope.

FFF is a non-profit organisation. There is no charge for registration so it is important to remember to include stamp addressed envelopes when requesting either an application form or a copy of the database. Only FFF members will be given copies of the database - no commercial companies will be allowed access, nor will PD libraries be able to distribute it.

Falcon Fact File is a great way to make contact with other Falcon users. What have you got to lose by joining? Even if you don't make any new Falcon contacts, you'll at least get a free disk of PD software.

William Hern.
ST Applications columnist.

1185. Re: Sampler/Video Digitiser for ST in Oz

Newsgroup: comp.sys.atari.st
Date: 1993-11-03 21:32:45 UTC
From: alex@falcon.demon.co.uk
Message-ID: <752362365snz@falcon.demon.co.uk>
Source record: 199097

In article <pmh.8.000F173E@noddy.forestry.tas.gov.au> pmh@noddy.forestry.tas.gov.au writes:

>Does anyone know where I can get a hardware sampler and video grabber for my
>1040STE with 2meg ram in Australia. I live in Tasmania and cant find a decent
>supplier for any serious applications or games for that matter. I saw an
>advertisement for a program called Video Digimaster(I think)in Atari ST
>User-September Issue which is a combination program. Help!!

If you wanted one shipped from the UK we would happily ship one to you in Australia (mail to hisoft@cix.compulink.co.uk), alternatively give Phil Reeves at Paragon Computers sorry I've not got address or number at home) a call since we ship product to him regularly (I hope I got name and company right there!).

(In case this makes no sense, I work for HiSoft in the UK who also own AVR, 2-Bit systems & Microdeal who were/are the suppliers of VideoMaster)

--
Alex Kiernan
alex@falcon.demon.co.uk

1186. Wanted: Replay compatible mod player

Newsgroup: comp.sys.atari.st
Date: 1993-11-03 21:54:14 UTC
From: ee90grb@brunel.ac.uk
Message-ID: <CFxrIF.Cw@brunel.ac.uk>
Source record: 199010

I have a stereo replay cartridge which is also exactly the same as a stereo playback cartridge when playing back samples.

Does anyone know of a .MOD player that will replay stereo on this cartridge. The only one I have come across is Audio Sculpture which costs around 50 pounds which is not worth it as i only wish to play mods.

The base address for the left channel of the cartridge is FA8000. Unsigned data should be sent out by adding the offset to the base address and reading from this memory address.

The right channel is at address FB8000 and is written in exactly the same way.

Please reply by email to

ee90grb@brunel.ac.uk

Gareth Blades

1187. Re: Falcon Desk Piccie

Newsgroup: comp.sys.atari.st
Date: 1993-11-03 22:18:00 UTC
From: magnus_thylander@p4.troed.ct.se
Message-ID: <2cd82e58@p4.troed.ct.se>
Source record: 199027

```
> From: Jinlung Fung <jf4y+@andrew.cmu.edu>
>
>> There is a german program called DeskPic that will do it, it is an
>> auto program + desk acc. Available anywhere i would have thought,
>> it's PD.
>
> DeskPIC will only work with PI3 pictures right? The doc is in German
> and I can't be sure. Is there anything else?

Nope, DeskPic can take GIFs in <= 256 colours...

***********************************
* GREETZ, Magnus Thylander..... *
* .... ******************************************
* ..... .. CoSysOp * UseNet: magnus_thylander@p4.troed.ct.se *
* . ... .. * FidoNet: 2:200/612.4 *
* .. .....XISTENCE * FujiNet: 7:102/102.4 *
* ....ARCASTIC * NeST: 90:1101/112.4 *
*********************************************************************
```

1188. try tommorow kid ..

Newsgroup: comp.sys.atari.st
Date: 1993-11-03 22:24:43 UTC
From: oyakea@nuge104.its.rpi.edu
Message-ID: <2b9b3b$mii@usenet.rpi.edu>
Source record: 199007

Supposedly tommorow, in nyc at the warner bros hq.

c ya,

Amalaye Oyake

1189. Re: Background File Transfer?

Newsgroup: comp.sys.atari.st
Date: 1993-11-03 22:29:07 UTC
From: jaszcz@donald.EEAP.CWRU.Edu
Message-ID: <2b9bbj$t2t@usenet.INS.CWRU.Edu>
Source record: 199008

In article <H.eg.AtFybVKN6IM@semprini.waterloo-rdp.on.ca>
cherborth@semprini.waterloo-rdp.on.ca writes:
>Or run MiNT and run rz in the background (btw, has anyone seen rz
>sources that are easy to compile under MiNT?)...

i've been meaning to ask... is rz (this version you're talking about)
a tos program? i tried running the gem version of rz, but it pretty much
takes over the system... and loses characters. so, is there an rz that
behaves well with mint/multitos, and is able to handle 9600 bps?

--Bart

PS: i think the gem version breaks the system because it uses timers
to do the CPS calculation... too bad... it looks nice.

1190. FontGDOS

Newsgroup: comp.sys.atari.st
Date: 1993-11-03 22:49:25 UTC
From: thopman@herman.cs.uoguelph.ca
Message-ID: <2b9chl$mo0@nermal.cs.uoguelph.ca>
Source record: 199011

Where can I get FontGDOS? I know it's available somewhere by FTP, because I did FTP it, but I foolishly deleted it and I can't remember where I got it from. I don't think it's atari.archive, because I can't find it on the index...

Actually, all I need is a driver for my BJ 200 (a BJ10 driver will do), so if someone can point me to one, that's be great too...

THeo

1191. Re: large files

Newsgroup: comp.sys.atari.st
Date: 1993-11-03 23:42:32 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2b9fl8$16n@news.dmpe.CSIRO.AU>
Source record: 199014

Hi.

There has been a lot of discussion about this lately, seems many of us have to use contempibles here at work ....

Well, it IS possible to get files home on 720k disks, I use a program called FDFORMAT on my PeeSee, and it formats to 823?kb on a 720KB disk, and it can be read by ST and PC alike ...
Now, If anyone wants this, e-mail me, and I'll send you a uuencoded copy, and If enough people complain about it, I'll post it to an FTP site ...

Happy Hunting!

Karl.

(karlm@mel.dbce.csiro.au)
--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| Work: +61 3 252 6222 Fax: +61 3 252 6244 Home: +61 3 853 9622 |

1192. Re: ATARI _DROPS_ THIER COMPUTER LINES!

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 00:26:14 UTC
From: warwick@cs.uq.oz.au
Message-ID: <16200@uqcspe.cs.uq.oz.au>
Source record: 199012
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Craig.Graham@newcastle.ac.uk (Craig Graham) writes:

>dlk0ms9s@umiami.ir.miami.edu writes:
>>
>> [My broker says "Atari drops computers"]

>Is this guy for real ?

Yes, he's REAL GULLIBLE. Or thinks we are.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library
/ * <- Computer Science Department, |||||| GEM++ = C++ GEM library
_.-._/ University of Queensland, _// || _ Both are Free Software
_____ v ___ Brisbane, Australia. ______ |_/ || _| _________________________

1193. Re: Adios Atari!

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 00:45:21 UTC
From: rvenable@helix.nih.gov
Message-ID: <1993Nov4.004521.10256@alw.nih.gov>
Source record: 199015

In article <H.eg.PmSGFKoS7xE@semprini.waterloo-rdp.on.ca>
cherborth@semprini.waterloo-rdp.on.ca writes:
>In <2cd065c7@p2.stacken.ct.se>, Patrik Sanfridsson writes:
>> > From: cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth)
>> > It's a pretty safe bet that the PowerPC will be more popular than the
>> > Jaguar... After all, it's a _chip_ and an _architecture_. IBM's
>> > already released three PPC-based AIX workstations with _incredible_
>> > graphics performance, and they're pretty cheap (for a workstation of
>> > that calibre).
>>
>> Give me a break! The Jaguar is a $200 games console! What the f*ck has the
>> PowerPC got to do with anything? Time to end this thread before it gets even
>> more absurd. (Could it possibly? Nah!)
>
>As the 2nd imagination-free person to flame that post... Are you guys
>so thick as to not be able to come up with this line of reasoning:
>
>PowerPC is a set of _chips_; computers, PDAs, cars, etc will use them.
>_Millions_ of machines will be built using PowerPC chips.
>
>Jaguar is a games console; Atari would die of shock if the sold a
>million of them.

As the clueless poster of the original article, perhaps you can explain
why you persist in comparing a chipset with a game console in a newsgroup
devoted to neither? If that's your idea of "imagination", you may need a
dose of reality, or at least netiquette. What does ANY of this have to do
with ST/TT/Falcon computers? Your own reasoning suggests the Jaguar and
PowerPC have little relevance to each other; or are you so thick as to not
understand your own posts? Check your skull for inward bone growth, and
go sheesh yourself...

--
Rick Venable (301) 496-1905 |=| "Eschew
FDA/CBER Biophysics Lab HFM-419 |=| Obfuscation"
Bethesda, MD 20892 USA |=|
rvenable@helix.nih.gov |=| -- the Phantom Nerd

1194. printer problem with wordperfect...

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 00:55:46 UTC
From: msteve@magnus.acs.ohio-state.edu
Message-ID: <2b9jui$3il@charm.magnus.acs.ohio-state.edu>
Source record: 199013

Well, I have a simple problem that anyone with any knowledge with the Star line of printers can handle. I would just like to know which printer driver would be best to use with my Star NP-10

Wordperfect gives me the following Star printers for use...

Star NB-15/NL-10/NX-10
NB-24-15
ND-15 (ibm mode)
Powertype
Radix/Gemini 10X/15X
SG-10/15
SR/SD -10/15

The manual is quite detailed for this printer alone, but I don't know which would do the best job. Anyone help will be appreciated, other than that I will need to go by trial and error...

Michael Steve Jr.
The Sequel

1195. Re: Atari/stock prices/jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 01:05:36 UTC
From: warwick@cs.uq.oz.au
Message-ID: <16201@uqcspe.cs.uq.oz.au>
Source record: 199016

ritz@ritz.mordor.com (Chris Mauritz) writes:

>Wow, Atari stock has just hit 10 5/8.

>It looks like they're betting all the marbles on the jaguar.

They? You must mean share buyers (as Atari Corp isn't "betting" anything).

>Perhaps, this will give them the kick in the pants that they
>need to force them to focus on their historical market, game
>consoles, instead of playing Don Quixote in the computer market.

It's a LONG time since Atari really made game consoles. The 2600 was
no different to the VCS of 1979. Since then, they've made the Atari 400
series, which greatly extended up to the 130XE. Then the ST which extended
up to the TT030 and Falcon030. The LYNX is a bit like a game console, I
guess, and it has sold well.

Diversification is generally a Good Thing. Who knows: maybe if Atari
had never gotten into computers (in 1980 was it?), they wouldn't even
BE here today to produce the Jaguar.

Was Nintendo around when Atari produced Pong? I think not.

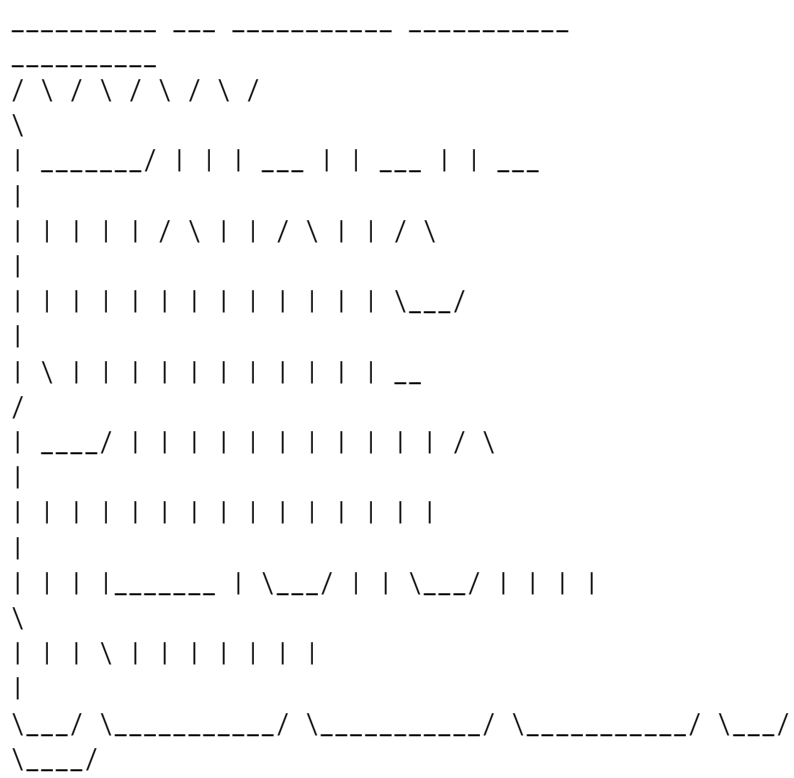
Atari is the ultimate surviver. One way or another, it will pull
through its problems (yet again), despite all the dire predictions
by people like Peter ZX80. Sure, it might be the Jaguar that gives
them the new foot-hold. But Atari has one of the longest upgrade
paths in existence in the minds of children. They can buy a LYNX,
then a Jag, then a Falcon. Name recognition is very important.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library
/ * <- Computer Science Department, |||||| GEM++ = C++ GEM library
_.-._/ University of Queensland, _// || _ Both are Free Software
_____ v ___ Brisbane, Australia. ______ |_/ || _| ________________________

1196. NEW ATARI SUPORT!

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 01:22:00 UTC
From: fred.puyo@canrem.com
Message-ID: <60.39711.4514.0N189353@canrem.com>
Source record: 199032

THE



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• RoseMail 2.10•: Nanet 41-61-74 Balmy Beach BBS (416)690-9641

1197. ATARI _DROPS_ THIER C

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 01:26:00 UTC
From: dirk.vandenheuvel@nezuld.com
Message-ID: <7384.1288.uupcb@nezuld.com>
Source record: 199047

>> Is this guy for real ?
>>
>> Craig.
>
>
>Who, my broker,or me? We are both very real. Anyway, I can't tell you how
>many pissed of letters I got over this. Jesus, kill the messenger with
the bad
>news...
>
>-Mark Santora
What do you expect when you start the post out with THIS IS NOT A FLAME
OR A JOKE etc etc. Next time why don't you wait for the press release on
GEnie or something before you go out and tell Atari users across the
globe that Atari's stopped making computers.
--Dirk--

---
* UniQWK v2.0 * The Windows Mail Reader

1198. Atari whinge

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 01:30:00 UTC
From: dirk.vandenheuvel@nezuld.com
Message-ID: <7385.1288.uupcb@nezuld.com>
Source record: 199048

>Don't get me wrong, I am a fan of atari, but I have always found TOS and
>sometimes to ST hardware also to be extremely flaky. (I have an 2M STe
TOS 1.
>62)
>
>When a PC fails, it does so in a predictable manner for usually sensible
>reasons (incorrect setup, hardware failure) and the failure is then
>repeatable.
>
John, I'm loathe to disagree, but PC's lock up all the time and
absolutely no apparent reason. During the day one of my tasks is to
NetAdmin our 20-node Novell Network at work, trust me that many of those
machines lock up and you can't do anything but reboot and hope for the
best. Especially under windows..At least on my ST it only gets tricky
when I start mixing an matching patches and "non-standard" software.

--Dirk--

---
* UniQWK v2.0 * The Solution for Multilingual Messages

1199. Re: best word processor

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 01:35:02 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.FLZCnxn6A3E@semprini.waterloo-rdp.on.ca>
Source record: 199078

In <2b0t0n$lui@news.u.washington.edu>, rick phillips writes:
> Hi...
>
> I have a friend in Paris who is looking for a good word processor that runs
> on a 1040ST with only a meg of memory. Is WORD WRITER the best? ALso
> ... could someone direct me to some mail order places?

IMHO, /all/ of the current crop of ST/TT/Falcon word processors are severly lacking, even compared to something as feature-free as Microsoft Word for Windoze 1.0.

Papyrus looks promissing, though I hope they have an English version planned/available (my German is nonexistance).

Calligrapher Pro is another one that people like, though the interface annoyed me a great deal, and I wasn't too thrilled with yet another word processor using proprietary fonts... If only Speedo had been released a few years ago... Calligrapher also produces bad PostScript output, which is something to consider if you have access to a PostScript printer (through work or a friend).

Word Flair II, That's Write, AtariWorks, etc are also ok; I doubt you could use AtariWorks (which inclues a database and a spreadsheet) and SpeedoGDOS (scalable fonts! wahoo!) in 1M though. SpeedoGDOS is another thing that doesn't work with PostScript printers; a rather serious omission, IMHO.

When I'm not writing text in MicroEMACS, I usually use WordWriter II (still!); word processors with online thesauruses (thesauri?) seem rare on the ST (AtariWorks is the only other one I can think of; Calligrapher probably has one though).

(Hey, folks! I didn't even rant and rave about SpeedoGDOS vs Adobe Type Manager! :-)
--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1200. Re: best word processor

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 01:42:00 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.mROTWTYE9zc@semprini.waterloo-rdp.on.ca>
Source record: 199079

In <CFs0sp.3F7@world.std.com>, Yat W Siu writes:
> If your friend is in Paris, then he should really be using a French Program
> ilke Le Redacteur which is really very nice, other great WP's are Script,
> Signum 3.0 (hmm) Papyrus, That's Write, and Atari Works ain't bad, however
> I still think its better than WOrd Writer..

Blasphemy! WordWriter II RULEZ D00D!!!!!

ahem Sorry.

Really, WordWriter II is great if you can live without certain things (like GDOS fonts, PostScript output, the fonts built into your printer, etc); I've written countless essays, scores of short stories, and part of a novel using WordWriter II. Literally the _only_ bug I've ever encountered in it wasn't even their fault (the Phantom Typist seems to strike more often in WW2 than in anything else, except for the GEM version of MicroEMACS 3.11, which experiences it after about 5-10 minutes of typing!).

One thing to keep in mind about WW2 is that it was designed when line printers (ie, 9-pin) were common; things like laser printers and inkjets were rare, expensive things. WordWriter II does a great job on a dot-matrix printer, and a not-bad job on my DeskJet 500, though I wish it could use the CG Times font built into my DJ instead of plain ol' Courier...

AND it's got a decent dictionary (if slow), AND a decent online thesaurus.

WordWriter II is probably the oldest piece of software on my hard drive; it takes a lickin' and keeps on ticken'.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1201. Re: Graphics Card for Atari TT

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 01:45:28 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.&4YiFkJmKRg@semprini.waterloo-rdp.on.ca>
Source record: 199080

In <CFsDIt.EDH@world.std.com>, Yat W Siu writes:
> In article <H.eg._GACQnvps_s@semprini.waterloo-rdp.on.ca>,
> Chris Herborth <cherborth@semprini.waterloo-rdp.on.ca> wrote:
>
> >Yat's reply to your question about NOVA resolutions made me want one;
> >800x600 at up to 90Hz if you monitor can take it (I'm assuming 256
> >colours?)...
>
> Yes in 256 Colors although the regular NOVA can do 32K colors at that rez as
> well...

Wow, that's good news! Does the VDI driver that comes with it take advantage of any of the accelerated features of the video card? For example, I imagine the card itself can draw a line/rectangle/filled rectangle/etc if given the appropriate commands (it probably does; Lexicor seems to think things through very well before releasing somethign)...

> >Anybody got a TT with 2M ST/16M TT RAM that they'd like to sell me
> >cheap? :-)
>
> You do know that you can run a NOVA on a 520/1040/Mega St(e)/TT ?

Yup, but I'm already spending too much time waiting around for my 1040 to finish tasks... ;-)

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1202. ATARI->PC

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 02:15:26 UTC
From: Soren Bech <sorenb@cyber1.cyberstore.ca>
Message-ID: <BK.BW.752379326.16838.sorenb@cyber1.cyberstore.ca>
Source record: 199017

This is a response to the user who was trying to
format a disk to transfer info between an St and
a PC. (I'm new at this, and I'm only hopeful that
I'm managing to send this to the right "thread")

If you format the disk on the PC, the ST will
read it quite happily.

To make your PC think that it has a single-sided
drive, add the following to your CONFIG.SYS file:

device=\(your dos directory)\driver.sys /d:01 /h:1

This worked for me a few years ago when I had the
same problem. Hope it works for you too!

Soren Bech

1203. Re: Active Atari Stock

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 02:29:25 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1534@usdtsg.DaytonOH.NCR.COM>
Source record: 199020

In article <CFxIt1.MDn@sparc0a.cs.uiuc.edu> pietrzak@sparc55.cs.uiuc.edu (John Pietrzak) writes:
>
>What's up? I've been outside of the Atari world for a while (although
>I am typing this on a Mega 4), and I haven't kept up on what the
>company is doing. However, I've been listening to the name Atari
>appear on the news for a few days; and just a few minutes ago, I heard
>"Among the most active stocks today: Atari, up to 11 1/8" (or
>something like that). Have they come out with a new machine, a glowing
>profits report, or something like that?

Well, I dunno if this *directly* is the reason or not, but
Atari does have a new 64-bit video game system called the Jaguar
which will be released in certain cities at the end of this
year, and nationwide next year. I believe the official "release"
is tomorrow, but I'm not sure.

Anyways, a 64bit system (being built in the U.S. by IBM, no less)
running around $250 (additional CDROM extra) is a pretty amazing thing.
I believe a few of the chips (graphics?) are RISC...

Rob

1204. Atari ST, accessories, software, books -- for sale

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 03:34:47 UTC
From: awhitfie@magnus.acs.ohio-state.edu
Message-ID: <2b9t8n$3uh@charm.magnus.acs.ohio-state.edu>
Source record: 199019
Cross-posted to: osu.for-sale,comp.sys.atari.st

This posting is for my brother, Richard. Please see end of posting for
the best way to reach him for information, etc.

Hardware:
Atari 1040STf computer:
1MB ram with built-in 720K floppy drive
(1) External 720K drive
(1) 20MB HD
(1) SC1224 Color Monitor
(1) Joystick
(1) Spare Mouse

Prices :
CPU and color monitor $250.00 for both
(will not be sold separately)
External MFD 720 floppy disk drive 50.00
Atari SH204 20MB HD 100.00
Joystick & mouse 25.00
Software 10.00 each (we can talk)
Books 5.00 each

Software: (All software includes manuals)

Programming:
ST Basic
DR Logo
DBasic for the ST
SoftWorks Basic
HiSoft Basic Professional
GFA Basic 2.0 (w/ compiler)
GFA Basic 3.0 (w/ compiler)
OSS Personal Pascal
TDI Modula-2 (Developer's version)
HiSoft-C Interpreter
Laser C

Productivity:
TimeWorks Desktop Publisher
1ST Word Word Processor
Logistix Spreadsheet
Interlink Communications
TypingTutor Word Invaders
PC-ditto pc emulator, includes MS-DOS 3.3
Maxi-FilE CodeHead
A-Copy Backup protected software

ProCopy Backup protected software
Turbo-ST O.S. Accelerator
A&D Universal Item Selector II
The Music Studio
Make Signs & Banners

Graphics:
Degas
Degas Elite
Easy Draw
Neochrome
Spectrum 512
Drafix-CAD

Games & Entertainment:
Atari--BattleZone
Atari--Star Raiders
TDC--Pirates of the Barbary Coast
ST-Pool
Leader Board--Dual Pack
Harrier Strike Mission
PolarWare--Transylvania
PolarWare--The Crimson Crown
Walt Disney--The Black Cauldron
Imagine--Arkanoid (Revenge of DOH)
Ocean--The Lost Patrol
Infocom--Moon Mist
Infocom--Ballyhoo
DataSoft--Reality (The City)
Epyx--Super Cycle
Micro Prose--Silent Service
FireBird--Golden Path
ArtWorx--Strip Poker
Rain Bird--Star Glider
Sierra--King's Quest
?--Spiderman
Walt Disney--Winnie the Pooh
Activision--Hacker
Cosmi--Super Huey
PolarWare--Oo-Topos
Elite--Space Harrier
Microdeal--The Karate Kid II
Electronic Arts--Ferrari (Formula One)
Data East--North & South
LucasFilm--Their Finest Hour
Psygnosis--Barbarian
Origin--Exodus (Ultima III)
ICOM--ShadowGate
ICOM--Deja-Vu
ICOM--Uninvited
Spectrum HoloByte--Falcon F-16

Spectrum HoloByte--Operation Fire Fight
Activision--Little Computer People

Compute!'s Atari ST Disk
October '86
December '86
April '87
August '87
October '87
December '87
February '88
June '88

Compute!'s
Atari ST Artist
Atari ST Applications
December '87
February '88
Start
Spring '87
January '89
June '89
March '90
PD titles!

Books:
Abacus--#2 Atari ST Internals
Abacus--#3 Atari ST GEM Programmer's Reference
Abacus--#4 Atari ST Machine Language
Abacus--#5 Atari ST Tricks & Tips
Abacus--#6 Atari ST Graphics & Sound
Abacus--#7 Atari ST Logo Users Guide
Abacus--#8 Atari ST Peeks & Pokes
Abacus--#9 Atari ST Basic Training Guide
Abacus--#11 Atari ST Basic-to-C
Sybex--Understanding ST Basic Programming
Sybex--Programming The 68000
Compute!'s--More Applications
Clayton Walnum's C-manship Complete
Compute!'s 1st Book of Atari ST
Compute!'s ST Programmer's Guide
Compute!'s Technical Reference Guide (1)
* Atari ST VDI
Compute!'s Technical Reference Guide (2)
* Atari ST AES
Compute!'s Technical Reference Guide (3)
* Atari ST TOS
Michtron--GFA Basic Book
Michtron--GFA Companion
Michtron--Programming With GFA Basic 3.0
Numerous magazines

Please Note:
Much of this software is unavailable or impossible to find. The rarest items in my collection are Compute!'s technical reference guides and the Abacus books. All titles include manuals.

If you live too far away to come pick up the things you buy, you'll have to add the mailing expense to the price. If you live in mid-Ohio please call me (Richard Whitfield) at 614-833-0191 6-9 pm weekdays or 12-9 pm weekends. If you live outside the immediate area, you can send email messages through this account, but this will slow down the process. The email account is in my sister's name (Alice) and we don't necessarily talk everyday. So, if you're *really* interested in something, give me a call.

We'll try to update this as things get sold...

1205. Re: Atari Falcon Forsale

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 04:49:57 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1993Nov3.234957.18946@cobra.uni.edu>
Source record: 199024

```
In article <2b94vj$6ht@cri.ens-lyon.fr>, vlefevre@ens-lyon.fr (Vincent Lefevre) writes:
> In article CyJ@westminster.ac.uk, vctec@westminster.ac.uk (Denesh Bhabuta) writes:
>> In article <A36406@AC.maus.de> Arne_Rudolph@ac.maus.de (Arne Rudolph) writes:
>> >In article <A37043@K0> Anthony Reeves wrote:
>> >
>> >A>: In article <2aqfd6$lm2@news.delphi.com>, bryedewa@news.delphi.com
>> >A>(BRYEDEWAARD@DELPHI.COM) writes:
>> >A>: >
>> >A>: > For Sale:
>> >A>: > =========
>> >A>: >
>> >A>: > Atari Falcon030 Computer
>> >A>: > - 4 megs RAM
>> >A>: > - TOS 4.04
>> >A>: > - 120 MEG quantum internal IDE hard drive
>> >A>: > - All original packaging, manuals, software
>> >A>: >
>> >A>: > Purchased: May 1993
>> >A>: >
>> >A>: > Asking $950 plus shipping.
>> >A>: >
>> >A>: > Email to: BRYEDEWAARD@DELPHI.COM
>> >A>: >
>> >A>
>> >A>: No thanks. I can get a new 040 Mac LC475 for $848.00
>> >A>
>> >A>
>> >A>: Peter Sinclair-Day
>> >A>: Univ. of Northern Iowa
>> >A>
>> >A>: >
>> >A>
>> >A>No thanks, I can get new 386/33 for $699
>> >
>> >No thanks, I can get a new C=64 for $169
>> >
>> >Ciao,
>> > Arne
>>
>> This is getting really silly now....but I suppose it's all for fun. I'll add my
>> bit.
>>
>> No, Thanks. I can get an Oric 1 (anyone remember these? They were a lot better
>> than the Sinclair/Timex Spectrums...but no software support :-( ) for 30
```

>> pounds sterling (about US$ 45).
>>
>> DB
>>
>
> No, thanks. I've got a PC 486DX2/50 for 0$:-|, but I prefer my Falcon030.
>
> VL
>
>
No thanks I got a new Duo 210.

Peter Sinclair-Day
Univ. of Northern Iowa

1206. Re: Stupid rumor (was: ATARI _DROPS_ THIER COMPUTER LINES!)

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 05:00:47 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1993Nov4.000047.18947@cobra.uni.edu>
Source record: 199025
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Nov2.183922.16230@umiami.ir.miami.edu>, dlk0ms9s@umiami.ir.miami.edu writes:
> In article <CFvKK0.qrA@hawnews.watson.ibm.com>, mora@AFQA6140.mop.ibm.com (Frederic Mora) writes:
>> Mark Santora writes:
>>>Effective immediately, Atari Computer Corporation has ceased
>>>production of ALL of it's computer lines. This includes all TOS,
>>>DOS, and hand-held computers. This information was
>>>released late on Friday., October 29, 1993.
>>
>>>I was given this information by my broker who constantly checks the
>>>Atari news for me.
>>
>> Pal, I don't know who is your broker, but I'd rather double check his
>> books. Atari stock is climbing steadily. Maybe they don't OWN plants
>> anymore, but they keep contracting for batches of new computers.
>>
>> Please get your facts straight before spreading FUD.
>
> As it was expained to me, Atari has stopped building the Falcon because they
> wre only building it on a need/order. Also, the stock was hovering at 8 points
> until AFTER they made the announcement on Friday. It was lsat at 10 3/8 last I
> checked.

I would not be surprised if Atari did stop manufacturing the Falcon. The
Falcon has been a bomb sales wise. Remember Atari had a 6 million in sales
last quarter.
>
> -Mark Santora
>
> BTW, I am not an anti-atari man as many have flamed me due to my bringing
> this information out. I own 3 ST's and really don't enjoy the idea of support
> being dropped for my favorite machine.
>

Welcome to the club. I have a lynx and it didn't go anywere. I have seen the
future and its 3do!!!! The Jaguar will bomb just like the TT, Falcon and Lynx.
Does anyone believe Atari will spend money for advertisement?
Sell your Atari stock while you have a chance.

Peter Sinclair-Day
Univ. of Northern Iowa

>>
>> --
>> Frederic Mora - IBM France, Montpellier - Software engineer
>> AIX Application Development - mora@vnet.ibm.com

1207. Re: Adios Atari!

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 05:07:42 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1993Nov4.000742.18948@cobra.uni.edu>
Source record: 199026

In article <1993Nov4.004521.10256@alw.nih.gov>, rvenable@helix.nih.gov (Rick Venable) writes:
> In article <H.eg.PmSGFKoS7xE@semprini.waterloo-rdp.on.ca> cherborth@semprini.waterloo-rdp.on.ca writes:
>>In <2cd065c7@p2.stacken.ct.se>, Patrik Sanfridsson writes:
>>> > From: cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth)
>>> > It's a pretty safe bet that the PowerPC will be more popular than the
>>> > Jaguar... After all, it's a _chip_ and an _architecture_. IBM's
>>> > already released three PPC-based AIX workstations with _incredible_
>>> > graphics performance, and they're pretty cheap (for a workstation of
>>> > that calibre).
>>>
>>> Give me a break! The Jaguar is a $200 games console! What the f*ck has the
>>> PowerPC got to do with anything? Time to end this thread before it gets even
>>> more absurd. (Could it possibly? Nah!)
>>
>>As the 2nd imagination-free person to flame that post... Are you guys
>>so thick as to not be able to come up with this line of reasoning:
>>
>>PowerPC is a set of _chips_; computers, PDAs, cars, etc will use them.
>>_Millions_ of machines will be built using PowerPC chips.
>>
>>Jaguar is a games console; Atari would die of shock if the sold a
>>million of them.
>
> As the clueless poster of the original article, perhaps you can explain
> why you persist in comparing a chipset with a game console in a newsgroup
> devoted to neither? If that's your idea of "imagination", you may need a
> dose of reality, or at least netiquette. What does ANY of this have to do
> with ST/TT/Falcon computers? Your own reasoning suggests the Jaguar and
> PowerPC have little relevance to each other; or are you so thick as to not
> understand your own posts? Check your skull for inward bone growth, and
> go sheesh yourself...

Rick the dick quit being a dick!!!! I like that phrase..
Can anyone top that one?

>
> --
> Rick Venable (301) 496-1905 |=| "Eschew
> FDA/CBER Biophysics Lab HFM-419 |=| Obfuscation"
> Bethesda, MD 20892 USA |=|
> rvenable@helix.nih.gov |=| -- the Phantom Nerd

Peter Sinclair-Day
Univ. of Northern Iowa

1208. Downloading From Unix

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 05:14:58 UTC
From: rbrand1@gl.umbc.edu
Message-ID: <2ba34iINN4f4@xsa04.gl.umbc.edu>
Source record: 199023
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech
Subject: Downloading From Unix
Summary:
Followup-To:
Distribution:
Organization: University of Maryland, Baltimore County
Keywords:
Cc:

I have an Atari 520st, but i need a terminal emulator with vt100
emulation. I ftped Uniterm from clausthal, but I have no way to download it
from my school's unix server. i am currently using the harlekin desktop
utility emulator, but it only supports xmodem. My school only supports Kermit
(and no, Zmodem isn't installed). I've tried Capturing the files and editing
out the garbage with a hex editor, but this doesn't work. If anybody has any
suggestions, please post or email me at rbrand1@gl.umbc.edu

Thanx,
Rob--

GoZeR the Gozerian | "Dad, do you know anything about douce?"
email: rbrand1@gl.umbc.ed | "No, but I do know antifreeze when I see
Lions : 4 | it and that's what you're holding!"

1209. Re: Desk ACC limit

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 06:44:15 UTC
From: dburns@world.std.com
Message-ID: <CFyG1s.Fzv@world.std.com>
Source record: 199028
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

ehood@convex.com (Earl Hood) writes:

>What software is out there that will let me load more than 6
>desk accessories? I tried using DC Stuffer, but it seems to
>srew up the system path and NeoDesk will fail in it's auto
>execution.

>I'd like something that is robust and is proven to work on
>non-standard ST displays (i.e. 3rd party graphic boards).

> --ewh
>--
> Earl Hood | CONVEX Computer Corporation
> ehood@convex.com | 3000 Waterview Parkway
> Phone: (214) 497-4387 | P.O. Box 833851
> FAX: (214) 497-4500 | Richardson, TX 75083-3851

I am now using Gribnif's Geneva. I can load as many accessories as my 4 megs will allow, and remove them at will. If I terminate programs (accs) in reverse order, the memory is freed up (not fragmented). It's great to run STalker, STFax, Maxifile, XCONTROL, Idle (screen saver), G-Plus+ (acc), and still be able to load EdHack or something else, use it, and terminate it.
You don't have to rename your accs either; they will load as .ACC or .ACX, and you can put the ones you want at boot up in a seperate folder, and set a PATH= in Geneva.

Dave Burns

1210. Re: stocked

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 06:50:40 UTC
From: klasmekj@ucunix.san.uc.edu
Message-ID: <2ba8o0$ig2@ucunix.san.uc.edu>
Source record: 198994

In article <1523@usdtsg.DaytonOH.NCR.COM> anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:
>
> I gotta check it out in the paper tomorrow, but I believe that Atari's
>stock just hit $10 today. Wow, double digits - pretty amazing, huh? :-)

...it kind of makes you wonder _why_ we are all just sitting around
picking our noses when we can be making tons of money....We (the atari
community) all knew that Atari stock would do nothing but rise....the
company had about $60 million saved up last year, and for what? To push
a major computer (Falcon030) and a game machine! With $60 million saved,
we all saw something like this comming......sigh......Oh well. You win
some, you loose some.....I lost....and Atari stock is going to continue
to rise rise rise....while I continue to sit sit sit...

Congratulations Atari and you people who have made out with some serious
money. Go Atari!!!

+-------------------------------------+_
*> Kevin Klasmeier	
*> NET: klasmekj@ucunix.san.uc.edu	
*> GEnie: K.Klasmeier	
+-------------------------------------+ |
'-------------------------------------'

1211. Illustrator

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 07:27:36 UTC
From: martinmf@imv.aau.dk
Message-ID: <martinmf-041193082416@odin.imv.aau.dk>
Source record: 199029

Which Atari programme comes closest to Illustrator for MacIntosh? I am looking for at simple yet powerful substitute for Arabesque Professional. Would it be Outline Art 3.0 or ...???

What it your suggestion, and what is advantages/disadvantages of the programme. Thanks for _any_ help.

1212. Re: Downloading From Unix

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 08:09:56 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <2badckINNh24@sat.ipp-garching.mpg.de>
Source record: 199030
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

brandon robert (rbrand1@gl.umbc.edu) wrote:

: I have an Atari 520st, but i need a terminal emulator with vt100
: emulation. I ftped Uniterm from clausthal, but I have no way to download it
: from my school's unix server. i am currently using the harlekin desktop
: utility emulator, but it only supports xmodem. My school only supports Kermit
: (and no, Zmodem isn't installed). I've tried Capturing the files and editing
: out the garbage with a hex editor, but this doesn't work. If anybody has any
: suggestions, please post or email me at rbrand1@gl.umbc.edu

If you have uudecode on your Atari, you could uuencode the file, download it
as text and uudecode it on the Atari. Another possibility would be to get
xmodem for Unix somewhere and compile it on your server.
Otherwise you probably would have to get one of these programs from a friend
on disk. (One of these programs: uudecode/Uniterm/Kermit).

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de, krasel@vms.biochem.mpg.de */
/* "People are DNA's way of making more DNA." (R. Dawkins/anonymous) */

1213. Re: Spectrum screen grabber

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 08:11:05 UTC
From: winnipg@sys6626.bison.mb.ca
Message-ID: <7wDHcc3w165w@sys6626.bison.mb.ca>
Source record: 199043

ep93dha@tex8.se (Daniel Hagg - HFB T ep93) writes:

> In article JFJFcc7w165w@sys6626.bison.mb.ca, winnipg@sys6626.bison.mb.ca (Win
> >Is there a program which allows you to capture the screen in Spectrum
> >format?
>
> Why not capture it as IMG, or PI? and convert it later?
>
> /
> / Daniel
>
>
>

Well if you convert it to P?1 you'd drop down to 16 colors. As for IMG,
i'm not up on that. As far as I know IMG pics are black and white.

1214. Re: Background File Transfer?

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 08:17:02 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.eg.N3AAVM9gjz2@elfhaven.ersys.edmonton.ab.ca>
Source record: 198669

In <2avokd$3bs@ub.d.umn.edu>, The Piano Man writes:

[> Hi all...
[>
[> I was wondering what programs (SW, PD, Comm...whatever...) offer background
[> file transfer...preferrebly zmodem or ymodem batch...

CoNnect does this; if you are using a reular TOS, then you can use your
accessories while downloading. If you have MultiTOS, you can do
anything you want while it is downloading. It does Zmodem, Ymodem,
Xmodem, Compuserve B/B+, and has a host of options. Of course, it ALSO
does everything else you can image (emulations, scripts, sounds, and it
has the best dialer I have ever seen).

It is Shareware, and available from atari.archive.umich.edu in the
Telecomm directory. The current version is 2.20 (but you need the
2.10 version as well since the 2.20 version contains only the updated
files).

--
() ~ () ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ()
() Michel Forget / Electric Storm Software () Dragons? Why not "The ()
() mforget@elfhaven.ersys.edmonton.ab.ca () Tweety-Bird Reborn"? ()
() ~ () ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ()

1215. Looking for QWK offline newsreaders

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 08:48:13 UTC
From: a09651@giant.rsoft.bc.ca
Message-ID: <a09651.752402893@giant>
Source record: 199031

A friend of mine has asked me to look around on the net for recommendations about QWK offline message readers for the ST. Does anyone know of any such beasts they'd be willing to recommend?

Thus far I've managed to find only two: Mountain QWK and Captain's QWK. I've heard rumours about one called "Maximiser" or somesuch, but are there others out there? He's not terribly concerned whether these products are public domain, shareware, or commercial, but as he intends to get a good deal of use out of it, he's looking for something that works well.

If any of you could suggest a program to look for (and perhaps tell me where it can be found, if it's available by ftp and such), I'd be most grateful.

1216. Re: Le Redacteur (a warning)

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 09:14:46 UTC
From: fountad@vax.sbu.ac.uk
Message-ID: <1993Nov4.091446.3681@vax.sbu.ac.uk>
Source record: 199039

> In the UK, the program is distributed by the famed ST Club. They sell
> three versions - Redacteur, Redacteur Jnr., and Redacteur Lite, as well as
> a 75p Demo Disk. Although this will obviously be the English Version, I
> know that it comes with French Spellchecker. The Club may also have a
> French Version, or be able to tell you where to obtain one from.]

I would give a restrained warning to anyone thinking of buying Redacteur. I brought it (full version) a week ago and I found it had so many bugs in it, it was unusable. I'm contacting the ST club today to sort out returning it and getting a refund. Shame, because it's fast and has all the features I need. It just doesn't work properly. BTW, printing is slower than GDOS in graphics mode!

As for the demo version - you must state whether you want the colour or mono version. You need another PD disk if you want to print to anything other than a 9 pin Epson in text mode - the printer driving program is not on the demo disk. The main program (full version) comes with both French and English dictionarys, plus font editor, database handler and a host of other useful utilities. It's a really good deal, if you can get it to work.

I say restrained warning here because I have not had chance to contact the ST Club to get some help, though what help they can offer concerning "Internal Error" dialogs is not clear. I don't expect a handful of workarounds for a 100 quid package.

Del

1217. Re: Atari Falcon Forsale

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 09:16:54 UTC
From: dmcdulin@cs.uct.ac.za
Message-ID: <CFyn46.26n@cs.uct.ac.za>
Source record: 199034

In <A55308@SL.maus.de> Stefan_Damerau@sl.maus.de (Stefan Damerau) writes:

>In article A36406@AC Arne Rudolph wites:

>AR> [...] Lots of Low-priced offers deleted ...

>AR>No thanks, I can get a new C=64 for $169

>No thanks, I have a Game Boy

Wot a pity!
Thanks, I got meself a Lynx.
I'll stick to Atari guys...

Barry
--

__ __ _ |
|__) | | / |\/| |\ / |/ Email: dmcdulin@cs.uct.ac.za
|__) _/ /_ | | |~\ _ |\ (Got engaged on Sat 8th May 1993!)

Aquarius: destined for greatness, or madness. I figure I've landed
in the latter region.

1218. Re: Desk ACC limit

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 09:37:34 UTC
From: tskuenne@cip.informatik.uni-erlangen.de
Message-ID: <2baiguEhf2@uni-erlangen.de>
Source record: 199035

reeves@eugenia.phy.Vanderbilt.Edu (Terry W. Reeves) writes:

>You might check out MultiTOS. I think it also defeats the 6 desk accessory
>limit.
Definitely! In fact accessories and applications are treated much more the
same way. Well, and you have the possibility to run and get rid of accc's at
any time.

Regards
Tommi

||| Thomas_Kuenneth@N.maus.de
/|\ tskuenne@cip.informatik.uni-erlangen.de
TT030 ...and nothing else...

1219. Re: best word processor

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 10:08:15 UTC
From: PostMaster@barclays.co.uk
Message-ID: <CFypHs.pJ@barclays.co.uk>
Source record: 199040

In article <2b0t0n$lui@news.u.washington.edu>, quaver@stein2.u.washington.edu (rick phillips) writes:
|> Hi...
|>
|> I have a friend in Paris who is looking for a good word processor that runs
|> on a 1040ST with only a meg of memory. Is WORD WRITER the best? ALso
|> ... could someone direct me to some mail order places?
|>
It's bloody unlikely that Word Writer is the best. What kind of WP does he want? WYSIWYG? tables? Postscript? Speed?

--
+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

1220. Re: Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 10:12:28 UTC
From: PostMaster@barclays.co.uk
Message-ID: <CFypot.qy@barclays.co.uk>
Source record: 199041
Cross-posted to: comp.sys.atari.st,umich.archives

```
> -rw-r--r-- weiner 263204 Oct 15 07:55 ./Falcon/digital2.zip
I didn't get this file from umich - umichs Falcon collection is abysmal. The
copy I have is fine though. Note that it needs an RGB/TV monitor. I hate all
this RGB stuff - why don't more people write Falcon stuff for VGA?

--
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-----------------------------------------------------------+
```

1221. Re: Atari whinge

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 10:16:53 UTC
From: ep93dha@tex14.se
Message-ID: <1993Nov4.101653.28513@t.hfb.se>
Source record: 199038

In article 0011DF7D@hermes.cam.ac.uk, js10039@hermes.cam.ac.uk (J. Sullivan) writes:
>You would have thought by now Atari could have got a STABLE os together. MS-
>DOS may not be state of the art, but at least now it can cope with most
>things reliably.

Well, it's nice to hear that people still have different opinions.
In other words, I think it is the other way around! :-)

>One question: I was muckin' around with an OS on my STe, and had problems
>switching resolution and screen address etc. Sometimes the new screen is
>offset (to the right I think) by a character (Looks like the vid chip is
>getting confused and losing or inserting a word of video data, or just
>getting the wrong screen address) MonST also has this problem and a few
>others have had it also - SO: why does it happen and how do I write programs
>that access the video directly (I used the same code as TOS at one point and
>still had the same problem) so this doesn't happen.
>This doesn't happen on every resolution change though, about 1 in 3. See
>above.

This happens if you change resolution while the shifter is reading data. If you
don't want this to happen, wait for vbi and then change rez.

/
/ Daniel

1222. Re: Formatting a 1.4 MB diskette on a SCSI floptical drive

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 10:34:17 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <CFyqp5.7n1@hpbbrd.bbn.hp.com>
Source record: 198514
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Ralph Sobek (ralph@cerfacs.fr) wrote:
> I understand that there are some floppy formatters that handle HD
> floppies! Do any of these work on such a floppy connected to an
> Insite floptical drive?

No. Flopticals are SCSI drives, no disk drives. They are handled
completely different from a hardware programmer's point of view.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>---

1223. SLIP with Atari Mega ST?

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 11:38:59 UTC
From: bmhahn@poseidon.knoware.nl
Message-ID: <CFytp0.Ano@knoware.nl>
Source record: 199044

Hi,

sorry if this is a FAQ, I'm posting this for a friend who has a Mega ST-4
and a ZyXEL Modem.

Is it possible to set up a Full-Access Dialup Connection with SLIP or PPP
to the Internet with the above equipment, or is terminal emulation the
best I can get?

If a Full-Access Dialup Connection is possible, are there any graphical
NewsReaders and Mail programs like on Mac or NeXT?

Thanks for your help,

Bernhard
---
email: bmhahn@poseidon.knoware.nl (NeXT mail OK)

1224. Sinclap

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 11:58:07 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.915586@cix.compulink.co.uk>
Source record: 199042

I am still mailing sinclap every message. I hope others continue as well.

Ofir ogal@cix.compulink.co.uk

1225. Curving Text

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 12:49:22 UTC
From: clarkep@vax.sbu.ac.uk
Message-ID: <1993Nov4.124922.3687@vax.sbu.ac.uk>
Source record: 199049

```
Curving Text
```

1226. Curved Text (Correct Posting!)

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 12:56:12 UTC
From: clarkep@vax.sbu.ac.uk
Message-ID: <1993Nov4.125612.3689@vax.sbu.ac.uk>
Source record: 199050

CURVING TEXT
I would very much like to be able to fit text to shapes... at the very
least to a circle.
Either I need a tool to support a graphics package or dtp
Or one of these which can cope with the problem.

So......
Is there something available over the network or am I going to have to spend
my hard earned?
Please post your thoughts on this ..... I will be very pleased to see any
replies/postings and I am sure others will be interested as well.

Philip Clarke

1227. Re: Spectrum screen grabber

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 13:13:33 UTC
From: scruggs@cis.ohio-state.edu
Message-ID: <2bav5tlNNnmj@boa.cis.ohio-state.edu>
Source record: 199046

In article <1993Nov3.182223.17027@t.hfb.se> ep93dha@tex8.se writes:
>In article JFJFcc7w165w@sys6626.bison.mb.ca, winnipg@sys6626.bison.mb.ca (Winnipg)
writes:
//Is there a program which allows you to capture the screen in Spectrum
//format?
/
/Why not capture it as IMG, or PI? and convert it later?
Because then he would have a 50k+ 16 color pic, which would be
quite silly...

1228. Re: Falcon Video

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 13:17:58 UTC
From: acher@Informatik.TU-Muenchen.DE
Message-ID: <1993Nov4.131758.20142@Informatik.TU-Muenchen.DE>
Source record: 199045

In article <16103@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison) writes:
|> bourlon@gla.ecoledoc.ibp.fr (Marc BOURLON) writes:
|> >The only thing I can tell you is that in a french developper
|> >newspaper, Atari said that with Multi-sync monitor, 640x480x65536 was
|> >possible. But on a VGA mon...
Certainly you can get 640*480 in TC, but with 23.5Khz, that is under 31.5Khz(VGA)
and higher than 15.625kHz(TV), just some old Multisyncs can display this (range
15.6 to 38kHz, NEC3d etc.)
|> The problem is that VGA has a set sync rate. 640x480x65536 could be done
|> a number of ways on a multisync. The two obvious being:
|>
|> 1. 640x480x65536 at less than 60Hz.
|> 2. 640x480x65536 interlaced at >60Hz.
You can forget the frame rate, the real important figure is the horizontal
frequency, it decides if you can see the picture or your monitor goes up in
flames...
|> 640x480x65536@60Hz it the problem. 640x480x65536 interlaced at 80Hz would
|> be visually ok, I would imagine. Anyway, that's for BlowUP, etc.
640*480 has about 90Hz interlaced. The source of all the TC-problems on the F030
is the video bus rate (about 30Mbyte/s), so the max. pixel clock for TC is
16-17Mhz and not >32 Mhz (2-256 colours), you can calculate the rest:
17e6/(640+80(border pixel))=23.6kHz, 23.6kHz/((480/2)+20(border lines))=91Hz
interlaced...
--
Bye
Georg Acher (co-developer of BlowUP030)
+---+
| Georg Acher, acher@informatik.tu-muenchen.de |
| "Oh no, not again !" The bowl of petunias |
+---+

1229. Re: Atari/stock prices/jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 13:39:24 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1535@usdtsg.DaytonOH.NCR.COM>
Source record: 199053

In article <16201@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>
>It's a LONG time since Atari really made game consoles. The 2600 was
>no different to the VCS of 1979.

I thought the names were synonymous. Or are you talking the
difference between the 2600 (with 6 "levers"), the 2600 (with 4 "levels")
or the 2600jr (that tiny console they came out with later)? BTW
by "levers" I mean the "switches" on the console to choose between
game numbers (i.e. games 1-30? on Space Invaders)...

>Since then, they've made the Atari 400
>series, which greatly extended up to the 130XE. Then the ST which extended
>up to the TT030 and Falcon030. The LYNX is a bit like a game console, I
>guess, and it has sold well.

Don't forget the 5200 (which was essentially an 8-bit computer,
with a funky-sized cartridges and a digital joystick) - had some nice
games, but came out when the video game industry "crashed"...

And then there was the 7800, which had VERY nice graphics, etc,
but didn't seem to get pushed too much...

Assuming Atari doesn't drop the ball on the Jaguar, this should
prove their biggest video game console since the 2600 (didn't EVERYONE
own one back then? :-)

>Diversification is generally a Good Thing. Who knows: maybe if Atari
>had never gotten into computers (in 1980 was it?), they wouldn't even
>BE here today to produce the Jaguar.

And we wouldn't be here talking about Ataris either. I think
computers got them through the years after the video game industry
crash. Besides, the link between video games and computers for
Atari is very deep - I mean, how many current ST owners who were 8-bit
owners bought an 8-bit because of STAR RAIDERS? That was what got
me initially interested in their computers...

>Was Nintendo around when Atari produced Pong? I think not.

Nope. Hmm, got the ol' memory working now... I think when the
2600 came out, the two competitors I can think of were the Odessy (sp?)
and Intellivision...

>Atari is the ultimate surviver. One way or another, it will pull
>through its problems (yet again), despite all the dire predictions
>by people like Peter ZX80.

Atari does seem like Jason from the "Friday the 13th" movies, doesn't it? The camp counselors and campers couldn't kill it, and neither could the movie critics ;-)

>Sure, it might be the Jaguar that gives
>them the new foot-hold. But Atari has one of the longest upgrade
>paths in existence in the minds of children. They can buy a LYNX,
>then a Jag, then a Falcon. Name recognition is very important.

If they play their cards right, they could borrow a page out of Nintendo's gameplan - release a version of a game for BOTH the Jaguar AND Lynx (like Nintendo does with the SNES and Gameboy).

Rob

"I am schitzophrenic and so am I..."

1230. Re: Stupid rumor (was: ATARI _DROPS_ THIER COMPUTER LINES!)

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 14:04:45 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1536@usdtsg.DaytonOH.NCR.COM>
Source record: 199054

In article <1993Nov4.000047.18947@cobra.uni.edu> sinclap2954@cobra.uni.edu (Pete ZX80) writes:
>
>Welcome to the club. I have a lynx and it didn't go anywere. I have seen the
>future and its 3do!!!! The Jaguar will bomb just like the TT, Falcon and
>Lynx.

They have had a knack on advertising their video game systems in general,
though that never seemed to happen with their computers as much (maybe
the last "high profile" ad was the old Alan Alda 8-bit stuff).
For instance, the Lynx ads that MTV ran (perfect audience - hmm,
advertise to the "Beavis and Butthead crowd" - there's an idea :-)
I noticed you didn't mention the ST in your list of "bombs" -
does this mean you feel the ST has thus been a success? Gee,
a kindler and gentler soul ;-)

If the 3DO sold for $250, it'd probably be a hit. Are you telling
me you'd spend $700 to get a video game console rather than a bright
new shiny MACintosh? Even *I* would buy a MAC before a 3DO, if
those were the only choices I had at that price range.

Rob

"the sky is falling the sky is falling - oops, nope, just me - aaiiiyyeee..."

1231. GNU Stuff, questions

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 14:35:38 UTC
From: ncherry@cbnewsg.cb.att.com
Message-ID: <CFz1vF.F9p@cbfsb.cb.att.com>
Source record: 199052

I've d/l'd bash and gnu emacs. When I built emacs I used gulam (very old release) and I followed the instructions in temacs readme.fir. Now emacs bombs when I do anything. I d/l'd 18.57, does anyone have this working under TOS? Also where do I find the Gcc binaries? I tried archive.umich.edu but I all I got was the diffs file. Do I have to find the source, d/l it and compile it myself (I don't Lattice C can handle it!)?

NJC

1232. Re: Atari Falcon Forsale

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 14:39:33 UTC
From: js10039@hermes.cam.ac.uk
Message-ID: <js10039.4.000EA92C@hermes.cam.ac.uk>
Source record: 199051

In article <CFxBuB.CyJ@westminster.ac.uk> vctec@westminster.ac.uk (Denesh Bhabuta) writes:
>In article <A36406@AC.maus.de> Arne_Rudolph@ac.maus.de (Arne Rudolph)
writes:>>In article <A37043@K0> Anthony Reeves wrote:
>>
>>A>: In article <2aqfd6$lm2@news.delphi.com>, bryedewa@news.delphi.com
>>A>(BRYEDEWAARD@DELPHI.COM) writes:
>>A>: >
>>A>: > For Sale:
>>A>: > =========
>>A>: >
>>A>: > Atari Falcon030 Computer
>>A>: > - 4 megs RAM
>>A>: > - TOS 4.04
>>A>: > - 120 MEG quantum internal IDE hard drive
>>A>: > - All original packaging, manuals, software
>>A>: >
>>A>: > Purchased: May 1993
>>A>: >
>>A>: > Asking $950 plus shipping.
>>A>: >
>>A>: > Email to: BRYEDEWAARD@DELPHI.COM
>>A>: >
>>A>
>>A>: No thanks. I can get a new 040 Mac LC475 for $848.00
>>A>No thanks, I can get new 386/33 for $699
>>
>>No thanks, I can get a new C=64 for $169
>No, Thanks. I can get an Oric 1 (anyone remember these? They were a lot
>better than the Sinclair/Timex Spectrums...but no software support :-( )
>for 30 pounds sterling (about US$ 45).
No, thanks. I can get a Vic 20 for 2 pounds sterling (software about ?1)
Beat That (legally)

John

1233. Re: Desk ACC limit

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 14:44:04 UTC
From: lancer@yak.WPI.EDU
Message-ID: <LANCER.93Nov4094404@yak.WPI.EDU>
Source record: 199060

0{{ On Wed, 3 Nov 1993 20:35:27 +0000, ogal@cix.compulink.co.uk (Ofir Gal) said:
ogal> Has anyone magaged to get the Chameleon to work reliably on a
ogal> Falcon? Mine always crashes after a res change. If so which TOS
ogal> version?

Chamelion likes to crash after a res change on my STf, too...

Other than that, I like it a lot!

.s.
--
- lancer@wpi.wpi.edu - - "What you did does not make sense!" -
- "It does not have to! It just has to get noticed. -
- They have to be made to understand: Oppressing people costs!" -

1234. Re: Atari Falcon Forsale

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 14:46:13 UTC
From: gio@wcl.bham.ac.uk
Message-ID: <gio.108.752424373@wcl.bham.ac.uk>
Source record: 199055

In assorted articles...
[assorted headers, names, machines, et al deleted for my sanity's sake]
>>> >
>>> >No thanks, I can get a new C=64 for $169
>>> >
>>>
>>> No, Thanks. I can get an Oric 1 (anyone remember these? They were a lot better
>>> than the Sinclair/Timex Spectrums...but no software support :-( ) for 30
>>> pounds sterling (about US$ 45).
>>>

I've stil got my old Oric (somewhere...), if my poor befuddled memory serves me, it's in a cupboard somewhere, sitting on top of the C=16 (yes, sixteen!) that my brother bought...

No chance of anyone wanting to buy them... is there? :-)

1235. Wanted: Replay compatible mod player

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 14:55:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cd917c4@troed.ct.se>
Source record: 198951

In a message of 03 Nov 93 22:54:14, Gareth R Blades wrote:

GR> Does anyone know of a .MOD player that will replay stereo on this
GR> cartridge. The
GR> only one I have come across is Audio Sculpture which costs around 50
GR> pounds
GR> which is not worth it as i only wish to play mods.

Can you plase tell me where you can find Audio Sculpture?

I am a member of Sync/Synchron Assembly, though not one of the authors (they might read this, and respond), they were frauded by the french company who where supposed to sell it ... in other words, the authours of Audio Sculpture aren't receiving any money at all for the product.

Email dt93tn@pt.hk-r.se to reach Tore Nestenius,
or bengtus_sjolen@troed.ct.se to reach Bengt Sjolen.

They might have some interesting news for you .. ;)

Audio Sculpture is the best tracker ever written for the ST/STE, too bad Synchron Assembly got frauded this way ..

```
+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+
```

1236. Re: 32k pictures

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 15:01:18 UTC
From: asmith@zero.cypher.com
Message-ID: <1993Nov4.150118.20601@nuchat.sccsi.com>
Source record: 199061

In article <8wqDcc3w165w@sys6626.bison.mb.ca> winnipg@sys6626.bison.mb.ca (Winnipg) writes:
>Well the picture i'm looking at looks to be a an spc pic. I'm trying to
>rip it out of a program and it starts out being ICE'd and unICEd comes
>out to 32000. I'm pretty sure it's a pick.

StoneAge perhaps? I ripped that game to shreds a couple of years ago and it had a bunch of 32000 byte piccies. Never did get the format.

--

\/ SysOp of the Restaurant \Andrew Smith/ Chief Science Officer \/
\ at the End of the Universe \ Zap030 / Shuttle Texas /
/ Atari 16-64bit Support \ on IRC / NCC-1892-02 \

1237. Re: Le Redacteur (a warning)

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 15:03:48 UTC
From: johan.nordlander@engelska.umu.se
Message-ID: <johan.nordlander-041193160434@nod.eng.umu.se>
Source record: 199056

In article <1993Nov4.091446.3681@vax.sbu.ac.uk>, fountad@vax.sbu.ac.uk
wrote:
>
> > In the UK, the program is distributed by the famed ST Club. They sell
> > three versions - Redacteur, Redacteur Jnr., and Redacteur Lite, as well as
> > a 75p Demo Disk. Although this will obviously be the English Version, I
> > know that it comes with French Spellchecker. The Club may also have a
> > French Version, or be able to tell you where to obtain one from.]
>
> I would give a restrained warning to anyone thinking of buying Redacteur. I
> brought it (full version) a week ago and I found it had so many bugs in it, it
> was unusable. I'm contacting the ST club today to sort out returning it and
> getting a refund. Shame, because it's fast and has all the features I need.
> It just doesn't work properly. BTW, printing is slower than GDOS in graphics
> mode!

I have been using Le Redacteur for more than 18 months now and it has never
-- that is never -- produced bombs or given me any trouble whatsoever. The
only thing I miss is the ability to run in TT-medium rez.

Johan Nordlander
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University of Umea
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Sweden
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Fax. int. + 46-90-166023
E-mail:johan.nordlander@engelska.umu.se
Finger: johan.nordlander@nod.eng.umu.se

1238. Re: Calamus for Windows (RE :)

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 15:05:52 UTC
From: d93rkr@tex7.se
Message-ID: <1993Nov4.150552.5157@t.hfb.se>
Source record: 199057

```
In article 6374@dmu.ac.uk, c2sgy@dmu.ac.uk (SG Yardley) writes:
>So it seems Calamus has made it to the PCs. I guess it was a move by
>DMC to make sure their software received the power from the hardware
>it deserved. Sure its good on a TT but not much else.
>How many Atari users have 7 MIP (or higher machines) machines.
>
>How many new users will plump for a MSTE/TT plus Calamus when they can
>get a fast cheap clone plus the Windows version of Calamus.
>And all their exisitng work is transferable as well !
>
>I would stay but who else ?
>
>Simon

I think you got it wrong!

Calamus NT is NOT for Windows... It's for Windows NT...

Windows NT don't like some cheep 386sx PC clone, you must have
a expensive 486DX with lots of memory....
```

I WILL stay!!!
---
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/
_/ _/ _/ _/ _/ _/ _/ _/ STm
University of Borl&#65533;nge, Sweden _/_/_/ _/ _/_/_/ _/_/ _/ STe
_/ _/ _/ _/ _/ _/ _/ _/

1239. Re: PC floppies on a 1040 STF

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 15:15:53 UTC
From: d93rkr@tex7.se
Message-ID: <1993Nov4.151553.5501@t.hfb.se>
Source record: 199059

In article ibi@arcturus.ciril.fr, grassiap@ensem.u-nancy.fr (Philippe GRASSIA) writes:
>
>I'm in trouble because my internal floppy died on my STF and I wonder if
>I could buy a cheap 1.44 Meg PC floppy and put it my Marvelous Atari ?
>Will it work as an 1.44 Meg floppy ? as a 720 K one ? or won't it work ???
>
>

Yes it will work..... as a 720 K!!!

You can get the floppy to work as a 1.44 Meg but it requiers some
hardware modification, I don't have any docs about it :^(

>Help me,
>
>Thanx in advance,
>

You got it!

---
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/
_/ _/ _/ _/ _/ _/ _/ _/ STm
University of Borl nge, Sweden _/_/_/ _/ _/_/_/ _/_/ _/ STe
_/ _/ _/ _/ _/ _/ _/ _/

1240. Re: Atari whinge

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 15:15:57 UTC
From: js10039@hermes.cam.ac.uk
Message-ID: <js10039.5.000F4486@hermes.cam.ac.uk>
Source record: 199058

In article <7385.1288.uupcb@nezuld.com> dirk.vandenheuvel@nezuld.com (Dirk Vandenheuvel) writes:
>>When a PC fails, it does so in a predictable manner for usually sensible
>>reasons (incorrect setup, hardware failure) and the failure is then
>>repeatable.
>>
>John, I'm loathe to disagree, but PC's lock up all the time and
>absolutely no apparent reason. During the day one of my tasks is to
>NetAdmin our 20-node Novell Network at work, trust me that many of those
>machines lock up and you can't do anything but reboot and hope for the
>best. Especially under windows..At least on my ST it only gets tricky
>when I start mixing an matching patches and "non-standard" software.
Windows is now VERY robust - I have difficulty crashing it if I try. Even if a dodgy program fails, the system will stay up. On the Falcon (which has hardware memory protection) a buggy program can still bring the OS down which is unacceptable for me. And my STe still crashes far too much: on loading auto programs, on running other programs (that bug that stops you executing a program by double clicking from the desktop directly (the OS will not recognise it as a program and ask if you want to show/print it) but will let you select it and then double click to run is completely strange and a real pain) during compilations etc... (usually not while doing ' simple' thing like editing a file).
The overall impression I get is that TOS is inconsistant. There are features about TOS and the ST hardware which start off looking good but after any time using them you realise Atari haven't taken them far enough, squashed enough bugs out, or have implemented them in a most cretinous, difficult to manipulate way.
I think Mac's hardware is more dodgy, (I've seen one systems SCSI interface need repair 3 times in a couple of weeks - devices just kept blowing each other up) and they are forced to do everything slower than it needs to be done by virtue of the OS, but they just handle so nicely when they're running.
Likewise the PC - it may have useless hardware (unless you can pay for 3rd party upgrades) a horrible CPU architecture to program in, but overall it seems to be very stable (I've used Novel on an 18 node net and here at uni on a net several times larger). The net works, MS-DOS works (V6) Windows is armour plated (V3.1, I know 3.0 was easier to crash but even then you could usually say 'This bit of software did it when I tried to do x') and the number of times I've crashed a PC here must be in single figures.
Ideally I'd use a unix system all the time though. They've never given me undue hassle or looked as if they could do something and then crashed when I tried it.

John

>--Dirk--

1241. Re:ATARI _DROPS_ THIER COMPUTER LINES!

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 15:31:33 UTC
From: ignac@mks.com
Message-ID: <1993Nov4.153133.19594@mks.com>
Source record: 199093
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> NOTE: THIS IS NOT A JOKE, FLAME, OR LIE.
>
> Effective immediately, Atari Computer Corporation has ceased
> production of ALL of it's computer lines. This includes all TOS,
> DOS, and hand-held computers. This information was
> released late on Friday., October 29, 1993.

ahh. so Darek's Gemulator has finally taken it's toll!!!!! :-)

Computer Motto of the 90's: "a Gemulator on every desktop"

(hey, much more catchy than the 80's motto from the mouth of bill shatner:
"the vic 20: the wonder computer of the 1980's")

btw: anyone have any concrete sales figures as to how many Falcon's are in
the hands people in the world?? any big name software houses doing any
software development for it??

-ig
--
========Ignac A. Kolenko===============ignac@mks.com=======================

"Blowed up REAL good!" - Big Jim McBob (Celebrity Blowup - SCTV)
==

1242. Magix versus Multitos

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 15:39:26 UTC
From: bunka@mibm.ruf.uni-freiburg.de
Message-ID: <2bb7ne$7c8@sun8.ruf.uni-freiburg.de>
Source record: 199062

Hi, Chris

>MiNT has library support

that's right but Magix includes also a library for programmers

>there are a lot of hackers who support MiNT, the source code is available,
you can install additional devices

that's right too, but you still have to weigh advantages and disadvantages
of both systems. For C-programmers MiNT has certain advantages. But if
you are a pure user like me you think that it is important that

a) the system runs quite stable (Magix does so, MiNT doesn't)

b) you are able to run singletasking programs since you don't want to
miss your favourite program under the new TOS. You don't want to
wait until your singletasking program is multitaskable. Maybe your
favourite program is PD and is not being further developed. So what
do you do ?

c) you are not wasting time. Magix is definitely faster and furthermore
you don't have to waste time in improving MiNT which is actually not
your task but the programmer's. You are free to do so but in this case
your spending time on something which is getting a purpose of itself.
You want to use your computer to make your life easier - now it's getting
harder since you are spending time on something what you wouldn't do
if you hadn't a computer.

Just because everybody is using MiNT you think it would be better to use it ?
OK in this case I would have to sell my Atari since actually almost every-
body is using DOS-PCs. But I don't because I love the advantages of my
Atari and don't want to miss them so I stick to my ST. I also love the
advantages of Magix.

At the moment I have installed 4 OSsytems on my ST. These are Gemini,
MiNT, Magix& Ease and just Ease. Since I have Magix I have never ever used
MiNT once again, Gemini once or twice and Magix and Ease all the time.
It's also a question of testing and experiencing the systems. If you like
UNIX-shells on a single-user computer stick to MiNT, if you want to work
seriously with your system, try Magix.

Andreas

1243. Re: FalconGCR ... when ?

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 16:20:07 UTC
From: PostMaster@barclays.co.uk
Message-ID: <CFz6pJ.3sn@barclays.co.uk>
Source record: 198983

In article <2b2i6m$9lq@usenet.rpi.edu>, oyakea@warren1a.its.rpi.edu (Amalaye Oyake) writes:
|>
|> So what is the word on this ? Will we se a mac emulator for the
|> Falcon ? Or is it better to get a TT and Spectre gcr 3.0 ?
|> Please inform me.
I'd have thought that with Macs being so cheap these days (Hi Peter), it wouldn't be worth anyones time developing one. The only thing is if Dave Small modified his one but at his usual rate of output you wouldn't see one for some time.

--
+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

1244. Re: ATARI _DROPS_ THIER COMPUTER LINES!

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 16:28:44 UTC
From: x91mikowski@gw.wmich.edu
Message-ID: <1993Nov4.112844.12340@gw.wmich.edu>
Source record: 199063
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Oracle@iastate.edu (Jason Brunken) writes:
> In <1993Nov1.143136.16219@umiami.ir.miami.edu> dlk0ms9s@umiami.ir.miami.edu writes:
>
>>NOTE: THIS IS NOT A JOKE, FLAME, OR LIE.
>
>>Effective immediately, Atari Computer Corporation has ceased
>>production of ALL of it's computer lines. This includes all TOS,
>>DOS, and hand-held computers. This information was
>>released late on Friday., October 29, 1993.
>
>>I was given this information by my broker who constantly checks the
>>Atari news for me. ^^^^^^^^^

Scuze me, Who in the H*LL is your broker, Pee Wee Herman?

>
>>It also said that there might be a plan in the future to release
>>compatable computers at an affordable price.
>
>>Atari's only priducts for sale will be what is in the stockhouses,
>>the LYNX, and the upcoming Jaguar.
>
>
>>-time to start looking at those clones.
>
>>-Mark Santora
>
>
> THE INFORMATION POSTED ABOVE *IS NOT* TRUE. I just called Atari and they
> insisted that this RUMOR was FALSE.
>
> Furthermore, if the RUMOR was true, I assure you that we would be hearing it
> from more than one 'broker'.

I think that this is just hilarious! My broker would have called me too and
I had no such call. Also, if it was a major announcement it would have shown
up in Compuserves ENS (Exec. News Service)--and it didn't. Also, would Ataris
stock risen to over $10 if this was announced--I don't think so...

>
> --
> ==
> = Electrical Engineers do it with Power,= oracle@iastate.edu =
> = Computer Engineers do it with Logic! = I.S.U. Computer Engineering =

> ==========

1245. HOW DO I USE "COMPRESS"???

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 16:36:34 UTC
From: c3028@rrzc6
Message-ID: <2bbb2jINNh75@rrzs3.uni-regensburg.de>
Source record: 199064

```
Try gzip instead, much better.
Use for file.tar.Z or .tar.z : "tar -tzf file.tar.z"
This will start gzip through a pipe. Works with gtar1112
Bye SVD
```

1246. Laser

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 16:36:54 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <752441458.AA01506@byte.bbs.no>
Source record: 199086

I have a problem with my SLM605 laser (on the ACSI bus)

Usually it's not plugged in (actually it unplugs it self
when turned off - smart little fix inside the controller)

When I plug it in it doesn't register until I reset my ST

Is there another way to make it active without rebooting
(a small routine to reset all ACSI devices or somthing like
that - a copy of the routine called when the ST reboots ?)

Lars-Erik 0sterud / E-mail: Lars-Erik.Osterud@byte.bbs.no
Atari Developer / ABK-BBS: +47 67132659 V.32bis Data+Fax
SysOp ABK-BBS /

-- ReadMail ST

1247. Re: FontGDOS

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 16:38:19 UTC
From: vctec@westminster.ac.uk
Message-ID: <CFz7Fq.80q@westminster.ac.uk>
Source record: 199072

In article <2b9chl$mo0@nermal.cs.uoguelph.ca> thopman@herman.cs.uoguelph.ca (Theodore L Hopman) writes:
>
>Where can I get FontGDOS? I know it's available somewhere by FTP, because
>I did FTP it, but I foolishly deleted it and I can't remember where I got
>it from. I don't think it's atari.archive, because I can't find it on the
>index...
>
>Actually, all I need is a driver for my BJ 200 (a BJ10 driver will do), so
>if someone can point me to one, that's be great too...
>
>THeo

I got my FontGDOS fro atari.archive, si it must be there. I can't remember which dirctory it was in, but try /Utilities/ or /Printing/ or Applications/Dtp/

Good luck.

DB

--
<===>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

1248. PAUL HARVEY ANNOUNCES RELEASE OF JAGUAR!

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 16:51:10 UTC
From: x91mikowski@gw.wmich.edu
Message-ID: <1993Nov4.115110.12341@gw.wmich.edu>
Source record: 199071

Hey!
Paul Harvey just announced the Jaguar over national radio on his Noon address today! The stock should go nuts again! I'm going to hop over to CIS and check the Volume and price out right now!

Later,
Bernard

1249. Mover this dicussion (was Re: Stupid rumor)

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 16:52:44 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <2bbc0sINNbcv@tom.rz.uni-passau.de>
Source record: 199075
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Would you please, PLEASE, move this annoying discussion to .advocacy?
Thank you.

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) -

- Star Trek: Our Generation -
- To boldly kill rats where no man has killed rats before.... -

1250. GNU C++ on a Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 16:53:08 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <CFz88K.ALu@cen.ex.ac.uk>
Source record: 199070

Can anyone tell me if GNU C++ is Falcon compatible?
The reason I ask is that after installing about 6 meg of files
in the appropriate folders, I am completely unable to get anything
out of the compiler. Not so much as an an error message - it just
loads and the exits.
{{{ Dan }}}

1251. Re: Atari Falcon Forsale

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 16:56:01 UTC
From: vctec@westminster.ac.uk
Message-ID: <CFz899.8IC@westminster.ac.uk>
Source record: 199074

To: sinclap2954@cobra.uni.edu
Subject: Re: Atari Falcon Forsale
Newsgroups: comp.sys.atari.st
In-Reply-To: <1993Nov3.234957.18946@cobra.uni.edu>
References: <CFxBuB.CyJ@westminster.ac.uk> <2b94vj$6ht@cri.ens-lyon.fr>
Organization: University of Westminster
Cc:
Bcc:

In article <1993Nov3.234957.18946@cobra.uni.edu> you write:
>In article <2b94vj$6ht@cri.ens-lyon.fr>, vlefevre@ens-lyon.fr (Vincent Lefevre) writes:
>> In article CyJ@westminster.ac.uk, vctec@westminster.ac.uk (Denesh Bhabuta) writes:
>>> In article <A36406@AC.maus.de> Arne_Rudolph@ac.maus.de (Arne Rudolph) writes:
>>> >In article <A37043@K0> Anthony Reeves wrote:
>>> >
>>> >A>: In article <2aqfd6$lm2@news.delphi.com>, bryedewa@news.delphi.com
>>> >A>(BRYEDEWAARD@DELPHI.COM) writes:
>>> >A>: >
>>> >A>: > For Sale:
>>> >A>: > =========
>>> >A>: >
>>> >A>: > Atari Falcon030 Computer
>>> >A>: > - 4 megs RAM
>>> >A>: > - TOS 4.04
>>> >A>: > - 120 MEG quantum internal IDE hard drive
>>> >A>: > - All original packaging, manuals, software
>>> >A>: >
>>> >A>: > Purchased: May 1993
>>> >A>: >
>>> >A>: > Asking $950 plus shipping.
>>> >A>: >
>>> >A>: > Email to: BRYEDEWAARD@DELPHI.COM
>>> >A>: >
>>> >A>
>>> >A>: No thanks. I can get a new 040 Mac LC475 for $848.00
>>> >A>
>>> >A>
>>> >A>: Peter Sinclair-Day
>>> >A>: Univ. of Northern Iowa
>>> >A>
>>> >A>: >
>>> >A>
>>> >A>No thanks, I can get new 386/33 for $699
>>> >

>>> >No thanks, I can get a new C=64 for $169
>>> >
>>> >Ciao,
>>> > Arne
>>>
>>> This is getting really silly now....but I suppose it's all for fun. I'll add my
>>> bit.
>>>
>>> No, Thanks. I can get an Oric 1 (anyone remember these? They were a lot better
>>> than the Sinclair/Timex Spectrums...but no software support :-( ) for 30
>>> pounds sterling (about US$ 45).
>>>
>>> DB
>>>
>>
>> No, thanks. I've got a PC 486DX2/50 for 0$:-|, but I prefer my Falcon030.
>>
>> VL
>>
>>
>No thanks I got a new Duo 210.
>
>Peter Sinclair-Day
>Univ. of Northern Iowa
>

Dear Mr Sinclair,

I am showing you some respect here, and I feel you will do the same.

PLEASE do not carry on with this flame war. It is not worth it. Us Atari users will stick with what we like, until we feel for ourselves that it might not be worth it.....not because some Mac/PC user says so.

I use suns running X windows, and I like the platform. However, I still would not trade in my Atari for one. I would buy one seperately, and keep both machines.

All computers have their own merits, and it is wrong to cause a flame war about my computer is better than yours. There were a lot of reasons why I bought an ST instead of the others on the market, and I'm sure that a lot of other people had their reasons for buying their Ataris. If anyone wants to sell their Atari and buy another platform then that is up to them.

So please stop writing into an Atari enthusiasts newsgroup.

Thanks

DB
<==>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

<==>
--
<==>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

1252. Re: Downloading From Unix

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 17:05:07 UTC
From: healy@nosc.mil
Message-ID: <1993Nov4.170507.5016@nosc.mil>
Source record: 199076
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

What's wrong with kermit? Are you running it in
binary mode? I use kermit all the time from
Suns and Vaxes running Unix.

Mike Healy

healy@nosc.mil

1253. Re: Spectrum screen grabber

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 17:20:00 UTC
From: jesper_kock@cindy.ct.se
Message-ID: <2cd8f73a@cindy.ct.se>
Source record: 198958

> In article JFJFcc7w165w@sys6626.bison.mb.ca, winnipg@sys6626.bison.mb.ca
> (Winnipg) writes:
>>Is there a program which allows you to capture the screen in Spectrum
>>format?

> Why not capture it as IMG, or PI? and convert it later?

Remind that converted piccys always have a lower quality ;)

Grtz (Jesper_Kock@kockens.ct.se)

1254. Re: Pascal for ST

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 17:32:32 UTC
From: erkamp@titan.arc.ab.ca
Message-ID: <1993Nov4.113233.1730@janus.arc.ab.ca>
Source record: 198961

In article <2b6fiu$fmj@nermal.cs.uoguelph.ca>, thopman@herman.cs.uoguelph.ca (Theodore L Hopman) writes:
>
>OK, I'm thinking of buying a Pascal compiler for my ST, and I'm wondering
>which is the best...I want Turbo Pascal compatibility, so AFAIK I have to
>get either HighSpeed or Pure Pascal. There's a big price difference, but
>do the features make up for it? Does Pure Pascal have the same relation
>to Turbo Pascal as Pure C does to Turbo C i.e. the same product, just from
>different companies?
>
>Can I take Turbo 7 source and compile it directly under Pure Pascal
>(assuming there is no machine specific code)? If a program uses the
>Borland interface, will it come out as GEM under Pure Pascal?
>

If you can find it you may want to look at Prospero Pascal as well. It will be ANSI compliant and come with GEM libraries/support. I have their C and Fortran compilers and they have a pretty good development environment as well as the ability to link modules from between the different languages.

Bob Erkamp A L B E R T A
--> It Could Happen <-- R E S E A R C H
erkamp@arc.ab.ca C O U N C I L

1255. Atari in S.J Mercury-News

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 17:43:00 UTC
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <93308.34980.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 199077

This morning's (11-4-93) San Jose Mercury-News had a major article about Atari and the Jaguar rollout in the business section, and amazingly, a color "teaser" about the article on the front page of the newspaper. Nothing new in the article, except a quote from Sam Tramiel admitting that Atari has focused all of its efforts on the Jaguar and that ". . . Atari won't have any cushion if Jaguar is a bust."
No, I can't display the text of the article electronically, and I'm not about to re-type it, either. Go to your local library if you're interested. :-)
--Mark van Wyk p.s. Atari stock closed at 11-5/8 Wednesday, most active on the AMEX.

1256. Welcome to comp.sys.atari.st!

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 17:44:50 UTC
From: sourada@iastate.edu
Message-ID: <gen_752435085@iastate.edu>
Source record: 199081
Cross-posted to: comp.sys.atari.st,news.answers,comp.answers

```
Archive-name: csas-faq/part1

Welcome to comp.sys.atari.st! Please read this FAQ before posting a question
to comp.sys.atari.st, since a lot of common questions are answered here.

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

Entries are dated by the last change. ??.??.?? means they were last changed
before the dates were added.

The following is an index of the questions answered in this part of the FAQ.
For easy access to a particular question, search for the tag surrounded by
colons (i. e. :GNU:). Questions marked with '*' are new or changed.

WEL Welcome to comp.sys.atari.st
EMILY Hints from Emily Postnews
BOOKS What books are available for the Atari ST?
DEV How do I become a developer for the Atari ST?
ERR What does TOS ERROR nn mean?
FREE What is Free-Net and how can I get access?
MAGS What magazines are available for the Atari ST?
TIPS TIPS AND HINTS from other users
ZNET Where can I get copies of ZNET?
EXPLOR Where can I get copies of Atari Explorer Online?
PD Where can I get Public Domain/Shareware software?
MAIL E-Mail file servers
FTP Anonymous FTP servers
COMP Atari-related companies
IAAD Independent Atari Developers
CREDIT Who has contributed to the FAQ?

:WEL: 93.06.11
Welcome to comp.sys.atari.st
============================

This newsgroup is devoted to discussion about 16 and 32 bit Atari micros. At
present that includes the Atari 520ST, 1040ST, Mega ST, STe, STacy, Mega STe,
TT, and Falcon. There are also emulators for the Apple Macintosh and IBM
PC/XT/AT available.

Most of the people who read this newsgroup are technically oriented.
The newsgroup serves as a resource for Atari users ... feel free to
contribute to the discussions.

Associated newsgroups include:
```

comp.binaries.atari.st ! uuencoded binary programs
comp.sys.atari.st.tech ! technical programming/hardware topics
comp.sources.atari.st ! uuencoded/shar sources

:EMILY: ??.??.??
Hints from Emily Postnews
==========

(Thanks to John Henders (jhenders@jonh.wimsey.bc.ca) for this bit of _humor_.)

Emily Postnews Visits comp.sys.atari.st

(Due to popular demand, (well at least one persone asked anyways), Emily has taken time out of her busy schedule to answer a few commonly asked questions specific to c.s.a.st.)

Dear Emily.
Some Amiga user is raving on c.s.a.st about how wonderful
his computer is, and how awful mine is. What should I do?
signed My Computer is NOT a Toy.

Dear My Computer, etc,etc.
Many people's egos are so tied to their possessions, they
have to affirm their existance by raving about the superiority
of their machine to anyone who will listen. You should immediately
flame these people into cinders, using every rumour or misconception
you've ever heard about their brand of computer, as this will cause
lots of posts, and develop into a massive flame war, which is one
of the main reasons most people read c.s.a.st. If this didn't happen
every six months, everybody would unsubscibe to this newsgroups from
boredom.
Or, you could put comp.sys.amiga.advocacy in the Followup to:
line, and any article replying to yours would go to the newsgroup
designed for this discussion.
Or, if your newsreader supports it, you could build a KILL FILE,
which eliminates any post that has the word Amiga in it.

Kill files can be created in rn and trn by hitting the 'K' key.
This will make a kill file based on the article you were reading
at the time. Then control K will put that file in the editor for you
to play with. You use the same regexp commands here that are in rn.
For example. /[Ff]oo/h:j would search all headers of unread articles
for both Foo and foo, and junk them. Check the docs for your newsreader
for further details.

Dear Emily.
I like flame wars, and want to start one of my own, so my name
will be as famous as Richard Covert's.
Signed, Too much Time on My Hands.

Dear Too much time.
Sorry it took so long to reply, but Richard's in my kill file
and someone had to forward your post to me, or I'd never have seen it.

Flame wars are fun. They're the main reason people creted Usenet,
and should be encouraged at every opertunity.
Some of the most common tricks for starting flame wars are as
follows.
1: Post a note in another newsgroup telling all the users there that
they own a piece of junk, and if they had a half a brain, they'd have the
same computer you do, as it's obviously the best.
2: Toss a bit of slander against another computer in a totally
unrelated post. This guarantees a follow up, even if your original
post wasn't of any interest.
3: Create a signature file that has a put down of another computer
in it. This will get flame wars going in threads that have completely
unrelated Subject: lines, thus slipping through all but he most exacting
kill files.
I hope you find these tips handy in creating your next flame war.
And just remember, your computer MUST be the best, after all, it's yours.

:BOOKS: 93.06.11
What books are available for the Atari ST?
==========

The (Almost) Complete Guide to Atari Reference Books

Atari Coropration
1196 Borregas Avenue
Sunnyvale, CA 94089

Atari TOS Developer's Kit

Atari has now make the developer's documentation public (meaning you don't have
to be 'a developer' to buy it). See DEV above
for more information.

Atari UK Software Support
Atari
Atari House
Railway Terrace
Slough, BERKS
United Kingdom
SL2 5BZ
Tel 0753 53344

"A few people have asked for more info on the release by Atari UK of
the programming docs. They have been released as 5 books."

Programming Guides GEMDOS/BIOS & general programming. 238 pages. #29.99.
(# = the British pound). Still Another Line A Doc (SALAD), Intelligent
keyboard protocol, chkdsk3 docs, midi assoc address sheet.

Programming Guides New machines. 184 pages. #29.99.
Rainbow TOS release notes, STE developers addendum, STE TOS release
notes, TT030 TOS release notes, TT030 hardware ref manual, VMS expansion
for TT & MegaSTe. Includes 2 disks of utilities, examples, xcontrol &

docs.

Programming Guides - GEM VDI
Programming Guides - GEM AES - combined books. 514 pages. #49.99

All the above together #99.99

Hardware and Chip Specs. 228 pages. #29.99
Engineering hardware spec, ACSI, MC6850, 68901, ay3-8910, wd1770, blitter
Monitor & cartridge port. Also schematics.

[Info from a posting by Iain Laskey dated 30 Nov 1991]

Compute! Publications,Inc.
PO Box 5406,Greensboro NC
27403(919-275-9809)

Computes Technical Refence Guide Volume One. VDI
Sheldon Leeman
ISBN 0-87455-093-9

Computes Technical Refence Guide Volume Two. AES
Sheldon Leeman
ISBN 0-87455-114-5

Computes Technical Refence Guide Volume Three. TOS
Sheldon Leeman
ISBN 0-87455-149-8

Learning C. Programming Graphics on the Amiga and Atari ST.
Marc B. Sugiyama and Christopher D. Metcalf
ISBN 0-87455-064-5

Compute's ST Applications Guide. Programming in C
Simon Feild,Kathleen Mandis and Dave Myers
ISBN 0-87455-078-5

Scott,Foresman and Company.
Professional Publishing Group
1900 East Lake Avenue,Glenville IL
600025

Learning C on the Atari ST
Joseph Boyle Wikert
ISBN 0-673-18738-1

Sybex Inc.
2344 Sixth St.
Berkely,CA
94710

Programmers Guide To GEM
Phillip Balma and William Fitler
ISBN 0-553-34397-1

Taylor Ridge Books
PO Box 48
Manchester, Connecticut (no zip listed) usa
(203)643-9673

C-manship Complete, $19.95
Calyton Walnum
No ISBN

"a decent book on programming your st gem/aes/vdi plus other stuff that is
based on the 31 articles that Clayton Walnum wrote for Analog. It was written
on a mega 4 with Calamus."

Addison-Wesley Pub.

68000 Assembly Language
Donal Kantz & James Stanley
ISBN 0-201-11659-6

"An interesting book on 68000 for the Atari (and amiga too, but both in
the abstract)"

atari.archive.umich.edu

Assembly Language Programming
Robert Arp
Disk archives, not published in paper at this time.

"It is an excellent guide to assembly languuage programming. It is very
large and takes quite a while to make a hard copy if you desire to do so.
The file names are arp68k-book.tar (the text) and arp68k-pix.Z.tar
(.img files to go along with the text)."

****
*
* THE FOLLOWING BOOKS ARE CURRENTLY OUT OF PRINT
*

Abacus Software,Inc.
5370 52nd Street,S.E.
Grand Rapids,MI
49508

Atari ST Internals
K Gerits,L. Englisch and R. Bruckmann
ISBN 0-916439-46-1

Atari ST GEM Programmers Reference
Norbert Szczepanowski and Bernt Gunther
ISBN 0-916439-52-6

Atari ST 3d Graphics Programming
Uwe Braun
ISBN 0-916439-69-0

Atari ST Disk Drives Inside and Out
Uwe Brawn,Stephan Dittrich and Axel Schramm
ISBN 0-916439-84

Atari ST Machine Language
B.Grohmann,P.eidler and H.Slibar
ISBN 0-916439-48-8

Atari ST Introduction to MIDI Programming
Len Dorfman and Dennis Young
ISBN 0-916439-77-1

Bantam Books,Inc.
666 5th Avenue
New York,New York
10103

Atari ST Application Programming
Lawrence J. Pollack and Eric J.T.Weber
ISBN 0-553-34397-1

```
*****************************************************************
*
* This List can be freely distributed and added to
* All I ask is that people identify the added information as
* their own
* John Henders
* Vancouver,BC
* On Usenet uunet!ubc-cs!van-bc!jhenders
* On ForumST John henders@448
* On GEnie c/o D.LEMAY2
*
* C-Manship & 68000 Assembley Language suggested by Joe Gaudreau [DPZ]
* Robert Arp's Assembley Language book suggested by David P. Forrai [DPZ]
```

:DEV: 93.06.11
How do I become a developer for the Atari ST?
==========

Contact Bill Rehbok, (408)745-2022

[UNITED STATES ONLY. IF YOU LIVE OUTSIDE THE UNITED STATES, CONTACT
YOUR COUNTRY'S ATARI HEADQUARTERS FOR MORE INFORMATION.]

Bill can explain the program to you, and send an information packet if you
desire.

Atari has gone to a 2-tier developer membership. The 'higher quality'
developer support goes to commercial developers, and costs $250. The
'no-hand-holding, no announcement of company future products, no access
to discounted hardware' goes to noncommercial developers, at an initial cost
of $125, plus $50 renewal fee each year.

Both tiers receive the ST/TT Developer Kit and all developers have to fill
in an application form and a non-disclosure agreement. Contact Bill for

more information.

Atari is now selling the developer's kit (or parts of it) seperately. No project-in-development or non-disclosure agreement is necessary.

:ERR: ??.??.??
What does TOS ERROR nn mean?
What do the bombs on my screen mean?
==========

The information below was written, in part, by Darryl May, and posted on GEnie in January (of ????) by John Townsend. The original also appeared in the June 1988 issue of _Current Notes_ (122 N. Johnson Rd., Sterling, VA 22170). It has since found its way to me, and is being posted to comp.sys.atari.st as a service to readers.

Alan Pratt wrote to tell me that the basic information may be correct, but that it cannot be dubbed "official" unless it originates, on paper, from Atari. This makes sense, as electronic communications are easily modified, even accidentally.

Roland Waldi provided information regarding the difference between TOS and GEM return codes which appears to be correct. The tables have been modified to reflect his information.

The following is an unofficial list of the errors that can appear while you are operating your ST computer.

Error description return code alert box #
==========
OK (no error).....0
Fundamental error.....-1
Drive not ready.....-2
Unknown command.....-3
CRC error.....-4
Bad request.....-5
Seek error.....-6
Unknown media.....-7
Sector not found.....-8
No paper.....-9
Write fault.....-10
Read fault.....-11
General error.....-12
Write protect.....-13
Media change.....-14
Unknown device.....-15
Bad sectors on format.....-16
Insert other disk.....-17
Invalid function number.....-32.....1
File not found.....-33.....2
Path not found.....-34.....3
No handles left.....-35.....4

```
Access denied..................-36.............5
Invalid handle.................-37.............6
Insufficient memory............-39.............8
Invalid memory block address...-40.............9
Invalid drive specified........-46............15

No more files..................-49............18
Range error....................-64............33
Internal error.................-65............34
Invalid program load format....-66............35
```

The last code is the infamous "TOS error 35"!

Also, some unofficial information via Alan Pratt:

Notably, you should add -48: ENSAME (not the same drive, occurs when
you call Frename and the two names you give aren't on the same drive),
and -67: EGSBF: you can't use Mshrink to GROW a block of memory.

Those bombs that appear on your screen are error messages from
the 68000 micro-processor.

```
Number
Description of bombs
=========================================
Reset: Initial PC2..............1
Bus Error.......................2
Address Error...................3
Illegal Instruction.............4
Zero Divide.....................5
CHK Instruction.................6
TRAPV Instruction...............7
Privilege Violation.............8
Trace...........................9
Line 1010 Emulator.............10
Line 1111 Emulator.............11
[unassigned, reserved].........12
[unassigned, reserved].........13
Format Error...................14
Uninitialized Interrupt Vector..15
[unassigned, reserved].......16-23
Spurious Interrupt.............24
Level 1 Interrupt Autovector....25
Level 2 Interrupt Autovector....26
Level 3 Interrupt Autovector....27
Level 4 Interrupt Autovector....28
Level 5 Interrupt Autovector....29
Level 6 Interrupt Autovector....30
Level 7 Interrupt Autovector....31
Trap Instruction Vectors.....32-47
[unassigned, reserved].......48-63
User Interrupt Vectors......64-255
```

:FREE: ??.??.??
What is Free-Net and how can I get access?
==========

A "Remodeled" Atari S.I.G. Opens

By now many of you have heard of the Cleveland Freenet, or more specifically the Atari S.I.G. on the Cleveland Freenet. For those who haven't, the Cleveland Freenet is an experimental computer system providing free public community telecomputing. Basically, it's a lot like a public library of the future. Many of these systems are popping up all over the country. Don't be surprised if one pops up in your neighborhood in the future.

Recently the Atari SIG has undergone a significant face-lift. All the regular areas are intact including its news sections, user group newsletter, online magazine sections, general as well as specific computer discussion boards (8 bit, 16/32 bit, Lynx, Portfolio), and our weekly Sunday night multi-chat conference.

The conference starts at 8pm EST sharp and is on channel "+Ataricon". What the staff at the Atari SIG has added, has given the Atari SIG the potential to cover all grounds of Atari and its related products.

The most noticeable addition to the Atari SIG is the Programming and Development Forum. This forum is intended to be used by developers, professional programmers, and Atari hackers (the old definition of "hacker") as a means to share ideas, help each other out, and find out the latest technical information on Atari's products. This board is ran by newly acquired SIG Operator, Peter Haller, a professional programmer who is running developer sections on hardware and software development, programming, MIDI applications development, Graphics Design, plus many other sections that can definitely become a programmer and developer's dream come true!

Last, but definitely not least, the Atari SIG has a restructured Product Info and Support Board and a new Special Applications Board. The Support Board includes a vast library of support lists. These lists range anywhere from phone numbers of Atari dealers and producers, to software reviews for 8 bit, 16/32 bit, Lynx, and Portfolio software. To sum it all up this area covers what's out there, who makes it, and how to get it for all Atari products. The Special Applications Board is just starting out. Currently there is an area for users of MIDI on the ST. MIDI users are encouraged to use this as a means to discuss MIDI related topics. This section is expected to expand in the future.

Accessing the Atari SIG has never been easier. One can access it via Internet by telenet'ing to 129.22.8.75 or "Freenet-in-b.cwru.edu" or by calling (216) 368-3888 300/1200/2400 bps. Once on the system, a user can apply for an account application and logon as a visitor. Once here, simply type "Go Atari" to get to the Atari SIG. A visitor can go anywhere on the Freenet and can read anything. They can't

post messages until they get their permanent accounts, however.

For additional information on obtaining access to Freenet write to
myself via the e-mail addresses above or by writing the SIG at its US
mail address:
The Atari SIG
P.O. Box 21815
Cleveland, OH 44121 USA

Lastly, a freenet application is available in the mail by writing a
request to the above address if you rather not download it from Freenet.

The Atari SIG is ready to serve the thousands of Atarians throughout
the world. We look forward to seeing you all real soon! Remember the
staff of the Atari SIG are volunteering their time for no pay and the
Cleveland Freenet, as well as the Atari S.I.G., is a non-profit organization
existing for the free exchange of information.

--

Mark Leair
Atari SIG Public Relations

Internet e-mail: aa338@Cleveland.Freenet.edu
CIS e-mail : internet>aa338@Cleveland.Freenet.edu

:MAGS: 93.09.04
What magazines are available for the Atari ST?
==========

If you've got updates, mini-reviews,
or more information on other magazines, please send them to me via e-mail.

As always, WRITE to a company before sending them money for a subscription.

US mags:

AtariUser, published by Quill Publishing Company

Cover Price: US $1.00 Canada $1.45 UK 1.50 (AtariUser is available for free
[$6.00/50 magazine shipping charge] from participating computer dealers,
bookstores & user groups!)

Subcription Rate: $21.30 US Bulkrate, $41.30 US First Class.
Address: AtariUser, 113 W. College Street, Covina, CA 91723 USA

Current Notes, published by Current Notes Inc.

Cover Price: US $3.95

Subscription Rate: $27.00/year (Atari clubs registered with Current Notes may
subscribe at $23.00/year) US, $35.00/year (Canadian club members at $31/year)
Canadian, Foreign rate $44/year.

Address: Current Notes Inc., 122 N. Johnson Rd., Sterling, VA 22170 USA

Atari Interface:

Write for a free sample copy of the Atari Interface magazine
(Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108)

AIM is soon to be available in Canada, Europe and Mexico, and should be in all local WaldenSoftware stores and many bookstores. If your "local" Atari dealer doesn't have it, he should be able to get it for you...

UK Mags:
(Thanks to Sam Marshall <samm@castle.edinburgh.ac.uk> and Kevin Busby <kevinb@syma.sussex.ac.uk> for some of the info here.)

ST Applications:
---

formerly the ST Club Newsletter, this is now the only non-games mag in the UK (although see ST World below). Approx. 4,500 copies per issue sold. News, reviews, interviews, tech tips, general forum, programmers' forum, PD catalogue. DTP'd on an ST. Retains a 'user-driven' feel. Recommended. The associated ST Club runs a PD distribution service and distributes a couple of commercial programs too (Fontkit Plus, UIS III, Molgraph, CRL Virus Killer, etc.).

12 issue Subscription now:
With Disk 6 Mags Without Disk Mags

UK: #26.50 #18.00
Europe (air) #30.50 #21.00
World (air) #38.50 #31.00

Address: ST Club, 2 Broadway, Nottingham, NG7 1PS, UK.

ST World:
---

formerly the leading UK non-games mag. Became a quarterly 'buyer's guide' in Autumn 90.

ST Format:
---

all-purpose 150-page monthly, mainly aimed at young people. Lively, but of uneven quality. Big leisure section, but other areas covered too. Includes cover disk - mix of games demos and (usually out of date) PD utilities. Probably the biggest-selling UK ST mag. Has had several public rows with Atari UK.

Future Publishing, Somerton, Somerset, TA11 6TB Tel. 0458 74011
Fax 0458 74378

Atari ST User:
---

like ST Format. Generally (amongst online users) thought
to be not quite as good.

ST Action:
---

games, games and more games. And games.

Atari ST Review:

Lots of info, more mature editorial style than Format, but not so
polished. 1 cover disk per issue.

Subscriptions: PO Box 500, Leicester, LE99 0AA. Tel: 0858 410510.

There are also, I think, some MIDI mags with strong ST content. I don't
have their names.

German Mags:

ST-Magazin, TOS, and ST-Computer united in August 1993 to the
"ST Computer", which is the only remaining magazine in Germany.
(I don't know if the following info still holds, then. --Steven)

ST Computer:
---
11 issues/year, typical around 180 pages
Subscription: DM 80 (domestic), DM 100 (normal mail), DM 130 (air mail)
Address: Heim Verlag, Heidelberger Landstr. 194, D-6100 Darmstadt 13 GERMANY

French Mags:

ST Magazine

Monthly in French. Oriented towards developers, professional users. Comes
with a disk each month.
ST Magazine - 10, rue Hegesippe Moreau - 75018 Paris - France
(French Teletel users: 3615 Teletel access, code STMAG)

STart Micro

Monthly, includes a cover disk. 11 issues per year. 64 + 16 (separated) pages.
Price: FF38 per issue, subscription: FF360. Subjects: Desktop publishing,
graphics, initiations to C and GFA Basic, survey of outcoming software, music,
folders. Minitel access: 3615 code ATARI. Address: FC Press, 57 rue Danton,
92300 Levallois-Perret, France.

Dutch Mags

ST, published by Stichting ST , postbus 11129 2301 EC Leiden the Netherlands
---
cover price: fl 6,95
Independent magazine by and for atari ST users.
covers all different topics from applications to games and hardware.

60 pages.

6 times a year. One year subscription fl 35,-
black and white pages.

Atacom, by Atari Club Groningen.

Never seen this one. I suppose you have to be a member of the club or so.
price is fl 4,95.
Adress of the club: Atari Club Groningen, Postbus 9164
9703 LD Groningen, the Netherlands.

Atari Nieuws, by Atari ST computer club Nederland

News paper sized publication. Lots of colour on newspaper pages. Not too many
pages though.
price is fl 3,95 (cheap cheap)
monthly publication.
adress: ACN, Postbus 5011, 2000 CA Haarlem, the Netherlands.

GFA-info, by GFA gg (usergroup)

Publication of the GFA-basic usergroup. This group has a lot of mainly
educational software available.
price is fl 5,00

adress: GFA gg, Frankrijklaan 14, 2034 BA Haarlem, the Netherlands

ST News, by Stichting Computers Eindhoven

This is an electronic magazine. It has been around for about 6 years now
and is completely in English!!! The first issues were in Wordplus format
back in 1986 but from the 6th issue on it included a readerprogram
both for color and monochrome. Even with music.
price is fl 10,00
adress: S.C.E., Kornoeljelaan 22, 5552 RC Valkenswaard

Swiss mags:

Atari ST News Schweiz

Dutch Atari ST Nieuws translated into German for the Swiss :-)

:TIPS: 93.06.11
TIPS AND HINTS from other users
==============================

Any 'multisync' monitor which handles 70 video fields a second can be used
with the ST; the custom cable involves no tricks, or commercial ones are
available. The original NEC multisync does NOT handle 70 fields a sec.

More than 3 bombs often means more than 1 error, so interpretations are
tricky.

An ST-formatted disk which is not readable by a PC can be made readable by putting the 3 bytes EB 34 90 (those were 3 bytes of hex) at the beginning of the boot sector (sector 1 of track 0). This can be done with either an ST or PC absolute sector editor. The Desktop of TOS 1.4 and higher does this automatically.

Some (older) PC-3.5"-drives cannot deal with the short track-header produced by ST formatters. On those drives, ST-formatted disks are not readable, independent of their boot sector contents. The other way, however, does always work: format on the PC.

When using disks formatted on a PC in an ST, make sure to insert and access a disk with a different serial number in between disk changes.

For those with the 'inaccessible' mouse and joystick ports, a joystick extender cable will make life easier. The Y-cable joystick extenders make it extremely easy to keep mouse and joystick connected to port 0, and a joystick extender cable in port 1 makes for easy hookup after you've moved the machine.

BARREL is a program which can redirect printer-data to a file. It comes in handy when your printer is unavailable, and the program does not already have an option to 'print-to-a-file'. (It is available on the atari.archive server.)

DBLEFEAT is a program which can redirect disk access from, say, drive A to drive B. Handy when a program 'hard-codes' the data drive, and you wish to use your hard drive instead. (It is available on the atari.archive server.)

On the Desktop, holding the right mouse button allows you to manipulate files in other windows. This is useful for a number of reasons. An example is this: say D:\BLAH.ARC is a file you would like to extract to D:\, but ARC.TTP is on C:\. Top D:\'s window, then hold the right button while double-clicking ARC.TTP in an inactive window.

:ZNET: ??.??.??
Where can I get copies of ZNET?
==========

ZNET is now Atari Explorer Online. Please see EXPLOR for more info.

:EXPLOR: ??.??.??
Where can I get copies of Atari Explorer Online?
==========
Atari Explorer Online magazine is available on CompuServe and GEnie. You can also get copies mailed to you by sending an e-mail message to

stzmagazine-request@virginia.edu

indicating you wish to subscribe.

They won't get to you on Friday (which is when they're posted), but Greg Lindahl provides an excellent service to the networking community by sending these out.

Atari Explorer Online and some information from the Current Notes user
magazine are also available from the atari.archive server under
/atari/magazines.

:PD: 93.06.11
Where can I get Public Domain/Shareware software?
==========

There are FTP sources and a comp.sources.atari.st/comp.binaries.atari.st
mail server. You can also try the commercial on-line services such as
GEnie, CompuServe, Delphi and Bix.

Using FTP, most files should be retrieved in BINARY format (at least those
ending with the suffix of .ZIP, .ARC, .LZH, .ZOO, .PRG, .TTP, .TOS)

Mail servers encode files. You will need a program called 'uudecode' in
order to change files ending with the suffix .UUE (or .UAB, .UAC, etc.)
into their original form.

:MAIL: ??.??.??
E-Mail file servers

archive-server@spud.hyperion.com:

Spud holds all of the comp.sources.atari.st / comp.binaries.atari.st
postings. If you aren't reading these two newsgroups, you should consider
doing so. You may obtain uuencoded files as e-mail. You can obtain a
help file by mailing a message to archive-server@spud.hyperion.com, with
the main body of the message being the word 'help'.

atari@atari.archive.umich.edu:

The atari.archive server is mentioned many times in this article. It contains
a multitude of Atari ST PD and shareware programs. If you don't have access
via FTP you can obtain many of the files via e-mail. You should first obtain a
help file by mailing a message to atari@atari.archive.umich.edu, with the main
body of the message being the word 'help.'. If you are from a uucp site,
please enclose this statement also 'path host1!host2!....', where
host1!host2!... is your path. Please read the help file completely before you
ask questions, and then send any you may have to jon@atari.archive.umich.edu.
Any questions about the archive or specific files go to
weiner@atari.archive.umich.edu (or weiner@terminator.rs.itd.umich.edu,
jeff.weiner@um.cc.umich.edu, weiner@zircon.labmed.umn.edu, or
weiner@umnstat.stat.umn.edu :-)

archive-server@micros.hensa.uk.ac:

This is a UK public domain archive, available to sites within the UK via
via JANET.

info-server@Germany.EU.net:

This is a german public domain archive. This only has comp.binaries.atari.st
and comp.sources.atari.st.

archive-server@Germany.EU.net:

Same place as above, but this one carries other software than just
comp.binaries.atari.st and comp.sources.atari.st.

mail-server@cs.ruu.nl (or uunet!mcsun!hp4nl!ruuinf!mail-server):
---
send the following message

begin
path john@highbrow.edu (PLEASE SUBSTITUTE *YOUR* ADDRESS)
send ATARI-ST/index
end

NOTE: *** PLEASE USE VALID INTERNET ADDRESSES IF POSSIBLE. DO NOT USE
ADDRESSES WITH ! and @ MIXED !!!! BITNETTERS USE USER@HOST.BITNET ***

The path command can be deleted if we receive a valid from address in your
message. If this is the first time you use our mail server, we suggest you
first issue the request:
send HELP

LISTSERV@UOGUELPH.BITNET:

Mail messages with the contents HELP will bring you some usage information
and GET PROG-A16 FILELIST will provide you with a list of files. Subscriptions
to INFO-A16 are also available on this server. INFO-A16 is a digest of
messages from comp.sys.atari.st.

:FTP: 93.05.05
Anonymous FTP servers

Note: The generally accepted practice for FTP use is as follows:

1. Limit access times to non-working hours. This is usually 6-8 pm
to 8-9 am LOCAL time. LOCAL time means local to the computer
you are accessing! For example, 4 P.M. in Minneapolis, Minnesota
is 10 P.M. in England, and 10 A.M. in Germany is 4 A.M. in New
York.

2. Once you connect, issue the following commands at your FTP
prompt:

user anonymous
<YOUR e-mail address should be entered at the Password: prompt)
ls
cd <to the appropriate directory>

3. Limit downloads, especially across the ocean. Remember, there are
other people who are using the same lines as you.

Atari FTP sites (the list is -not- exhaustive)
---

atari.archive.umich.edu [141.211.164.8]

uk.ac.lancs.pdsoft (available to UK users via JANET)

Note: Access is a bit different for this archive site, use the following:

user pdsoft
pdsoft (at the Password prompt)

ftp.Germany.EU.net [192.76.144.75]

ftp.cs.ruu.nl [131.211.80.17]

src.doc.ic.ac.uk

This site has a mirror of atari.archive.umich.edu in /computing/systems/
atari/umich.

:COMP: 93.10.02
Atari-related companies
==========

This is a (still under construction) list of companies and addresses that
might be of use to Atari ST users. Please send me addresses for the blank ones
on this list. See also IAAD, it lists many more companies that are not on
this list.

Berkeley MicroSystems
P.O. Box 20119
Oakland, CA 94620

(510) 547 - 2191

E.A. Brown
3404 Pawnee Drive
Alexandria
Minnesota 56308
Info: 612-762-8847
Orders: 800-322-4405
Product: Software and Hardware distributor

GengTec

JRI

Marvin AG

Matrix Datensystem
Talstrasse 16
7155 Oppenweiler
Germany

tel. 07191-4088
fax. 07191-4089

Supra
7101 Supra Drive
Tangent, Oregon 97389
(503) 967-9075

TKR GmbH & Co. KG
Stadtparkweg 2
W-2300 Kiel 1
Tel. +49-431-3378881
Fax. +49-431-35984

Wittich Computer

:IAAD: 93.09.04
Independent Atari Developers
==========

Each entry has the following format (when applicable):
Company Name
Member Name
Mailing Address
Phone(s)
Product Names
The listing is provided below in ASCII format. An additional
file is available in CardFile format. Please note that the
product listing is not comprehensive nor detailed, and new
products are continually released. Please feel free to contact
individual members for information about their listed products.
For more information about the IAAD, contact any Board Member.

IAAD Board Members:
D.A. Brumleve, President
James C Allen
Nathan Potechin
Nevin Shalit

Member Listing:

Anthill Industries
Judith Baumgardner
P.O. Box 361
Mt. Vernon OH 43050-9998 USA
614 393 1524

Apprentice Software
James D Yegerlehner
22205 Swan Road
South Lyon MI 48178 USA
313 437 0526
Neural-network Construction Set

Baggetta_Ware
Albert Baggetta
P.O. Box 759

Agawam MA 01001 USA
Eliemouse Complimentary Coloring Book/The Comic Book Collector/
The Mis-Adventures of Eliemouse/Shakespeare: The Sonnets

Barefoot Software
Brad Cox
19865 Covellow Street
Canoga Park CA 91306 USA
818 727 0632 (fax)
818 727 7143
SMPTETrack/EditTrack/GenEdit/EZ Score+/Hybriswitch

Beckemeyer Development Tools
David Beckemeyer
P.O. Box 21575
Oakland CA 94620 USA
510 530 0451 (fax)
510 530 9637
Hard Disk Sentry/Hard Disk Toolkit/SCSI Tape Kit

Robert M Birmingham
13630 SW 101 Lane
Miami FL 33186-2814 USA
305 385 1942

Cali-Co. Superior Software
Josh Snyder
P.O. Box 9873
Madison WI 53715 USA
608 255 6523
Mah-Jong Solitaire

Canoe Computers
Tony Ridley
11006 150 Street
Edmonton AB T5P 1S1 Canada
403 487 6838
FrankenSTein/Warp 16 Accelerator/Tiny Ram

chro_MAGIC Software Innovations
Jim Collins
516 North Jackson
Joplin MO 64801 USA
417 623 7393
Guitaristics/Pianistics/Pianistics Encyclopedia/Pianistics
Professor

Clear Thinking
Craig Harvey
2753 Plymouth Road Suite 137
Ann Arbor MI 48105 USA
313 971 6035 (bbs)

313 971 8671
EdHak/Metapsychology Primer

CodeHead Technologies
John Eidsvoog, Charles Johnson
P.O. Box 74090
Los Angeles CA 90004 USA
213 386 5789 (fax)
213 461 2095 (bbs)
213 386 5735
G+Plus/MultiDesk Deluxe/HotWire/CodeKeys/CodeHead Utilities/
Warp 9/Calligrapher/MaxiFile/Lookit & Popit/MIDIMax/MIDI Spy/
Avant Vector/MegaPaint/Cherry Fonts/Genus Font Editor/
TOS Extension Card

Compo
Robert Engberson
104 Esplanade Avenue Suite 121
Pacifica CA 94044 USA
415 355 0869 (fax)
415 355 0862
That's Write/Write On/C-Font/CompoScript/That's Address/Musicom/
PC Speed/AT Speed/AT Speed C16

Cybercube Research Ltd.
Manfred Doewich
126 Grenadier Crescent
Thornhill ON L4J 7V7 Canada
416 886 3261 (fax)
416 882 0294
CyReL SUNRISE M16-1280 True Color High Resolution Graphics Card/
CyReL SERENADE M16-1280 True Color High Resolution Graphics Card/
CyReL VidiMix8 Desktop Video Module/CyReL Serial Mouse Manager/
CyRel Palette Master

D.A. Brumleve
Dorothy A Brumleve
P.O. Box 4195
Urbana IL 61801-8820 USA
217 367 9084 (fax)
217 337 1937
Kidpublisher Professional/Super Kidgrid/Kidpainter/Multiplay/
Telegram/Creative Discovery Packet/Learning Games Packet

DMC Publishing
Nathan Potechin
2800 John Street Unit 10
Markham ON L3R 0E2 Canada
416 479 1882 (fax)
416 479 1880
Calamus 1.09N/Calamus SL & modules/Calamus Font Editor/
The Guide to Calamus Desktop Publishing/Outline Art/

INVISION Elite

Ditek International
David Fletcher
2800 John Street Unit 15
Markham ON L3R 0E2 Canada
416 479 1882 (fax)
416 479 1990
DynaCADD

Dr. Bobware
W. David Parks
180 N. Hazeltine Avenue
Campbell OH 44405-1024 USA
216 743 4712
ScanLite/MVG: MultiViewer Graphica/MVG Modules Disks 1, 2, & 3

Elan Software
Paul Dube
550 Boul. Charest Est P.O. Box 30232
Quebec G1K 8Y2 Canada
418 683 9189 (fax)
418 692 0565
Solutions

eSTeem, inc.
Tom Nielsen
72 Shades Crest Road
Hoover AL 35226-1014 USA
205 987 9208
eSTeem PILOT

Fair Dinkum Technologies
John 'Hutch' Hutchinson
P.O. Box 2
Los Alamos NM 87544 USA
505 662 7236
CrossWord Creator II/Word Search Creator/Cryptographer/InfoDisk/
Cyberdrome: The Hoverjet Simulator/Puzzle Pack

FAST Technology
James C Allen
14 Lovejoy Road
Andover MA 01810 USA
508 475 3810 (fax)
508 475 3810
Turbo25/TinyTurbo030/Turbo030/TurboRAM

GT Software
Tyson T Gill
12114 Kirton Avenue
Cleveland OH 44135-3612 USA

216 252 4272
CardFile (distr. by Gribnif)

Gadgets by Small, Inc.
David M Small
40 West Littleton Blvd. #210-211
Littleton CO 80120 USA
303 791 0253 (fax)
303 791 6098
Spectre GCR

Goldleaf Publishing Inc.
Lauren Flanagan-Sellers
700 Larkspur Landing Circle Suite 199
Larkspur CA 94939 USA
415 257 3515
WordFlair II

Gribnif Software
Dan Wilga, Rick Flashman
P.O. Box 779
Northampton MA 01061 USA
413 247 5622 (fax)
413 247 5620
NeoDesk 3/NeoDesk CLI/STalker 3/STeno/XBoot/CardFile 4/
Convector Professional/Arabesque Professional/XBoot III/
Crazy Dots 8/Crazy Dots 15

Doug Harrison
P.O. Box 66236
Baton Rouge LA 70806-6236 USA
Opus (shareware)/Lookit & Popit (distr. by CodeHead)

HiSoft
Alex Kiernan, David Link, Dave Nutkins
The Old School
Greenfield Bedford MK45 5DE England
+44 525 713716 (fax)
+44 525 718181
Devpac 3/HiSoft BASIC 2/Lattice C/HighSpeed Pascal/FTL Modula-2/
WERCS/Harlekin 2/HiSoft C/ProFlight/K-Spread/K-Comm/K-Word/K-Data
(HiSoft products distr. by Oregon Research Associates)

ICD, Inc.
Tom Harker
1220 Rock Street
Rockford IL 61101 USA
815 968 6888 (fax)
815 968 2228
The Link/AdSCSI Micro ST/AdSCSI ST/AdSCSI Plus ST/AdSpeed ST/
AdSpeed STe/FA-ST Hard Drive Kit/FA-ST Tape Backup/Cleanup ST/
ICD Professional Hard Drive Utilities/ICD Tape Backup Software/

Advantage Micro ST/Advantage ST/Advantage Plus ST/STHA/
Personal Pascal

It's All Relative
Gregory J Kopchak
2233 Keevan Lane
Florisant MO 63031 USA
314 831 9482
It's All Relative/BookMaker/Forecaster3/AbbreviatorST/
Photo CD Conversion/Photo Show/View and Script/Kodak Photo CD
Images

JMG Software International, Inc.
George Geczy, David Thompson
892 Upper James Street
Hamilton ON L9C 3A5 Canada
416 575 0283 (fax)
416 575 3201
HyperLINK

M.P. Graphics Systems
Mario Perdue
P.O. Box 501289
Indianapolis IN 46250-6289 USA
317 335 3775
Noids-II

MS Design
Henry Murphy, Carl Stanford
611 West Illinois Street
Urbana IL 61801 USA
217 351 6412 (fax)
217 384 8469
FontPak 1 & 2/Wheeler Quick Art CD-ROM/
Wheeler Quick Art Image Disks

Medical Designs Software
William Penner
3235 Wright Avenue
Bremerton WA 98310 USA
206 479 2157 (bbs)
206 373 4840
ECTStat/IOLCALC/MultiWriter/SERIALFX

Merlin Group, Inc.
George Richardson
96 Hoyt Street
Kearny NJ 07032-3311 USA
201 998 0932 (fax)
201 998 4441

Missionware Software
John Trautschold
354 N. Winston Drive
Palatine IL 60067-4132 USA
708 359 9565
lottODDS/Printer Initializer/Flash II

MUSICODE Software
Melinda Turcsanyi
P.O. Box 1109
Oakhurst CA 93644 USA
209 642 2380

NewSTar Technology Management
Charles Smeton
P.O. Box 122
Columbia MD 21045-0122 USA
410 544 1329 (fax)
410 544 6943
The STraight FAX!

Oregon Research Associates
Bob Luneski
16200 S.W. Pacific Highway Suite 162
Tigard OR 97224 USA
503 624 2940 (fax)
503 620 4919
Diamond Back II/Diamond Edge/Knife ST/Ultimate Virus Killer/
DevPacST 3/DevPacTT/HiSoft BASIC 2/Lattice C 5.5/HiSoft C/
HighSpeed Pascal/FTL Modula-2/Tempus 2/WERCS/Harlekin 2/
True Paint/ProFlight

Paradigm Software Products
Mark T O'Bryan
1369 Concord Place Suite 3-B
Kalamazoo MI 49009-2201 USA
616 372 5972
Omni-Banker ST

Power Thought Software
Harlan Hugh
116 Sumach Street
Toronto ON M5A 3J9 Canada
416 594 9355 (fax)
416 594 9355
INVISION Elite (distr. by DMC)

SKWare One
Sterling K Webb
P.O. Box 277
Bunker Hill IL 62014 USA
618 462 2171 (evenings)
Seurat/ColorScan/Auto*Art/PS-2GDOS

Soft-Logik Publishing
Deron Kazmaier, Mark Wetzel
P.O. Box 510589
St. Louis MO 63151-0589 USA
314 894 8608 or 800 892 8608
PageStream/ImageClub Clip Art/ImageClub Fonts/Business Forms

Sothan Software
Gene F Sothan
9395 North Wall
Portland OR 97203 USA
503 283 4566
IB Harddisk Backup and Restore/Autosort/Writeboot

Step Ahead Software, Inc.
Nevin Shalit
496-A Hudson Street Suite F39
New York City NY 10014 USA
718 858 4164
TrackerST/Tracker For Windows

Straight Edge Software
Frank Pawlowski
P.O. Box 6407
Nashua NH 03061 USA
603 672 8150
FPPRINT/OutBurST!

Strata Software
Eric Rosenquist
94 Rowe Drive
Kanata ON K2L 3Y9 Canada
613 591 1922 (fax)
613 591 1922
STalker & STeno (distr. by Gribnif)

SuperSoft
John Buckner
731 North Clinton
Grand Ledge MI 48837 USA
517 627 6965
TeleView Tele/TeleView BBS/D.A.M.I./The Fisherman

Synergy Resources
Roger Richards
754 N. Bolten Avenue
Indianapolis IN 46219 USA
317 231 4158 (fax)
317 356 6946
GEMvelope!/SynthView DW-8000/SynthView K1

Taylor Ridge Books
Clayton Walnum

P.O. Box 78
Manchester CT 06045 USA
203 643 9673
C-manship Complete/ST Assembly Language Workshop/
GFA Basic Toolkit/VDI Quick Reference/AES Quick Reference/
TRB Shareware Companion

TEAM Software
Marshall Lake
P.O. Box 7332
Washington DC 20044-7332 USA
703 538 4598 (fax)
703 533 2132
A Day at the Races/A Day at the Races Companion/
3 Days at Gettysburg

Weinress Consulting
Norm Weinress
3236 Velma Drive
Los Angeles CA 90068 USA
213 876 7704
D.E.K.A.

Wintertree Software Inc.
Phil Comeau
43 Rueter Street
Nepean ON K2J 3Z9 Canada
613 596 1575 (fax Attn)
613 825 6721
The GramSlam Grammar and Style Checker/Grammar Expert/
Spelling Sentry

WizWorks!
Chet Walters
P.O. Box 45
Girard OH 44420 USA
216 539 5623
Image Cat/Mug Shot!/Coalesce Image Merger/Ma Hubbard's Cupboard/
Mug Shot Data

Xerox Corp
Robert L. White
101 Continental Blvd. M/S ESC1-257
El Segundo CA 90245 USA
310 333 3497
Printer Drivers For Xerox Printers

Zocra Technologies
Craig Buchanan
4-319 Mackay Street
Ottawa ON K1M 2B7 Canada
613 741 5817

STyle/STipple

:CREDIT: 93.10.02
Who has contributed to the FAQ?
==========

If you've contributed to this FAQ but aren't mentioned here, tell me!

David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) compiled the bulk
of the FAQ.
Steven Ourada (sourada@iastate.edu) is the current maintainer.

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Ate Brink (ate@cs.ruu.nl)
Dorthy Brumleve (dabrumleve@geneie.geis.com)
Kevin Busby (kevinb@syma.sussex.ac.uk)
Michael Clark (clarkmi@prism.CS.ORST.EDU)
John Cummins (cummins@osuunx.ucc.okstate.edu)
Stefan Damerau (Stefan_Damerau@sl.maus.de)
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Ben Gilbert
Edgar Greuter (edgar@pingu.saar.de)
John Henders (jhenders@jonh.wimsey.bc.ca)
Chris Herborth (cherborth@semprini.tdkcs.waterloo.on.ca)
Graham Higgins
John Hutchinson (hutch@bellman.lanl.gov)
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Wayne (?) (trek@ihlpb.att.com)
John Townsend
Joachim Vance (jvance@einstein.oac.uci.edu)
Roland Waldi

==========
Hope you liked the comp.sys.atari.st FAQ. If you have comments,
suggestions, more material, etc., mail me at sourada@iastate.edu

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

Later,
Steven Ourada
--
Steven Ourada --- sourada@iastate.edu
"can't casts no shadow"
-- e. e. cummings

1257. Welcome to comp.sys.atari.st! (Software)

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 17:44:55 UTC
From: sourada@iastate.edu
Message-ID: <soft_752435085@iastate.edu>
Source record: 199082
Cross-posted to: comp.sys.atari.st,news.answers,comp.answers

Archive-name: csas-faq/part2

Welcome to comp.sys.atari.st! Please read this FAQ before posting a question
to comp.sys.atari.st, since a lot of common questions are answered here.

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

Entries are dated by the last change. ??.??.?? means they were last changed
before the dates were added.

The following is an index of the questions answered in this part of the FAQ.
For easy access to a particular question, search for the tag surrounded by
colons (i. e. :GNU:). Questions marked with '*' are new or changed.

WEL Welcome to comp.sys.atari.st
ARCS How do I deal with Archived files (.ZOO, .ARC, .LZH)?
MSA Some info on Magic Shadow Archiver
CLI What Command Line Interpreters are available?
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DEMOS Why won't demo x run on my machine?
PAINT What is the format for [x] paint program data?
PD Where can I get Public Domain/Shareware software?
MAIL E-Mail file servers
FTP Anonymous FTP servers
TEX Is TeX/LaTeX available on the Atari ST?

:WEL: 93.06.11
Welcome to comp.sys.atari.st
============================

This newsgroup is devoted to discussion about 16 and 32 bit Atari micros. At
present that includes the Atari 520ST, 1040ST, Mega ST, STe, STacy, Mega STe,
TT, and Falcon. There are also emulators for the Apple Macintosh and IBM
PC/XT/AT available.

Most of the people who read this newsgroup are technically oriented.
The newsgroup serves as a resource for Atari users ... feel free to
contribute to the discussions.

Associated newsgroups include:

comp.binaries.atari.st ! uuencoded binary programs
comp.sys.atari.st.tech ! technical programming/hardware topics
comp.sources.atari.st ! uuencoded/shar sources

:ARCS: 93.06.11
How do I deal with Archived files (.ZOO, .ARC, .LZH)?
==========

Files ending with suffixes .ZOO, .ARC, .ZIP and .LZH are archive files. They are binary files which may contain one or more other files in a compressed format. Archive files usually take up less disk space, and for this reason have become quite popular for transferring large files via modem.

In order to extract the files from an archive file, one must use an archive program. Here are the correspondences:

ZIP Use UNZIP.TTP or STZIP.PRG
ARC Use ARC.TTP
LZH Use LHARC.TTP
ZOO Use ZOO.TTP

A few hints for first-time users:

* Most archivers will give a short summary of commands if invoked with no arguments.
* If in doubt, to extract a file, copy the archiver to the directory that the file is in, and run the archiver with the arguments 'x [filename]'.
* If you have TOS 1.4 or higher, and/or a CLI, you can avoid copying the archiver by just changing the current directory to where the file is. See TIPS for a tip on how to do this from the desktop on TOS 1.4 or higher.
* Read the documentation for the archivers you use, they will almost certainly answer all your questions. Documentation is usually included in both the source and binary distributions (such as zoo21bin.zoo).

ARCHIVERS
These programs are all available via FTP from the atari.archive server, in the /atari/archivers directory. Recommended files are:

arc602.ttp - version 6.02 of ARC, includes features to archive subdirectories and also include comments with files.

arc602.arc - contains documentation. UnArc using arc602.ttp.

arc521e.arc - older version of ARC. Used mostly by those who want speed, better compression, and don't care about archiving subdirectories. UnArc using arc602.ttp.

lharc.ttp - version 2.0 of LHARC.

lzh201i.lzh - Thomas Questors lzh utility. German documentation. UnArc using lharc.ttp

stzip22.lzh - STZip, with GUI interface

unzip41.lzh - Old version of unzip

zoo21.ttp - version 2.1 of ZOO

zoo21bin.zoo - ZOO archive includes documentation. UnArc using
zoo21.ttp.

:MSA: 93.06.11
Some info on Magic Shadow Archiver
==================================
(This was provided by Chris Herborth)

MSA Archives

The Magic Shadow Archiver (MSA) is a disk archiving program that allows an entire disk to be compressed into one file for transmission. The Magic Shadow Archiver (in shadow.[arc?|lzh?|zoo?] on atari.archive.umich.edu in ~/Archivers) creates .MSA files, which are often compressed using a normal archiver, such as zoo or lharc.

Magic Shadow is notoriously bad when used on a 1/2 meg ST and only one floppy drive. Its disk access and memory use are very badly thought out, and could result in over 160 disk swaps when unpacking an 80 track, double-sided disk.

Due to the fact that it was the _only_ disk image archiver around for quite a long time, Magic Shadow is the de-facto standard for creating disk images of computer demos and other pieces of software that cannot be easily compressed as files.

Because MSA files are disk images, they can only be used to recreate a floppy disk. There is (currently, see below) no way to extract the files from an MSA archive without writing it to a floppy disk.

Magic Shadow works perfectly with any legal TOS floppy format, even high density disks found in modified STs and most MegaSTes and TTs.

Chris Herborth (herborth@pinot.waterloo.ncr.com at work,
cherborth@semprini.tdkcs.waterloo.on.ca at home,
C.HERBORTH on GEnie) is writing a much more efficient MSA extractor, called UnMSA. UnMSA will minimize the number of disk swaps, and speed decompression considerably.

Daryl Richards (no email address, yet) is working on an MSA-Mounter, which will allow someone to unpack an MSA archive to RAM or a file on a hard disk. This uncompressed disk image will then be added to the system as a logical drive (much the same way a RAMdisk adds a drive to the system). MountImage on the Mac is an example of the way MSA-Mounter will eventually work (MountImage is so good, you can install new versions of the Mac OS using floppy disk images stored on your hard drive).

There is yet another MSA archiver now, called MSA II, by Phillip Lang.

:CLI: ??.??.??
What Command Line Interpreters are available?
==========

There are a large number of Command Line Interpreters for the Atari ST.
Some of the more popular ones include:

gulam the 'classic' cli, somewhat UNIX in flavor

BASH GNU Bourne Again Shell

ksh Korn Shell - available under MINT

gemini MUPFEL is the shell used by the gemini environment

master MS-DOS/Unix mixture, shareware.

okami a German shell with many useful utilities built in

pcommand an MS-DOS-like shell

csh C-shell, standard on Unix

tcsh Enchanced C-shell - available under MiNT

Check atari.archive under /atari/cli or /atari/mint, or check one of the
other FTP sites for files.

:ERR: ??.??.??
What does TOS ERROR nn mean?
What do the bombs on my screen mean?
==========

The information below was written, in part, by Darryl May, and posted on
GEnie in January (of ????) by John Townsend. The original also appeared in
the June 1988 issue of _Current Notes_ (122 N. Johnson Rd., Sterling, VA
22170). It has since found its way to me, and is being posted to
comp.sys.atari.st as a service to readers.

Alan Pratt wrote to tell me that the basic information may be correct, but
that it cannot be dubbed "official" unless it originates, on paper, from
Atari. This makes sense, as electronic communications are easily
modified, even accidentally.

Roland Waldi provided information regarding the difference between TOS and
GEM return codes which appears to be correct. The tables have been modified
to reflect his information.

The following is an unofficial list of the errors that can appear
while you are operating your ST computer.

Error description return code alert box #
==========
OK (no error).....0
Fundamental error.....-1
Drive not ready.....-2
Unknown command.....-3

```
CRC error.....................-4
Bad request...................-5
Seek error....................-6
Unknown media.................-7
Sector not found..............-8
No paper......................-9
Write fault..................-10
Read fault...................-11
General error................-12
Write protect................-13
Media change................-14
Unknown device..............-15
Bad sectors on format.......-16
Insert other disk............-17
Invalid function number.....-32.....1
File not found..............-33.....2
Path not found..............-34.....3
No handles left.............-35.....4
Access denied...............-36.....5
Invalid handle..............-37.....6
Insufficient memory.........-39.....8
Invalid memory block address...-40.....9
Invalid drive specified.....-46....15

No more files...............-49....18
Range error.................-64....33
Internal error..............-65....34
Invalid program load format....-66....35

The last code is the infamous "TOS error 35"!

Also, some unofficial information via Alan Pratt:

Notably, you should add -48: ENSAME (not the same drive, occurs when
you call Frename and the two names you give aren't on the same drive),
and -67: EGSBF: you can't use Mshrink to GROW a block of memory.

Those bombs that appear on your screen are error messages from
the 68000 micro-processor.

Number
Description of bombs
=========================================
Reset: Initial PC2............1
Bus Error.....................2
Address Error.................3
Illegal Instruction...........4
Zero Divide...................5
CHK Instruction...............6
TRAPV Instruction.............7
Privilege Violation...........8
Trace.........................9
```

```
Line 1010 Emulator.............10
Line 1111 Emulator.............11
[unassigned, reserved].........12
[unassigned, reserved].........13
Format Error...................14
Uninitialized Interrupt Vector..15
[unassigned, reserved].......16-23
Spurious Interrupt.............24
Level 1 Interrupt Autovector....25
Level 2 Interrupt Autovector....26
Level 3 Interrupt Autovector....27
Level 4 Interrupt Autovector....28
Level 5 Interrupt Autovector....29
Level 6 Interrupt Autovector....30
Level 7 Interrupt Autovector....31
Trap Instruction Vectors.....32-47
[unassigned, reserved].......48-63
User Interrupt Vectors......64-255
```

:GDOS: 93.05.05
What is GDOS, and where can I get it?
==========

GDOS stands for Graphic Device Output System (at least that's what my copy of STart, volume 1 number 1 said...)

There is a newer version, called SpeedoGDOS, which should be available commercially from Atari. It is currently included with AtariWorks, and some Falcon packages. SpeedoGDOS uses scaleable fonts - you do not need to create a font file for every point size. There are desk accessories which allow you to manipulate available fonts, and also CPX programs for the newer Atari Control Panel. For those who only have limited memory, a newer version of GDOS is also included with the distribution. For those with investments in older bit-mapped GDOS fonts, they may be used with the new version of GDOS or used as bit-mapped (ie. non-scaleable) fonts within SpeedoGDOS.

You can get a copy of "Everything You Ever Wanted to Know About GDOS (and more)" by Douglas N. Wheeler from the atari.archive server. The file is /atari/programming/gdos.arc.

There is a German version of GDOS available from the atari.archive server. The file is /atari/utilities/amcgdos.arc.

Currently, there are no truly public domain sources for the GDOS system files or font files (at least those supplied by Atari). You can get these files with many commercial programs, such as Degas Elite, WordFlair, etc. You might also want to check your local user group to see if they received a copy of the WordFlair demo program (also available on GEnie). The demo program appears to have the GDOS system and font files.

In the UK The ST Club (2 Broadway, Nottingham, UK NG1 1PS. Tel 0602 410241, Fax 0602 241515) is a licensed GDOS distrubutor:

Catalogue No's:
GDOS-A Driver + Fonts 9-pin
GDOS-B Driver + Fonts 24-pin
GDOS-C Installed system for Opus (9 pin)
GDOS-D Opus 24-pin
GDOS-E FontGDOS + drivers
GDOS-F 300dpi printer fonts

Disks 2.95 pounds each.

:GNU: 93.06.11
What GNU software is available for the ST?
==========

The Free Software Foundation C compiler, commonly known as GNU C (or gcc) is avaiable for the Atari ST. The minimal memory required to do any useful (i.e. beyond 'hello world') programming is 2 megabytes. A 4 megabyte system is recommended.

There is an extensive archive of the latest GNU C programs via anonymous FTP on atari.archive. GNU C is also available at most European FTP sites. The latest version of GCC available for the ST is 2.4.2, this version includes built-in support for C++.

Note that most GNU documentation comes in TeXinfo format. Documentation in this format can be fed into TeX for printing. It can also be processed by Emacs' texinfo to make an info file, which can be viewed on-screen with Emacs' info mode. These two functions can also be performed by the standalone programs 'texinfo' and 'info' (on atari.archive as /atari/tex/tnxf241b.zoo).

The following can be found in the /atari/gnustuff/tos directory of atari.archive: (Note: all of these have Unixmode and MiNT support)

BASH Bourne-again shell
BISON Yet another YACC (Yet Another Compiler Compiler)
COMPRESS Compatible with Unix compress
DIFF Compares files; PATCH does the inverse
EMACS Extreme editor :-)
Fileutils Unix file utilities
FLEX Lexical analyzer, like Unix lex
GAWK AWK report generation language
GCC 2.4.2 C, C++ compiler
GDB GNU debugger, with source level C support
Ghostscript Postscript clone
GROFF Text formatting system
GREP Regular expression search, like Unix grep
MAKE Like Unix make
MAKEINFO Stand-alone system to process .info files
PATCH Changes files from diffs; DIFF does the inverse
PROF Profiles executable code
RCS Revision Control System

SED Stream editor
Smalltalk Smalltalk; object oriented language
TAR Tape archiver like Unix tar

:HAM: ??.??.??
Where can I find Ham Radio software for the ST?
==========

Plenty of Ham Radio software is available for the Atari ST:

Morse code
Radio Teletype (RTTY)
Packet Radio (W0RLI BBS and K9AQ TCP/IP)
Satellite Tracking
WEFAX
Color Slow Scan TV (SSTV)
etc.

For more information contact the Atari Microcomputer Network:

Newsletter Editor - Gil Frederick, VE4AG
130 Maureen Street
Winnipeg, Manitoba
R3K 1M2 Canada
or
Program Librarian - John Adams, KC5FW
17106 Happy Hollow
San Antonio, TX 78232
U.S.A.
or
Tune into the weekly net Sundays 16:00 UTC on 14.325 MHz.

73,
John Langner, WB2OSZ

:LANG: 93.10.18
Public Domain/Shareware languages...
==========
(This section is getting an overhaul, but I don't have the time to finish
the overhaul right now... Sorry, check back next month.)

There are a large number of programming languages available for use with the
Atari ST. Programmers seem to flock to the Atari ST, and if you know of a
language, you can probably find it, or an equivalent, for the ST.

68000 assembler/disassemblers: a68, turboass,
abc
APL
AWK
BASIC
C
C++
cross assemblers (z80, 6502, 68xx,8031/80xx)

Elan
FORTRAN
FORTH
FP
Hope
ICON
LISP
Little Smalltalk
Modula2
OPS5
perl
PROLOG
SCHEME
SIOD
Smalltalk
XLisp
XProlog
XScheme

Check the atari.archive server under /atari/languages. Most other archive sites will have a language directory which you can also check.

:MINIX: ??.??.??
Is MINIX available on the Atari ST?
==========

MINIX is a UNIX-like operating system for the IBM PC, XT, AT, 386, and PS/2, as well as the Apple Macintosh, Commodore Amiga, Atari ST, and later in 1991, Sun SPARC. It is available with all the source code for the entire operating system, the libraries, and nearly 200 UNIX-like utilities.

Demonstration disks for the IBM PC line and Atari ST are available for free via anonymous FTP for people on the Internet. A Macintosh version will be online soon. (If you can't wait, see below.)

To get a free demo disk and the manual, use ftp to connect to ftp.cs.vu.nl (192.31.231.42) and look in pub/minix/demo. The READ_ME file describes the contents of the directory and how to use it. Be sure to fetch and read this first. It contains important information.

If you don't have FTP access, you can buy the demo disk package from Prentice-Hall for $10 by calling (201) 767-5969 or FAX (201) 767-5625. Please DON'T ask me to send it by email. I have quite enough work already thank you. The ordering numbers for Prentice-Hall are:

- MINIX 1.5 IBM demo disk (0-13-582768-x) (in stock now)
- MINIX 1.5 Atari demo disk (0-13-582792-2) (in stock now)
- MINIX 1.5 Macintosh demo disk (0-13-582784-1) (in stock now)

Please note that although the demo disks are available for free on line, MINIX itself is copyrighted software and is not available on line. The demo disks are also copyrighted, but permission is hereby granted to

upload and use them for evaluation purposes. The READ_ME file tells how
MINIX can be ordered.

AS A COURTESY TO US, PLEASE DO NOT FTP DURING BUSINESS HOURS (EUROPEAN
TIME). PLEASE FTP AFTER 11 A.M. EASTERN STANDARD TIME.
If you want to follow the MINIX discussion, read the comp.os.minix
newsgroup, which is quite active and has almost 50,000 subscribers.

Have fun!

Andy Tanenbaum (ast@cs.vu.nl)

:MINT: ??.??.??
What is MiNT?
=============
MiNT is a free multitasking operating system extension for TOS. It is somewhat
like BSD Unix from the programmer's perspective. MiNT can run up to 1 GEM
program along with a lot of character-based programs simultaneously. MGR
and MW2 can both put multiple terminal windows on screen, and bgacc can
put a number of terminal windows on a GEM screen. MiNT and lots of stuff to go
with it can be found at atari.archive.umich.edu:/atari/mint.

TOSWIN is the new replacement for bgacc: it provides lots of nice features like
variable fonts, menus, selectable window gadgets, etc. GEMTERM is a similar
package (it's not part of the standard MiNT distribution) modelled after TOSWIN
and XTerm.

A somewhat interesting note: MiNT is now the kernel of Atari's multitasking
OS, MultiTOS. Originially MiNT stood for 'MiNT is Not TOS', but it's now
'MiNT is Now TOS'. :-)

:XWIN: 93.03.01
Is there a version of XWindows for the ST?
==

There actually is a port of XWindows to the ST now, although it is pricey.
Here's the (slightly hacked up) announcement for it:

X/TOS/window/server and X/TOS/window/server/color

Vendor:
X/software Michael Gehret
X/TOS division
Marktstrasse 8
W-8944 Groenenbach
Germany
TEL: +49 8334 1411
FAX: +49 8334 6245
email: xtosinfo@xsoft.uucp
CPU:
Atari Mega ST, STE, TT
68000 to 68040
Memory:

2 Mbytes (4 Mbytes recommended)
Operating System:
TOS 1.4 or higher
Mouse:
Atari mouse
Graphics:
X/TOS/window/server:
monochrome 640x400x1,
monochrome 1280x960x1 (TT, SM194)
X/TOS/window/server/color:
monochrome 640x400x1,
monochrome 1280x960x1 (TT, SM194)
color 320x200x4
color 640x200x2
color 640x480x4
color 320x480x8
Ethernet Card:
Atari Card (Mega or VME bus)
Riebl/Wacker (Mega or VME bus)
Biodata BioNet 100 II (DMA port or VME bus)
Network Software:
Atari/Riebl/Wacker ANS TCP/IP
Biodata TCP/IP
Disk Space:
none (two floppy disks, may load fonts from second disk or font server)
Features:
full X11 Release 5 implementation
Shape, Multi-Buffering, MIT-SUNDRY-NONSTANDARD extensions
PEX extension optional
support of font server protocol
support of X Display Manager Protocol
access control support
compatible to OSF/Motif and OpenLook
high performance (more than 32,000 Xstones on TT)
fast cursor tracking
backing store and save unders support
size of virtual screen limited by memory only, automatic panning
X/TOS/window/server/color supports all video modes at the same time,
including dynamic visuals
loadable key maps (xmodmap format), full support for European keyboard
layouts
3-button mouse emulation with Atari 2-button mouse
may run parallel to GEM (switching with hot key), configurable multi
tasking priorities
about 50 fonts supplied

:DEMOS: ??.??.??
Why won't demo x run on my machine?
==========

90% of the time, if a demo does not run on your American ST, you probably need to be in 50Hz mode to use it. Get a program like 50hzboot.prg from atari.archive to allow this.

:PAINT: ??.??.??
What is the format for [x] paint program data?
==========

There is a periodic posting of ST Picture Formats, edited by David Baggett. The file is on the atari.archive server under /atari/graphics/picfmts.doc.

:PD: 93.06.11
Where can I get Public Domain/Shareware software?
==========

There are FTP sources and a comp.sources.atari.st/comp.binaries.atari.st mail server. You can also try the commercial on-line services such as GEnie, CompuServe, Delphi and Bix.

Using FTP, most files should be retrieved in BINARY format (at least those ending with the suffix of .ZIP, .ARC, .LZH, .ZOO, .PRG, .TTP, .TOS)

Mail servers encode files. You will need a program called 'uudecode' in order to change files ending with the suffix .UUE (or .UAB, .UAC, etc.) into their original form.

:MAIL: ??.??.??
E-Mail file servers

archive-server@spud.hyperion.com:

Spud holds all of the comp.sources.atari.st / comp.binaries.atari.st postings. If you aren't reading these two newsgroups, you should consider doing so. You may obtain uuencoded files as e-mail. You can obtain a help file by mailing a message to archive-server@spud.hyperion.com, with the main body of the message being the word 'help'.

atari@atari.archive.umich.edu:

The atari.archive server is mentioned many times in this article. It contains a multitude of Atari ST PD and shareware programs. If you don't have access via FTP you can obtain many of the files via e-mail. You should first obtain a help file by mailing a message to atari@atari.archive.umich.edu, with the main body of the message being the word 'help.'. If you are from a uucp site, please enclose this statement also 'path host1!host2!....', where host1!host2!... is your path. Please read the help file completely before you ask questions, and then send any you may have to jon@atari.archive.umich.edu. Any questions about the archive or specific files go to weiner@atari.archive.umich.edu (or weiner@terminator.rs.itd.umich.edu, jeff.weiner@um.cc.umich.edu, weiner@zircon.labmed.umn.edu, or weiner@umnstat.stat.umn.edu :-)

archive-server@micros.hensa.uk.ac:

This is a UK public domain archive, available to sites within the UK via
via JANET.

info-server@Germany.EU.net:

This is a german public domain archive. This only has comp.binaries.atari.st
and comp.sources.atari.st.

archive-server@Germany.EU.net:

Same place as above, but this one carries other software than just
comp.binaries.atari.st and comp.sources.atari.st.

mail-server@cs.ruu.nl (or uunet!mcsun!hp4nl!ruuinf!mail-server):
---
send the following message

begin
path john@highbrow.edu (PLEASE SUBSTITUTE *YOUR* ADDRESS)
send ATARI-ST/index
end

NOTE: *** PLEASE USE VALID INTERNET ADDRESSES IF POSSIBLE. DO NOT USE
ADDRESSES WITH ! and @ MIXED !!!! BITNETTERS USE USER@HOST.BITNET ***

The path command can be deleted if we receive a valid from address in your
message. If this is the first time you use our mail server, we suggest you
first issue the request:
send HELP

LISTSERV@UOGUELPH.BITNET:

Mail messages with the contents HELP will bring you some usage information
and GET PROG-A16 FILELIST will provide you with a list of files. Subscriptions
to INFO-A16 are also available on this server. INFO-A16 is a digest of
messages from comp.sys.atari.st.

:FTP: 93.05.05
Anonymous FTP servers

Note: The generally accepted practice for FTP use is as follows:

1. Limit access times to non-working hours. This is usually 6-8 pm
to 8-9 am LOCAL time. LOCAL time means local to the computer
you are accessing! For example, 4 P.M. in Minneapolis, Minnesota
is 10 P.M. in England, and 10 A.M. in Germany is 4 A.M. in New
York.

2. Once you connect, issue the following commands at your FTP
prompt:

user anonymous
<YOUR e-mail address should be entered at the Password: prompt)
ls
cd <to the appropriate directory>

3. Limit downloads, especially across the ocean. Remember, there are
other people who are using the same lines as you.

Atari FTP sites (the list is -not- exhaustive)
----

atari.archive.umich.edu [141.211.164.8]

uk.ac.lancs.pdsoft (available to UK users via JANET)

Note: Access is a bit different for this archive site, use the following:

user pdsoft
pdsoft (at the Password prompt)

ftp.Germany.EU.net [192.76.144.75]

ftp.cs.ruu.nl [131.211.80.17]

src.doc.ic.ac.uk

This site has a mirror of atari.archive.umich.edu in /computing/systems/
atari/umich.

:TEX: ??.??.??
Is TeX/LaTeX available on the Atari ST?
==========

The TeX/LaTeX typesetting programs are available on the Atari ST. Check the
atari.archive server under /atari/tex. Fonts and device drivers
(including one for the Epson 9-pin printers) are available on the
atari.archive server.

The latest version of TeX (3.14) has recently been made available on the
atari.archive server. The files are in a subdirectory of their own.

Graham Higgins recently wrote a message in comp.sys.atari.st indicating the
minimum files needed to get a working TeX/LaTeX system up and running on the
Atari ST. He said:

You'll need, at minimum:

The binaries for LaTeX/TeX :StTeXBin
The style files :StTeXSty
The font macros :StTeXTfm

If you want to screen-preview, you'll need screen font files (showdvi)
If you want to print locally, you'll need printer font files (dvifont)

Allow 5Mb.

For a step-by-step article on setting up Tex and LaTeX, send an e-mail request to davidli@simvax.labmed.umn.edu. Be sure to mention 'tex.setup'.

There is also a complete, ready-to-install distribution called CS-TeX. The latest version, 4.0, is available at atari.archive: /atari/tex/cs-tex-4.0. This consists of 8 disks full of TeX stuff, plus an installation program that takes care of the details for you.

==========
Hope you liked the comp.sys.atari.st FAQ. If you have comments, suggestions, more material, etc., mail me at sourada@iastate.edu

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for compiling most of this FAQ.

Later,
Steven Ourada
--
Steven Ourada --- sourada@iastate.edu
"can't casts no shadow"
-- e. e. cummings

1258. Welcome to comp.sys.atari.st! (Hardware)

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 17:44:59 UTC
From: sourada@iastate.edu
Message-ID: <hard_752435085@iastate.edu>
Source record: 199083
Cross-posted to: comp.sys.atari.st,news.answers,comp.answers

Archive-name: csas-faq/part3

Welcome to comp.sys.atari.st! Please read this FAQ before posting a question to comp.sys.atari.st, since a lot of common questions are answered here.

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for compiling most of this FAQ.

Entries are dated by the last change. ??.??.?? means they were last changed before the dates were added.

The following is an index of the questions answered in this part of the FAQ. For easy access to a particular question, search for the tag surrounded by colons (i. e. :GNU:). Questions marked with '*' are new or changed.

WEL Welcome to comp.sys.atari.st
MODELS All the models in the ST line
FALCON What are the specs on the Falcon?
ACCEL Hardware Accelerators
TAPE Can I use a SCSI tape drive?
DRIVES What should I know about hard drives and the ST?
FLOPPY Can I use 1.44 meg floppy disks and Flopticals?
GRAPHIC How can I enjoy enhanced graphics on my ST?
KEY A few keyboard questions
JOY What joysticks work best with the Atari ST?
MODEM What modems work with the Atari ST?
MONITOR What should I know about monitors and the ST?
PCEM How can I turn my Atari ST into a PC emulator?
SPECTRE How can I turn my Atari ST into a Macintosh emulator?
UPGRADE Can/should I upgrade my ST?

:WEL: 93.06.11
Welcome to comp.sys.atari.st
==========

This newsgroup is devoted to discussion about 16 and 32 bit Atari micros. At present that includes the Atari 520ST, 1040ST, Mega ST, STe, STacy, Mega STe, TT, and Falcon. There are also emulators for the Apple Macintosh and IBM PC/XT/AT available.

Most of the people who read this newsgroup are technically oriented. The newsgroup serves as a resource for Atari users ... feel free to contribute to the discussions.

Associated newsgroups include:

comp.binaries.atari.st ! uuencoded binary programs
comp.sys.atari.st.tech ! technical programming/hardware topics
comp.sources.atari.st ! uuencoded/shar sources

:MODELS: 93.01.30
All the models in the ST line
==========

This is a pretty complete list of all the ST/TT models and their main features. If you have any additions/correction, of course, send them to me.

Feature key:
CPU's:
8 8 MHz 68000
16 16 MHz 68000
16/3 16 MHz 68030
32/3 32 MHz 68030

RAM:
/1 128kB
/5 512kB
1 1MB
2 2MB
4 4MB
S SIMM slots for expansion

Built-in:
F Floppy
M TV modulator

Extra:
AV 8 bit digital stereo audio, 4096 colors, hardware scrolling, analog joystick ports
MB MegaBus processor-direct bus slots
6U 6U VME bus slots, second serial port
FC Motorola 56000 DSP, 16 bit stereo audio, much enhanced video

TOS:
Highest built-in TOS

Models:

Name	CPU	RAM	TOS	B.I.	Extra	Comment
130	ST	8	/1	1.0	M	Never marketed
260	ST	8	/5	1.0	M	
520	ST	8	/5	1.0	M	
520	ST+	8	1	1.0	M	
520	STm	8	/5	1.2	M	
520	STfm	8	/5	1.2	FM	
1040	ST	8	1	1.0	FM	
1040	STf	8	1	1.2	F	
1040	STm	8	1	1.2	M	
1040	STfm	8	1	1.2	FM	

Mega 1 8 1 1.2 F MB
Mega 2 8 2 1.2 F MB
Mega 4 8 4 1.2 F MB
STacy 8 1 ??? F Laptop
STBook 8 1 ??? F Notebook
520 STe 8 .5S 1.62 FM AV
1024 STe 8 1S 1.62 FM AV
Mega STe 16 1S 2.06 F AV,MB,6U
TT 16/030 Just for developers
TT 32/030 S 3.06 F AV,MB,6U Various mem/HD configs
Falcon 16/030 S 4.?? F AV,FC Many enhancements!

:FALCON: ??.??.??
What are the specs on the Falcon?
==========

Here's some stuff I culled from the (reposted) Delphi conference with Sam Tramiel.

--- Start Quoted material ---
Here's the specs on the Atari Falcon 030:

CPU: Motorola 68030 running at 16 Mhz
32-bit Bus
Optional 68881 or 68882 FPU
RAM: 1,4, or 14 megs
Standard Atari Cartridge Port
Motorola 56001 DSP chip

Expansion Bus:

Internal direct processor slot for 386SX PC emulation, or other coprocessor

Graphics:

Super VGA graphics: 640x480 with 256 colors
True color 16 bit mode allowing a display of up to 65,536 colors
Accepts external video sync signal to allow high quality genlocking
Overlay mode for easy video titling and special effects
Overscan on TV's and ST Color monitors
262,144 possible colors
hardware-assisted horizontal fine scrolling
BLiTTER graphics co-processor

Sound features:

Eight 16 bit audio DMA record and playback channels
Stereo 16 bit digital DMA input
Stereo 16 bit DMA audio output
SDMA sound/DMA Coprocessor

Standard Ports

SCSI II port with DMA
High speed LocalTalk compatible LAN
Connector for analog RGB color (ST or VGA) or composite video
RS232C serial port
Bidirectional parallel port
MIDI IN/MIDI OUT
Stereo microphone input, miniature stereo plug
Stereo audio out, miniature stereo plug
Two joystick connectors
Two enhanced digital/analog controller/light pen connectors

Data Storage

1.44 Mbyte floppy disk drive
Optional internal IDE Hard Disk

System software

Pre-emptive Multitasking with adaptive prioritzation (MultiTOS)
Inter process communication
NewDesk desktop and eXtensible control panel
Multiple window user interface; number of windows limited
only by memory or software in use.
--- End Quoted Material ---

:ACCEL: ??.??.??
Hardware Accelerators
=====================
(Thanks to Shoou-yu Tang sytang@lamar.colostate.edu for this info.)

68000 based: ICD adspeed ST/STe
Fast Tech Turbo T-16 (16MHz)
T-20 (20MHz)
T-25 (25MHz)
68030 based: Gadget by Small SST (16MHz to 40MHz user changeable, 8 SIMM slot
68882 FPU socket, 1 expansion slot, TOS 2.0x).
Fast Tech : Tiny Turbo
Full size version

:TAPE: 93.08.11
Can I use a SCSI tape drive?
============================

Yes, just about any SCSI tape drive should be useable on the ST line. (Of
course, if your computer doesn't already have a SCSI port, you'll need a SCSI
host adapter.) There are at least two freeware/shareware programs that can
help you back up your HD to SCSI tape: TapeBIOS and GEMAR (a German GEM
ARchiver)

:DRIVES: ??.??.??
What should I know about hard drives and the ST?
(Thanks to Shoou-yu Tang sytang@lamar.colostate.edu for this info.)

To get a hard drive for ST, STe, Mega, Mega STe or TT(using DMA port):
1. Host adapter (convert the ST's DMA to SCSI standard):
ICD, Supra, BMS are the three major manufature. ICD has very good
software updating support and updates very often.
2. SCSI hard drive or MFM/RLL drive with SCSI adapter:
i). SCSI drive:
Like Quantum Pro80LPS, Seagate ST-xxxN series, they have a 50 pins IDC
connector, and usually say SCSI hard drive or Mac drive. (Any Mac except
Mac128, Mac512, FatMac has SCSI built in, so a drive that works with Mac
usually has SCSI interface).
No other adapter needed, just connect to the host adapter in 1.

ii). MFM/RLL drive:
These types of drive is older and used in older IBM machines. To use
them you need an adapter to convert them to SCSI. Adaptec 4000/4000A
is for MFM, 4070 for RLL drive, Emulex and OMTI also has similar cards
availible. Adaptec has stopped production for quite sometime so look for
these in used/liquidation place. (usually goes $40 to $75 each).

Connect the drive to the adapter (said Adaptec 4000) then connect the
adapter to the host adapter. (said ICD). It looks like following:

```
-------------- ----------- ------------ ----------
| MFM drive |------->|ACB 4000 |------>| ICD |------>| ST DMA |
-------------- ----------- ------------ ----------
```

3. Case, power supply and cabels for the drive system:
Unless you have Mega, Mega STe, TT and the drive is 3.5" so you will put
the drive internally, you will need a case with power supply to house the
adapter and hard drive. IBM case is very easy to get and has a lot of space
for expansion.
For older drive you need about 40 watts each drive, for newer 3.5" drive
they use about 20 watts or less, Quantum LPS drive use about 10 watts each,
make sure your power supply has more than the drives need. Again if you
use IBM case, the 150 watts power supply for that type case can drive at
least 3 drives without problwm.
Cables: DMA cable usually comes with the host adapter.
power cable from power supply to drive usually comes with power sup
SCSI cable from host adapter to SCSI drive or adapter(for MFM/RLL),
it's 50pins IDC female connector on each end with 50 conductors
cable. Should be availible at place you get the drive.
For MFM/RLL drive you will need the usual MFM/RLL drive cable:
(a 34 conductors cable and a 20pins connector, again should be
available at the place you get the drive).

Now, connect them all together. Before power up, check the connection again.
And check the jumper setting on the drive (consult the drive's manual). If you
are using more than one drive with the system, make sure only the last drive
has the terminator (either a DIP or a signle inline package of resistor, which
usually is socketed and close to the SCSI connector on the drive circle board.
Remove the terminator from other drives. [only the last drive should have the
terminator]

Software usually comes with the host adapter, or you can FTP atari's AHDX5
from ftp sites.

:FLOPPY: 93.08.11
Can I use 1.44 meg floppy disks and Flopticals?
==========

1.4 megabyte floppy drives will soon be available from Atari for MegaSTe
and TT machines. If you own an older Atari ST, there is a company which offers
a $199 kit (including floppy) to install and use the drive.

Note that Tos versions prior to 2.05 will not format a 1.4 meg floppy from the
desktop.

Floptical drives (floppys that use optical tracking to get 21MB on a 3.5" disk)
can also be used through a SCSI port. ICD's newer host adapter software (the
'PRO' version) will handle them.

:GRAPHIC: ??.??.??
How can I enjoy enhanced graphics on my ST?
==========

For stock STs, JRI makes a chip which allows a 4096 color palette.
There is also a public domain enhancement that allows 32768 colors on
older STs. This can be found as 32kcolor.lzh on some archives.

There are a number of graphics boards on the market. Here is a first pass
at listing some of them. The information is based on postings by Ben Gilbert
and Jari Lehto.

C32 board by Matrix Datensystem (Germany)
* 800x608, 256 colors
* all ST/TT models
* 256k, 512k and 1meg versions

C75Z board by Matrix Datensystem (Germany)
* 1024x768, 256 colors
* Mega ST or STe, TT VME Buss

(Matrix GmbH has over 15, maybe over 20 with all versions, different
graphics boards available, from hobbyist to professional, from CAD
to GenLock and digitizing.)

ISAC board by Dover Research Company (U.S.)
* 1024x768, 16 colors from palette of 4096
* makes hi-res look like ST low res, just with a huge window
* Mega ST buss
* Dover Research Co. (612) 492-3913

The Imagine by Wittich Computer GmbH (Germany)
* 1024x768, 256 colors
* Mega ST only

(Versions available for all ST/TT models. Several possible resolutions.
Reasonable price, but slow and not very compatible..)

Crazy Dots by TKR (Germany)
* 1024x768, 256 colors
* Mega ST only

(1280x800, 256 colors out of 16.7 million color palette. 1664x1200 for
both 16 color and monochrome. True color option available. Mega ST,
Mega STe and TT.)

reSOLUTION SuperVGA by GengTec (Germany)
* 8 resolutions, 320x200 through 1600x1200
* 16 colors without driver, 256 out of 256,000 with driver
* 1 mb RAM
* uses a standard VGA monitor
* Mega ST or regular ST
* available in U.S. from Rio Datel, 1-800-782-9110, (702) 454-700

(1024x768 is the highest resolution with 256 colors. Driver is called
Multicolor VGA option. Compatible with NVDI and Blitter. Multisync
monitor recommended.)

AlberTT
* like ISAC card, but specific for TT VME buss

MegaScreen
* 832x624 monochrome
* connects to MegaBus
* works with Spectre

Reflex
*1024x1024 with SM124 monitor
*2048x2048 possible with expansion
*usable with most big-screen displays

ODIN by Marvin AG (Switzerland)
* external expansion
* gives TT-resolutions to a regular ST

Cyrel
* RISC-based card
* extremely costly

Here's a few more cards, available from OverScan GbR, Saentisstrasse 166,
1000 Berlin 48, West Germany, ++49 30 721 94 66, ++49 30 721 56 92 (FAX),
++49 30 727 05 6 (Mailbox, language: German)

Autoswitch OverScan for the ST (NO STE compatibility) is DM 129.--, you
don't have to buy a new monitor. The maximum resolution on a SM 124
is variable, but in most cases at about 732*480.
AutoSwitch OverScan TT is a VME board. It's about 249.-- DM, you also can use
your old monitor, but it only works in the TTs five color modes
(3 ST-compatible modes, 2 TT-modes). Resolutions are variable, ask
OverScan about the values for your monitor.
Falcon ScreenBlaster blows up your Falcons resolution to a maximum of nearly
900*600 on SVGA-monitors. It'll be shipping as soon as Falcon030s

become available, and the pricing will be near 150.-- DM.

Graphics cards for which information is sought:

OmniChrome board by Omnimon Peripherals

JRI GenLock

Atari/Lexicor 24 bit color card

Jari Lehto proposed the following recommendations:

Low budget SVGA - reSOLUTION
Professional high-end use Cyrel (or is it Cyrix?)
Hobby or semi-pro DTP Reflex
Hobby DTP MegaScreen
To obtain TT resolution ODIN

:KEY: 93.09.02
A few keyboard questions
========================

Here's how to connect a MegaST-keyboard to a 1040ST:
It's taken from the "ST-Computer" October '90 ('Quick-Tips')

Picture 1

Mega ST-Keyboard cable
(seen from outside)

```
It's no problem to connect * 1
the MegaST keyboard to the ____________ o
smaller computers 520St and ___| | * 3
1040ST. To do that, you only | 6 * | * 4
have to get a 6-pin western | 5 * | * 5
connector plug to be connec- | 4 * | * 6
ted to the keyboard. (available | 3 * | * 7
in Electronic shops) After that | 2 * | * 8
four cables must be connected | 1 * |
with the 'Pfostereihe' (the |___ | 1040ST
plug inside the 1040ST) where |____________| Keyboard-Plug
normally the dazzy original-keyboard
is plugged in. The exact connection Picture 3
is shown on picture 2 and 3
```

Eickmann Computer, Franktfurt

```
* * * * * * * * * * * * * * * o *
18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 1
```

Picture 2 520 ST Keyboard plug (not for You, Jeff)

Picture 3 (Meg to 1040ST) Picture 2 (Meg to 520ST)
MegST MegST
keyboard cable <--> 1040ST plug keyboard <--> 520ST plug

```
6 <--|----> 8 6 <--|----> 1
| |
5 <--| 5 <--|

4 <-------> 5 4 <-------> 14
3 <-------> 6 3 <-------> 15

2 <--|----> 4 2 <--|----> 13
| |
1 <--| 1 <--|
```

****
And now for No.2
****

If you remove the keyboard from the Mega ST and switch on the computer,
the computer won't boot up and send you a series of 'Alert-Beeps'.
If YOU want to let your Mega ST run without a keyboard (FAX-Server a.s.o.)
simply connect a restistor to the keyboard-plug in the Meg and at once
there's silence and he'll do his job!
(Freely translated from Eickmann-Computer by me)

```
6 * 10kj resistor
5 * _____
4 *----|_____|--
3 * |
2 *-------------+
1 *-------------|
```

Mega ST keyboard-plug
(inside-view)

****
And here's another one: This one's about the Hardcopy-function of the ST's
****

Do you hate it - after pressing <Alternate>+<Help> the same time - when
you don't have a printer connected to the parallel port of your ST and
must wait a long time to work again because of the long break taking the
computer to realize that there's no printer connected?
Well, do this and forget about it:

connect the following pins of the printer port of your computer (better:
create a Sub-D 25pin-male-plug an connect the pins on the soldering side):

pin 13 connected to 14 and 15 (all across the plug)
pin 1 connected to 10
pin 23 connected to 11 and 12

****

:JOY: ??.??.??
What joysticks work best with the Atari ST?

The Atari ST works with joysticks with a 'standard' D-Socket. IBM-style
joysticks, Apple joysticks, and Nintendo joysticks will -not- work.

Some recommended joysticks:

Konix Navigator - "best .. if you want to use it for any length of
time"
Gravis - "responsive ... great for games like MidiMaze"
WICO - "strong reed switches, hard plastic and metal components"
Atari - "FAR more controllable and responsive than other, more durable
units"

:MODEM: ??.??.??
What modems work with the Atari ST?

Any external modem should work fine with the Atari ST-series of computers. You will need to purchase or build an RS-232 cable. Be sure the cable is capable of establishing DTR with your modem, as many telecommunications packages check the status of the DTR line. (Ask your local hardware guru if you don't know what DTR is...)

The ST can connect to modems at up to 19,200 baud. Practically, you will purchase either a 2400-baud or 9600-baud modem. The cost of 2400-baud modems has dropped so much in the past few years that you should not even consider a slower modem. Believe me, modem speeds under 2400-baud are going to seem SLOOOOOOW to you!

You will probably need a serial port patch program to use high speed modems on your ST; most versions of TOS have a bug in CTS/RTS handling.

:MONITOR: ??.??.??
What should I know about monitors and the ST?

The monitor is your connection to the ST. Without a monitor, you're typing blind. (Unless, of course, you have an RF modulator on your ST and attach it to your TV set. This is discouraged, as the bandwidth and resolution are pretty terrible for anything other than arcade games.)

There are three monitor choices for those of us owning Atari ST/STe equipment:

1. Monochrome monitors - these include the venerable SM124, one of the sharpest monochrome monitors on the market. Street price is about $150, used monitors should run around $80-90. You can also purchase a 19" monochrome monitor. This gives you a 'big screen' to play around in, and is best for work with DTP and CAD systems. The price is a bit high at $1500+, and you'll need a plug-in board, which is generally set up for the Mega ST machine.

2. Color monitors - including the SC1224 in all of its incarnations (JVC and Goldstar being the primary vendors). The newer monitor, the SC1435, has a 14" screen and stereo sound.

3. Multisync monitors - these monitors provide monochrome and color access in one monitor. The street price is around $450, about $100 more than a standard Atari color monitor. You need to reset your computer to change resolutions. In many cases, a nice little switch box is provided (or you can build one) which does this for you. Examples of multisync monitors include the OMNIMON RAINBOW MONITOR.

There are any number of monitor choices for those owning Atari TT equipment, although they all boil down to 'multisync VGA'. There 14" color VGA monitor from Atari is quite nice, as is the 19" monochrome monitor. Any standard 14" multisync VGA monitor will do as well. Forget moving your SM124 or SC1224 monitor to your new system, the cabling and electronics is just not going to work.

:PCEM: ??.??.??
How can I turn my Atari ST into a PC emulator?
==========
(Thanks to Shoou-yu Tang sytang@lamar.colostate.edu for this info.)

Supercharger is the only external PC emulator with 8MHz V30 and 1MB RAM in a nice lunch box. It connects to ST's DMA port and defaults as device 3. It's powered by external power supply. Has 8087 socket and one expansion slot. The 1MB RAM can be used as RAM drive by ST when the IBM side not used.

:SPECTRE: ??.??.??
How can I turn my Atari ST into a Macintosh emulator?
==========
(Thanks to Wayne (trek@ihlpb.att.com) for this info.)

Product: Spectre GCR from Gadgets by Small, Inc
40 W. Littleton Blvd
#210-211
Littleton, CO 80120
Retail: $299.95

Description:
The Spectre GCR is a combination of software and hardware that allows the Atari Mega/ST/STe/TT line of computers to emulate an Apple MacIntosh Plus(tm) Computer. The emulation is so good that most Apple software runs out of the package using your Atari Disk drives to read in the Mac software. It does all of this while running 20% faster than the program would on a MacIntosh Plus and provides you a 30% larger screen area.

The Spectre GCR is a combination of software (written by Gadgets by Small, Inc), a cartridge (also from Gadgets), and a pair of 128K Apple ROMs (from either a MAC 512kE(tm) or Mac Plus - part numbers 342-0341 and 342-0342 which you purchase separately from an Apple source.) The Apple ROMs can currently be purchased for around $150. MacIntosh documentation and software, including the operating system (referred to as System/Finder), are also required to round out the package.

The Spectre software is currently at release Version 3.0. Gadgets supplies fairly frequent updates to allow you to keep up with the Apple OS releases. The Version 3.0 update retails for $20. Version 3.0 supports 15 of the 128K OS releases up to, but not yet including System 7 releases.

Spectre software supports Mac formatted disks (including formatting your own) with your Atari drives, Mac sound, large screen displays (1280x960) Mac harddisks via SCSI through a Megatalk board (retail $299.95 from Gadgets) or through an ACSI-SCSI host adapter (my Syquest works beautifully- and

the excessive use of disk accesses in Mac software will have you wanting
a hard drive). Spectre 3.0 also supports DOS Mounter and Apple File
Exchange if you are needing MS-DOS data disks for Mac work. Language
configuration support, keyboard support, A4 paper size support for
Lasers have also been added to 3.0.

Running Spectre:
The feeling you will get when you see your Atari transformed into a
MacIntosh with a decent screen is indescribable. The extra flexibility
that you get will also make you feel more confident in the greatness of
your Atari. You will also get to see some of the frustrations with one
of the other sides of the fence - frustrations like excessive disk access,
remembering not to remove/change a disk unless the OS tells you to, etc.

Speaking of changing disks, there are major differences in the operating
philosophies of an ST and of a MacIntosh. You really must read the
documentation that comes with the Spectre GCR (and I for one found that
a real delight. Dave and Sandy have a very different approach to software
documentation that makes it enjoyable reading.) You should also read the
Mac Operating System docs. One other reference you may need if you are
going to do much with Mac software is one of the reference manuals
referred to as the MacIntosh Bible.

If you ask an Apple dealer if a particular piece of software runs on
a GCR, don't figure you will get a straight answer. They won't know.
The current compatibility list from Gadgets lists about 450 programs
and their release numbers that have been tried and found to work with
Spectre GCR. In general, if a piece of software won't work with the GCR,
it is probably becuase of copy protection. Most serious Mac software is
not copy protected.

One last note - earlier versions of the emulator exist that were not capable
of reading Mac disks directly. It's a capability you will want.

(Thanks to Shoou-yu Tang (sytang@lamar.colostate.edu) for this info.)

Spectre GCR is the best availible, you need to obtain a set of 128KB ROM from
Apple (they are used in Mac 512KE and Mac Plus, noted that Mac512 use older 64
KB ROM which is not good) to fully utilize the device. Also it's recommanded
to use it with MONO monitor and at least 2MB RAM. The Spectre software takes
about 300 some KB of memory, so on a 1040 there is not very much left for Mac,
especially after the Mac system is loaded. 4MB memory and MONO is best.
It can read/write Mac disk direct using ST's drive (double side drive, as most
Mac drive is double side). With DOS mounter or software like that you can read
/write ST, IBM disk from the Mac desktop as well (don't try to run the ST, IBM
binary. It's only for file transfer). Or you can use Apple File Exchange to
read/write ST, IBM disk.
Syatem 6.0.5 runs fine, system 6.0.6, 6.0.7 runs also. But system 7 will not
run with it.

:UPGRADE: ??.??.??
Can/should I upgrade my ST?

The answer depends on the type of ST you currently have, and what you want to do in the future. Be aware that there are a large number of modifications one can perform on the venerable 1040ST, and that newer machines are coming down in cost so much that to obtain a certain feature it may be cheaper to purchase new than to upgrade.

1. Memory - most ST machines may be upgraded to 4 megabytes. The newer STe machines use either SIP or SIMM

2. TOS - for those still running TOS 1.0, now is the time to consider an upgrade. TOS 1.4 has been around for at least 2 years now, and is -much- faster (and safer) for those using hard drives. TOS 2.06 is available as a hardware upgrade to ST and MegaST machines for about $150 from CodeHead

==========
Hope you liked the comp.sys.atari.st FAQ. If you have comments, suggestions, more material, etc., mail me at sourada@iastate.edu

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for compiling most of this FAQ.

Later,
Steven Ourada
--
Steven Ourada --- sourada@iastate.edu
"can't casts no shadow"
-- e. e. cummings

1259. notator for sale

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 18:05:19 UTC
From: EMERSON_EMI@bdt.COM
Message-ID: <CFzBKv.Bxr@bdt.com>
Source record: 199091

For Sale:

Notator SL 3.1

The premeire notation/sequencing program for the Atari ST line
of computers.

"IMAGINE that you have a blank score pad on a
music stand in front of you. To you side is a "magic keyboard",
so that whatever you play appears on the score pad, right now.
Of course, you can also write and erase manually on the score
pad as well. Now, imagine that this is set up in large room
filled with your choice of performing musicians. Each of these
players has a "magic music stand". Anytime you write a note
onthe score, it immediately appears on the music of the correct
player, in the correct transposition. If you play something on
your "magic keyboard", it appears on your score and on the
music stand of the performer(s) your like to play it. If you
change your mind or make an error, and correct your score, the
part on the performer's music stand is automatically corrected
,too. Anytime you want to hear any part of your music, you just
tell the musicians to play it, in any combination, starting and
ending anywhere. These musicians only take breaks when you do,
and they interpret your music exactly the way you tell them to.

You just imagined Notator."

-Phil Shackleton
Author of Notator-Volume
I, Alexander Publishing

I paid $499 + $100 upgrade to 3.0 + $39 upgrade to 3.1 +
tax. The lowest mail order price that I've seen is $529.
I will sell for $300 obo.

If email bounces call (510)5490532

1260. programming

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 18:07:16 UTC
From: EMERSON_EMI@bdt.COM
Message-ID: <CFzBo5.ByI@bdt.com>
Source record: 199092

Hello Gang,

I am interested in programming for the ST family in C.
Some Questions I have:

1)Will Ian's Heat and Serve C produce well-behaved code from well behaved source? I don't need floating point but I do need GEM and I also will be working with large files and SCSI send and receive commands? Is version 1.49 (cc) the latest? V1.8 of Gemfast? (dated 5/92)

2)Pure C in English yet? Availible in US yet? How is Lattice in comparison? Or should I think about GNU C?

3)What about RSC editors? Can I use the one that came with my copy of Mark Williams C? (I did't want to use MWC 3.0 'cause its been unsupported for a pretty long time and I never have used it so I don't know if it's any good, any opinions?

4)How does one best learn to program GEM? I have 1 through 13 of the ProGem series, is there more? I need some more basic material to start me off.

Thanks all, more knowlegeable than me, who reply.

P.S. The reason I think HSC may be buggy is that the examples are buggy, Minicolr.prg hangs my system (mega ST 1.2). and Browse, another example, bombs with Windowed ACCs. Also MasterBrowse 3.2 is the only program I've seen written with HSC and it is none to stable, either. However this is not a slight against Ian Lepore's work which looks great and is well documented. I don't have enough experience to see if it is the source or the compiler (or if a newer version addresses all these problems).

Please use email as my news feed seems erratic.

1261. req: 1st Word+ .RSC file

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 18:27:05 UTC
From: vacs@hpna49-1.cern.ch
Message-ID: <1993Nov4.182705.18142@dxcern.cern.ch>
Source record: 199084

Hi,
Iwould like to ask if somebody is willing to mail the .rsc file for
the 1st Word plus program, the english version, since somehow seems that this file is not any more on my disk, so its impossible to run the
program. A uuencode version would be fine for this file.
Thank you
george

1262. Re: Spectrum screen grabber

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 18:36:21 UTC
From: ep93dha@tex3.se
Message-ID: <1993Nov4.183621.9231@t.hfb.se>
Source record: 199085

In article 7wDHcc3w165w@sys6626.bison.mb.ca, winnipg@sys6626.bison.mb.ca (Winnipg) writes:
>Well if you convert it to P?1 you'd drop down to 16 colors. As for IMG,
>i'm not up on that. As far as I know IMG pics are black and white.

The extended IMG-format supports color. Have you tried the good old
snapshot ACC ?

/
/ Daniel

1263. Re: STalker problems

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 18:57:49 UTC
From: ehood@convex.com
Message-ID: <1993Nov4.185749.26310@news.eng.convex.com>
Source record: 199087
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Nov3.184903.15371@nrtpa038.bnr.ca> you write:
>
>I was frustrated by the less than full terminal (80x24) mode of Stalker
>until the beginning of last year, when I bought a TT. Everything works
>great in 640x480 with 16 colours.
>
>I know that's not much help but it did solve my problem :)
>
>But seriously, you may want to install the overscan modification into
>your ST, to increase your monochrome resolution. Some one else may be able
>to help you with how to get your hands on this modificaton.

I have a Moniterm Viking (1280x960), so window size is not a problem
there. It is bothersome if I'm working with the standard color
monitor. Someone suggested use a 14x7 font, but I as a user, should
not have to resort to such measures. For all I know, the window
problem can be do to GEM and not STalker.

My major concerns are those of 'tset' and character loss. If Uniterm
knew how to deal with the Viking, I'd probably never use STalker
(however, having it as a desk acc is nice). STalker scrolling is slow,
and its vt100 emulation seems to have some minor problems. It does
have some nice features(run as desk acc, link to STeno, BackTalk), but
concentration should be put into getting the core functionality stable
and not on the bells-and-whistles.

I'm still mystified why executing 'tset' on a Unix machine will
screw up the history buffer in STalker.

BTW, is there a way to contact Gribnif (via e-mail) so consumers
can report bugs/problems on Gribnif software. The company I
work for has such services, and it helps us in making better
products and in servicing our customers.

--ewh
--
Earl Hood | CONVEX Computer Corporation
ehood@convex.com | 3000 Waterview Parkway
Phone: (214) 497-4387 | P.O. Box 833851
FAX: (214) 497-4500 | Richardson, TX 75083-3851

1264. Re: Stupid rumor (was: ATARI _DROPS_ THIER COMPUTER LINES!)

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 19:05:03 UTC
From: thommy@cs.tu-berlin.de
Message-ID: <2bbjov$ko6@news.cs.tu-berlin.de>
Source record: 199088
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
>Welcome to the club. I have a lynx and it didn't go anywere.
^^^^

A german videogames mag just announced 24 lynx games for the
next month.

Maybe future will look brighter? =)

>I have seen the
>future and its 3do!!!! The Jaguar will bomb just like the TT, Falcon and Lynx.
-
3do is _really_ impressing, but it's more expensive than the Jaguar
and it's "only" 32bit.
IF Atari can release the Jag-CDrom in summer '94, it can easily attract
most potential 3d0 customers - right?

>Does anyone believe Atari will spend money for advertisement?
-
The news "Atari stocks went up to 11 1/8" is some kind of
advertisment. ;-)

>Sell your Atari stock while you have a chance.
-
I wish, I had some.

greetings
-thommy
```

1265. ATARI FTP ADDRESSLIST

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 19:06:55 UTC
From: hallvart@ifi.uio.no
Message-ID: <1993Nov4.190655.5646@ifi.uio.no>
Source record: 199089

The list is constantly being de-bugged and improved. Thanks to everybody giving me new addresses
and telling me about the mistakes in the list! Keep that mail coming....

```
()==========================()
// ____/__ __/ ____/ //\\
// / / / _/ // ()
// __/ / ____/ // //
// / / / // //
// _/ _/ _/ Archives // //
// // //
()==========================() //
\\ \\//
()==========================()
```

(log in with "anonymous" as name, and full name/e-mail address as password)

A T A R I S T F T P S I T E S :

USA:
---
atari.archive.umich.edu...(141.211.120.11)..../atari/
f.ms.uky.edu.............(128.163.128.6)...../pub/atari/
archive.wustl.edu.........(128.252.135.4)...../systems/atari/comp.binaries.atari.st/
cs.bu.edu.................(128.197.2.1)...../PC/ATARI-ST/

CANADA:
---
aupair.cs.athabascau.ca...(131.232.10.8)...../atari/

NETHERLANDS:
---
ftp.cs.ruu.nl.......(131.211.80.17)........./pub/ATARI-ST/
nikhefh.nikhef.nl...(192.16.199.1)........../pub/atari/
star.cs.vu.nl.......(192.31.231.42)........./pub/atari/

FINLAND:
---
nic.funet.fi........(128.214.248.6)........ /pub/atari/

GERMANY:
---
ftp.uni-kl.de.............(131.246.9.95)...../pub/atari/
ftp.uni-erlangen.de.......(131.188.1.43)...../pub/atari/
ftp.tu-clausthal.de.......(139.174.2.10)...../pub/atari/
ftp.uni-muenster.de.......(128.176.121.55)..../pub/atari/

athene.uni-paderborn.de...(131.234.2.32) ...../atari/
ftp.cs.tu-berlin.de.......(130.149.17.7)....../pub/atari/
pascal.math.fu-berlin.de..(130.133.4.50)....../pub/atari/
ftp.uni-regensburg.de.....(132.199.1.202)...../freeware/software/atari/
vax.ph-cip.uni-koeln.de...(134.95.64.1)..... /pub/atari/
ftp.germany.eu.net........(192.76.144.75)...../pub/comp/atari-st/ (GEM view 2.48)
ftp.uni-stuttgart.de......(129.69.8.13)......./pub/systems/atari/
ftp.informatik.tu-muenchen.de......(131.159.0.198)......../pub/comp/platforms/atari/
ftp.informatik.rwth-aachen.de......(137.226.112.172)....../pub/atari/ (latest "Before dawn")
wowbagger.pc-labor.uni-bremen.de...(134.102.228.9)......../pub/atari_st/
ma2s2.mathematik.uni-karlsruhe.de..(129.13.115.2)........./pub/atari/
reseq.regent.e-technik.tu-muenchen.de..(129.187.230.225)../pub/comp/platforms/atari/

UK:
---
micros.hensa.ac.uk (148.88.8.84) .... /micros/atari/

FTP "mirror"-sites:
----
nic.switch.ch (130.59.1.40)............/mirror/atari/ (umich.edu, USA)
archive.wustl.edu (128.252.135.4)....../mirrors/archive.umich.edu/atari/ (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)........./packages/atari/umich/ (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)........./packages/atari/uni-paderborn (uni-paderborn, GERMANY)

DOWNLOADING FILES, Instructions:
----
1) Go to the directory where you want the files to be downloaded.
2) ftp [CR].
3) open {ftp address} [CR]. i.e. "open ftp.uni-kl.de" [CR] OR use the number address, NOT both!
4) "Name": anonymous [CR].
5) "Password": {full e-mail name/address}. i.e. "hallvart@ifi.uio.no" [CR]
6) use "cd" to access the appropriate directory. i.e. "cd pub/atari" [CR]
7) bin [CR]. (set `binary` transfer mode)
8) hash [CR]. (shows 'hash` signs (#####...) when transferring data)
9) get {filename} [CR]. i.e. "get rename.lzh" [CR]
10) mget [CR] to get several files at once. i.e. "mget syst12.Z fixdsk.arc icon4.zip" [CR]
11) prompt [CR] to download several files with "mget" without having to reply "y" for each file
when asked "get {filename}?".
12) close [CR] to end (go back to ftp and
13) quit [CR] to go back to UNIX or.......
14 bye [CR] to end and go back to UNIX

- bin, hash, prompt will be turned on/off each time it's typed!
- Be sure to check if all modes are set correctly (especially 'bin')!
- stat [CR] or; status [CR] will show all modes and where you are connected.
- Most files are compressed. Use an appropriate program on your computer on which the programs

were intended, or in UNIX .....
- uncompress [CR] if ".Z" file
- uudecode [CR] if ".uu" file
- very often, files are still compressed in another format after uncompressing .Z and/or .uu.
Use the appropriate uncompress program for this.
- ls [CR] lists files (shows all files in current directory).
- pwd [CR] shows path. i.e. /pub/mirrors/umich/atari/utilities
- If down-loading several files with similar names use "*".
i.e. "mget *sys" [CR] (will get f.x.; datasys, lm23isys, xlinksys etc...)
i.e. "mget *.lzh" [CR] (will get f.x.; stest.lzh, dw3.lzh, xlba.lzh etc...)
i.e. "mget * [CR] (will get ALL files in the current directory!)
- If your computer doesn't have a disk drive you can "remote login" to another computer (use an
other terminal's disk drive);
- rlogin {computer name} [CR]. i.e. "rlogin hnoss" [CR].
- You can now access the disk just as if it was on your own machine.
- eject [CR] to eject disk on disk-drives without "eject button"

TRANSFERRING FILES TO MS-DOS DISKS

- mcopy {filename} a: [CR] i.e. mcopy microtcx.zoo a:
i.e. mcopy microtcx.zoo icone.lzh shblr.arc a:
- mdir [CR] to show disk-directory/space left.
- fdformat -d [CR] to format an MS-DOS 3.5" 1.44mMb disk ("-d" for MS-DOS)
- fdformat -l -d [CR] to format an MS-DOS 720Kb 3.5" disk ("-l" for "low density")
- mcopy a:{filename on disk} {copy filename} [CR] to get a file from disk to computer.
i.e. "mcopy a:dlist.txt dlist.txt"
- mdel a:{filename} [CR] to delete a file on disk. i.e. "mdel a:dslist.txt".

Hallvard Tangeraas, Oslo, Norway

(hallvart@ifi.uio.no)

1266. Re: Curved Text (Correct Posting!)

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 19:34:56 UTC
From: ehood@convex.com
Message-ID: <1993Nov4.193456.1697@news.eng.convex.com>
Source record: 199090

In article <1993Nov4.125612.3689@vax.sbu.ac.uk>,
<clarkep@vax.sbu.ac.uk> wrote:
>CURVING TEXT
>I would very much like to be able to fit text to shapes... at the very
>least to a circle.
>Either I need a tool to support a graphics package or dtp
>Or one of these which can cope with the problem.

Calamus Outline Art will let you do this. I haven't played with
it too much, but it seems that Outline Art will only deal with
Calamus fonts. I do not know if can deal with PostScript fonts.

One thing that is nice is that PageStream 2.2 will readin CVG
files. Therefore, you can do fanncy stuff in Outline and
import it into PageStream (which can than output Postscript).
Outline does come with a converter to convert Outline Art files
to EPS, but I haven't tried it out yet.

I wish PageStream allowed tools to easily make circular
text or text following an arbitrary path. Because PageStream
supports PostScript fonts, so one basically has 100's of fonts
available to choose from w/o additional cost (PostScript
fonts can be gotten at various ftp sited).

--ewh
--
Earl Hood | CONVEX Computer Corporation
ehood@convex.com | 3000 Waterview Parkway
Phone: (214) 497-4387 | P.O. Box 833851
FAX: (214) 497-4500 | Richardson, TX 75083-3851

1267. Lattice C addr

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 19:57:34 UTC
From: ncherry@cbnewsg.cb.att.com
Message-ID: <CFzGry.Fsw@cbfsb.cb.att.com>
Source record: 199094

Is Lattice C still produced by Metacomco? If it is what is there address? And are they currently supporting the US?

I have Lattice C 3.04.01 and it has a broken do/while loop. Jump 4 bytes further back before the beginning of the loop. I called England for support, they were no help, I was on Bix and they were no help, I wrote letters and that was no help. Is Metacomco support still this bad?

If you get the idea I don't like Metacomco you're right!

NJC

1268. Re: Stupid rumor (was: ATARI _DROPS_ THIER COMPUTER LINES!)

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 20:36:31 UTC
From: x91mikowski@gw.wmich.edu
Message-ID: <1993Nov4.153631.12349@gw.wmich.edu>
Source record: 199095
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In a previous posting P. Sinclair (The Clap) writes:
>
> I would not be surprised if Atari did stop manufacturing the Falcon. The
> Falcon has been a bomb sales wise. Remember Atari had a 6 million in sales
> last quarter.

Peter--will you please define your previous term "bomb" and how you have such an insight as to know how well the Falcon is doing? Please quote your sources and your reasoning. Otherwise, your drivel belongs back in advocacy....

>>
>> -Mark Santora
>>
>> BTW, I am not an anti-atari man as many have flamed me due to my bringing
>> this information out. I own 3 ST's and really don't enjoy the idea of support
>> being dropped for my favorite machine.
>>
>
> Welcome to the club. I have a lynx and it didn't go anywere. I have seen the
> future and its 3do!!!! The Jaguar will bomb just like the TT, Falcon and Lynx.
> Does anyone believe Atari will spend money for advertisement?
> Sell your Atari stock while you have a chance.
>

Pete, again you go off and say the future is 3do--hmmm can you say "$700 waste of money?" I myself have seen neither machine, but have the common sense to realize that a machine that costs less than a vcr will certainly be more widely and easily accepted by homeowners vs a $700 gadget that MAY be more utilized in the future. I don't believe the average american will spend $700 on that... As for the stock price--it will probably hit $13 and hover +-$1.00--that's what the price was at IPO a couple of years ago. And--if Atari starts to make money and issuing dividends--the stock will again rise as the stock becomes less speculative. I wouldn't encourage anyone to sell until some reports come back on Jag sales in the two test markets.

Now, do you have anything intelligent to say? I hope we can have a more constructive and positive relationship with you Peter. In fact, we enjoy working with humans....

>
>
> Peter Sinclair-Day
> Univ. of Northern Iowa
>

>
Later,
Bernard Mikowski

1269. Re: Atari whinge

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 20:46:00 UTC
From: bo_leuf@daggskim.ct.se
Message-ID: <2cd96e02@daggskim.ct.se>
Source record: 198907

J. Sullivan hacked the following on 03 Nov 93 (to All)...

> From: js10039@hermes.cam.ac.uk (J. Sullivan)
>
> Don't get me wrong, I am a fan of atari, but I have always found TOS
> and sometimes to ST hardware also to be extremely flaky. (I have an 2M
> STe TOS 1. 62)
>
> When a PC fails, it does so in a predictable manner for usually
> sensible reasons (incorrect setup, hardware failure) and the failure is
> then repeatable.
(Excuse me while I laugh mildly hysterically...)
>
> My TOS crashed far more often (2,3 bombs half the time, 4,12,13 other
> times.) for usually no reason and completely unrepeatably.
[...]
> You would have thought by now Atari could have got a STABLE os together.
> MS- DOS may not be state of the art, but at least now it can cope with
> most things reliably.

(...sound of choking...)

Seriously, you may be experiencing a problem totally unrelated to TOS.

It is your system which crashes, and this may be caused by hardware problems or possibly broken software. TOS as such is extremely stable, as most BBS sysops will testify (I've run about 30,000 hours by now, the very few down-times over the years due to external causes such as the cutting of a power line).

This is not to say that TOS doesn't have its bugs (every system has some), but these are not of the kind to generate your problems. Given that the hardware is fault-free, an Atari should run problem-free for years, and this is probably what most Atari owners have experienced. Everything mass-produced has units which unfortunately are flakey for a variety of hardware or quality-control reasons, but these are relatively rare. I've sold enough Mega ST's to professional users with PC-experience to know that all were amazed that months, even years, could go by with no need for service or "reconfiguring" or harddisk cleanup despite heavy use in less than ideal workshop surroundings.

(illegible signature) Bo Leuf
- Email: bo_leuf@daggskim.ct.se

1270. Word Processor Thoughts

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 21:06:16 UTC
From: rrice@netnews.upenn.edu
Message-ID: <159870@netnews.upenn.edu>
Source record: 199100

Someone very helpful said, when I asked if Le Redacteur could output PostScript format:

> : No. The nearest you can get is to output files in Wordplus format and
> : then convert to PS.
>
> Bummer! But thank you. Now, does That's Write 3 print to PS? Word of mouth
> on Redacteur has been so good...
>

Redacteur's very impressive - especially if you're moving up from Wordplus. The Wordplus to PS route _does_ work, so long as you don't want to use fancy fonts it's be practical for occassional use.

Meanwhile, TW3 has yet to be released AFAIK, which may be why your question hasn't been answered. It is, however, very close to release, and I know someone that does on-line support for Compo, so have asked him.

Have you considered Protext BTW ? Not Wysiwyg, but very fast, now supports mice and menus and has a PS driver in the new v6.

Working title have just dropped Calligrapher, so you may be able to get a bargain copy of this if it appeals. You will get support, but no more development. Needs a hard drive to run the PS bit though.

Hope this helps,

And I wrote back:

From rrice@ccat.sas.upenn.edu Thu Nov 4 16:04:19 1993

You have been most hopeful to be helpful! Thank you very much!

What I'm out to do is to replace Atari Word Perfect 4.1 with something better. I had hoped that would be Calligrapher, but word of mouth on that was NOT good. I'm writing my doctoral dissertation at the moment, and my biggest problem has been in quoting Attic Greek--the fanciest of fonts! I've been sucking the STe's text into IBM Word Perfect 5.1 (DOS) with a Greek language module, and printing the entire thing out on an IBM laser printer that can suck PostScript off the University's ethernet. I figure that PostScript output is the best way to print Greek on printers that didn't know that they supported it.

The new word processor will have to load Word Perfect files, allow a Greek font with overstrikes or subscripts, or both, and print to something that I can print. I know Le Redacteur does the footnotes, endnotes, and macros I need--but the Greek font? Hmm. That's Write 3?

Hmm. PosScript output? Hmm. If I could keep my footnotes, some sort of desktop publisher that allowed the Greek would be a thought. The other is (Gacch!) a clone... Yecch!

Thanks again!

Rob S. Rice

(I have considered TeX/LaTeX, but that all looks prohibitively intricate at the moment, and Greek TeX fonts are pretty damn expensive on their own!)

And did the rest of you find that worth while or comment?

1271. Re: Atari in S.J Mercury-News

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 21:27:59 UTC
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <93308.48479.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 199096

post script to my P.S - - - I notice that the San Francisco Chronicle also has a sizable article about Atari on the business page (11-4-93). Apparently, the booming stock is the buzz of the financial world. I haven't seen today's Wall Street Journal, but I imagine there are a lot of financial types out there tearing their hair out for missing this train. -MV
------------------------ Original Article ------------------------

Newsgroups: comp.sys.atari.st
Path: butch!LMSC5.IS.LMSC.LOCKHEED.COM!L676791
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Subject: Atari in S.J Mercury-News
Message-ID: <93308.34980.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Sender: news@butch.lmsc.lockheed.com
Organization: Lockheed Missiles & Space Company, Inc.
Date: Thu, 4 Nov 1993 17:43:00 GMT

This morning's (11-4-93) San Jose Mercury-News had a major article about Atari and the Jaguar rollout in the business section, and amazingly, a color "teaser" about the article on the front page of the newspaper. Nothing new in the article, except a quote from Sam Tramiel admitting that Atari has focused all of its efforts on the Jaguar and that ". . . Atari won't have any cushion if Jaguar is a bust."
No, I can't display the text of the article electronically, and I'm not about to re-type it, either. Go to your local library if you're interested. :-)
--Mark van Wyk p.s. Atari stock closed at 11-5/8 Wednesday, most active on the AMEX.

1272. Re: STalker problems

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 21:32:41 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <CFzL6H.6n7@mailer.cc.fsu.edu>
Source record: 198979
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Earl Hood (ehood@convex.com) wrote:

> I've discovered a problem with STalker line history scrollback buffer.
> Anytime I call 'tset' on a Unix system, STalker will no longer save any
> lines in the scrollback buffer.

> Also, I've noticed that STalker has the occasion to lose a character or
> 2. Also, I cannot figure out how to get a 80x24 character window on a
> 640x400 display using the default system font (Using a smaller font is
> too much of an I strain). STalker only allows me to resize to 80x23.

> Personally, I think Uniterm is more robust (and faster), but it will
> not run on a Moniterm Viking. Plus, it cannot run as a desk accessory
> like STalker.

As for STalker loosing characters, try turning off your blitter chip (if you
have one) and also turning off Warp9/QuickST (again, if you have it). Let
me know if it helps!

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1273. Re: Desk ACC limit

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 22:10:12 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Nov4.221012.27389@bradford.ac.uk>
Source record: 199098

Ofir Gal (ogal@cix.compulink.co.uk) wrote:

: Has anyone magaged to get the Chameleon to work reliably on a Falcon? Mine
: always crashes after a res change. If so which TOS version?

: Ofir ogal@cix.compulink.co.uk

I have seen Chameleon working perfectly reliably on a Falcon with TOS 4.01.
Of course, in MultiTos, the need for Chameleon goes away anyway.

Steve Taylor. |||
Long Live / | \, if they don't shoot themselves in the foot.

1274. Re: Curved Text (Correct Posting!)

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 22:22:17 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Nov4.222217.27669@bradford.ac.uk>
Source record: 199099

Earl Hood (ehood@convex.com) wrote:

: available to choose from w/o additional cost (PostScript
: fonts can be gotten at various ftp sited).

e.g. where and in which directory?

Steve Taylor. |||
Long Live / | \, if they don't shoot themselves in the foot.

1275. Gemulator & Magic Sac

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 23:19:56 UTC
From: gbennett@friendly.sim.es.com
Message-ID: <2bc2ms$1hb@cnn.sim.es.com>
Source record: 198952

Maybe some kind soul in Net Land can help me out. Recently I upgraded my Gemulator to version 3.0. This version will also support the Magic Sac so naturally I dug around and obtained a (legitimate) copy of the Magic Sac hardware and software. Now here's my problem, I have version 5.9 of the Magic Sac and apparently the Gemulator doesn't like this version. I talked to Darek Mihoka and he has been using version 3.0 of the the Sac software and it appears to work fine.

Is there anyone out there that could mail or e-mail me a copy of version 3.0 of the Magic Sac software. Since I already own a later version of the software, copyrights should not be a problem. I can verify that I have a legitimate copy for those fearing that I am a pirate (well, not this time at least :))

Thanks in advance,

Greg Bennett

Greg Bennett A.K.A. 'The Friendly User' (.).) { Belgium! *}
gbennett@friendly.sim.es.com ^ '
Evans & Sutherland Simulation Division ___/
My opinions are my own, nobody else wants them!

* See Hitchhiker's Guide to the Galaxy (US version)

--

Greg Bennett A.K.A. 'The Friendly User' (.).) { Belgium! *}
gbennett@friendly.sim.es.com ^ '
Evans & Sutherland Simulation Division ___/

1276. Re: internal floppy

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 23:20:37 UTC
From: mr2@irz.inf.tu-dresden.de
Message-ID: <2bc2o5$4hq@irz403.inf.tu-dresden.de>
Source record: 198953

In article <JGJ.93Nov1140753@rcx1.ssd.csd.harris.com>,
jgj@ssd.csd.harris.com (Jeff Jackson) writes:
>The internal floppy on my Mega/ST has died. It spins up and the head
>seeks a few times, then the computer complains that it doesn't
>respond. I can find no one locally (SouthEast Florida) that will
>touch an ATARI -- all the old dealerships have stopped carrying them.

This sounds like you have killed your Floppy-disk-controller and not
the drive.But if it's really the drive then buy a naked TEAC,NEC or
whatever - every drive will do it.

Matthias
--
.------------------+---.
| Matthias Rauhut \ |
| \ TCP/IP-Mail: mr2@irz.inf.tu-dresden.de |
| / IRC:st-guru |
| / |
+------------------+---+
| My profession? .GIF-hunter as a full-time-job,what else? |
| Only a dead GIF is a good GIF! - God bless True Color! |
`--'

1277. Re: STOP IT!!!!(adios:Atari)

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 23:27:40 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Nov04.232740.23203@rchland.ibm.com>
Source record: 198857

In article <1993Nov1.193320.10583@ifi.uio.no>, hallvart@ifi.uio.no (Hallvard Tanger&#65533;s) writes:
|>
|> Ok, enough's enough!!!

[stuff deleted]

Just want to point out that there exists comp.sys.atari.advocacy for
these things. Sinclair, of course, seems to just want to piss people
off.

Follow ups to comp.sys.atari.advocacy.
|>
|> Hallvard

--

Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

1278. Re: Stupid rumor (was: ATARI _DROPS_ THIER COMPUTER LINES!)

Newsgroup: comp.sys.atari.st
Date: 1993-11-04 23:51:56 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1993Nov4.185156.18974@cobra.uni.edu>
Source record: 198957
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2bbjov$ko6@news.cs.tu-berlin.de>, thommy@cs.tu-berlin.de (Thomas Bahls) writes:
>>Welcome to the club. I have a lynx and it didn't go anywere.
> ^^^^
>
> A german videogames mag just announced 24 lynx games for the
> next month.
>
> Maybe future will look brighter? =)

I doubt it..

>
>>I have seen the
>>future and its 3do!!!! The Jaguar will bomb just like the TT, Falcon and Lynx.
> -
> 3do is _really_ impressing, but it's more expensive than the Jaguar
> and it's "only" 32bit.
> IF Atari can release the Jag-CDrom in summer '94, it can easily attract
> most potential 3d0 customers - right?

By the time that the cdrom option is released and the Jaguar is manufactured in volume, the price of cd30 will decline to the Jaguar's price point. Plus 3do will be sold by many firms with advertising budgets.

>
>>Does anyone believe Atari will spend money for advertisement?
> -
> The news "Atari stocks went up to 11 1/8" is some kind of
> advertisment. ;-)

Still doesn't answer my question.

>
>>Sell your Atari stock while you have a chance.
> -
> I wish, I had some.
>
> greetings
> -thommy

Peter Sinclair-Day
Univ. of Northern Iowa

1279. Re: Gemulator & Magic Sac

Newsgroup: comp.sys.atari.st
Date: 1993-11-05 00:21:42 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <LANCER.93Nov4192142@wpi.WPI.EDU>
Source record: 198956

0{{ On 4 Nov 1993 23:19:56 GMT, gbennett@friendly.sim.es.com (Greg Bennett) said:
gbennett> Maybe some kind soul in Net Land can help me out. Recently
gbennett> I upgraded my Gemulator to version 3.0. This version will
gbennett> also support the Magic Sac so naturally I dug around and
gbennett> obtained a (legitimate) copy of the Magic Sac hardware and
gbennett> software. Now here's my problem, I have version 5.9 of the
gbennett> Magic Sac and apparently the Gemulator doesn't like this
gbennett> version. I talked to Darek Mihoka and he has been using
gbennett> version 3.0 of the the Sac software and it appears to work
gbennett> fine.

Are you sure he wasn't referring to version 3.0 of Spectre? Spectre
was the replacement for Magic Sac, for those just tuning in... *grin*

Also, I had read that Gemulator emphatically DOES NOT support Dave
Small's Mac emulators! That was a major gripe in the Gemulator
article in Current Notes a while back...

[lots of .sigs deleted...]

Actually, I'm looking for newer Spectre software myself... I got a
Spectre 128 (NOT GCR) used from the net without original docs or
disks... Just a homemade disk of "most" of the software and the
cartridge itself... It's software version 2.0... Was there a newer
version of the 128 released? Can someone point me toward said
software? Will the GCR software work with a 128?

thanks,
.s.
--
- lancer@wpi.wpi.edu -

1280. Need an external Floppy

Newsgroup: comp.sys.atari.st
Date: 1993-11-05 00:34:36 UTC
From: Lexicor@world.std.com
Message-ID: <CFztLp.5MI@world.std.com>
Source record: 198955

Hi folx!

I am in need of an external Floppy drive for my archaic 520Stf :). Now
does anyone have one he wants to maybe get rid of?

Thanks

Yat

Private Email please to: Lexicor@world.std.com

1281. Misc for Sale

Newsgroup: comp.sys.atari.st
Date: 1993-11-05 01:19:35 UTC
From: kfason@csn.org
Message-ID: <CFzvop.8C1@csn.org>
Source record: 198959

I am posting this for a friend of mine, name is Ron. You can contact him by calling (303) 866-3951. Leave voicemail if he is not in. Or call his BBS and leave mail to the SysOp:

Ringworld BBS
(303) 699-0402
1200-16.8K USR DS
///Turbo ST

or email sysop of FNET node 643.

OR you can leave me mail and I can bouce it to him and back.

FOR SALE as of 11/01/93

< ATARI >

520STe
ADspeed (16Mhz CPU)
4megs RAM
Forget me Clock II
TOS 2.06 $500

Falcon030 4meg RAM board $150

Color Computer Eyes Video Digitiser cartridge for the ST Series. $ 60

AT-Speed 286 PC emulator. $125

Speed Bridge to allow STE(square 68000) to use AT-Speed. . $ 25

Zram 3D with 4meg ram for ST. $200

520ST with 4m ram, marginal operation. Ask. . . . $200

DMA Switchbox for ST's. Use to flip laser or other DMA devices
(hard drives, tape backups, Syquests) between 1-4 computers.
Includes 3 dma cables. . . . . $ 70

Atari 130XE complete computer system with at least 500-800 disks,
XF551 DSDD 360K Disk drive, P:R: interface, tape drive,
Sparta-Dos on cartridge. Many extras.
Will swap for a HP Deskjet. $150

Serial Interface for Atari Portfolio Palmtop Computer. . . $ 40

Practical Solutions cordless infrared Mouse. . . . $ 50

Golden Image Pen Mouse for Atari or Amiga. . . . $ 40

< MISC >

Heathkit Amber Composite Monitor. . . . . $ 40

Macintosh 512KE. No keyboard. Works fine.
Has 128K roms if you need them for an emulator. . . $100

XT case with 150W power supply and mounting for ICD host, 2 fans,
cabling to run a 520 ST and 3.5/5.25 floppy drives. Has been shortened
6" so will fit underneath the monitor. ICD host negotiable.
Two 3.5" floppies drive, and SCSI cable for a HD. . . $100

Low profile 5.25 case with ICD ADscsi Host. Add a drive and go! .
Used to be my SyQuest box. $100

Stereo Amp. Great for the PC. . . . . $ 25

ADC Video Shaper. Used for picture enhancement when dubbing
from one VCR to another. . . . . $ 75

Sony Portable CD player. Nicad Battery with 3-5 hours capacity,
carrying case and power supply. $125

Packing and shipping not included. Prices are negotiable. Any reasonable
offer will NOT be laughed at. Lets talk!

-Kevin Fason "kfason@CSN.Org"

```
-----------------------------------------------------------------
| Atari Mega/STe w/FPU | 106.7 KAZY |
| US Robotics 16800 Dual Standard | Kick Ass Rock & Roll |
| Multi-Game Hunter ASIC | Plug it in or the puppy gets |
| Above Mega 'E for Sale!! | IT!! |
-----------------------------------------------------------------
```

1282. Pure Pascal Demo.....

Newsgroup: comp.sys.atari.st
Date: 1993-11-05 01:21:47 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2bc9rb$5r6@news.dmpe.CSIRO.AU>
Source record: 198960

Anyone remember where the demo of Pure Pascal is? I had a copy of the one with the demo programs, etc., but somehow killed it, and have to get a new copy. I managed to get the earlier version with no demo files, etc. But I would much rather the new version. Anyone know where it is?

Thanx!

Karl.

BTW I think it was on a site in Germany ....

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| Work: +61 3 252 6222 Fax: +61 3 252 6244 Home: +61 3 853 9622 |

1283. Le Redacteur (a warni

Newsgroup: comp.sys.atari.st
Date: 1993-11-05 02:45:00 UTC
From: dirk.vandenheuvel@nezuld.com
Message-ID: <7487.1288.uupcb@nezuld.com>
Source record: 198989

>I would give a restrained warning to anyone thinking of buying
Redacteur. I
>brought it (full version) a week ago and I found it had so many bugs in
it, it
>was unusable. I'm contacting the ST club today to sort out returning
it and
>getting a refund. Shame, because it's fast and has all the features I
need.
Well Del you must be doing something strange or have a bad disk or
something 'cause I've had Redacteur 3.0 for over a year and NEVER had a
problem (that's NEVER) with it crashing or giving me errors. I'll agree
graphics printing is a chore and a kludge but for actually entering and
editing text Red is hard to beat for speed and features (when you move
to multi-font graphical printing programs like That's Write 3,
Calligrapher and Papyrus start to lap it though).

Before you start warning everyone on the net to avoid Red as it doesn't
work you might try a little harder to find out what's wrong and where
the error lies. A lot of people use Redacteur and if there was a serious
bug I'm sure some of us would have heard about it by now.

--Dirk--

---
* UniQWK v2.0 * The Solution for Multilingual Messages

1284. Sampler/Video Digitis

Newsgroup: comp.sys.atari.st
Date: 1993-11-05 02:51:00 UTC
From: dirk.vandenheuvel@nezuld.com
Message-ID: <7488.1288.uupcb@nezuld.com>
Source record: 198990

>(In case this makes no sense, I work for HiSoft in the UK who also own
>AVR, 2-Bit systems & Microdeal who were/are the suppliers of VideoMaster)
>
>--
>Alex Kiernan
>alex@falcon.demon.co.uk

Alex, have you guys (at Hisoft) picked up Papyrus for distribution?
And if so what is the availabilty and price of the English language version?

--Dirk--

---
* UniQWK v2.0 * The Windows Mail Reader

1285. Re: Atari whinge

Newsgroup: comp.sys.atari.st
Date: 1993-11-05 03:24:43 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Nov4212443@flammulated.owlnet.rice.edu>
Source record: 198963

In article <js10039.5.000F4486@hermes.cam.ac.uk> js10039@hermes.cam.ac.uk (J. Sullivan) writes:
In article <7385.1288.uupcb@nezuld.com> dirk.vandenheuvel@nezuld.com (Dirk Vandenheuvel) writes:
>>When a PC fails, it does so in a predictable manner for usually sensible
>>reasons (incorrect setup, hardware failure) and the failure is then
>>repeatable.
>>
>John, I'm loathe to disagree, but PC's lock up all the time and
>absolutely no apparent reason. During the day one of my tasks is to
>NetAdmin our 20-node Novell Network at work, trust me that many of those
>machines lock up and you can't do anything but reboot and hope for the
>best. Especially under windows..At least on my ST it only gets tricky
>when I start mixing an matching patches and "non-standard" software.
Windows is now VERY robust - I have difficulty crashing it if I try. Even if a dodgy program fails, the system will stay up. On the Falcon (which has
----

I just couldn't let this pass - I use Windows every day at work, and I find in general that many programs will not only crash, but afterwards make any other apps I have running act in odd ways until I reboot.

hardware memory protection) a buggy program can still bring the OS down
----
Not if you have memory protection turned on under MTOS...

which is unacceptable for me. And my STe still crashes far too much: on loading auto programs, on running other programs (that bug that stops you executing a program by double clicking from the desktop directly (the OS will not recognise it as a program and ask if you want to show/print it) but will let you select it and then double click to run is completely strange and a real pain) during compilations etc... (usually not while doing ' simple' thing like editing a file).

I has an STE for awile, and never encountered the problem you described.

<some stuff deleted>
Likewise the PC - it may have useless hardware (unless you can pay for 3rd party upgrades) a horrible CPU architecture to program in, but overall it seems to be very stable (I've used Novel on an 18 node net and here at uni on a net several times larger). The net works, MS-DOS works (V6) Windows is armour plated (V3.1, I know 3.0 was easier to crash but even then you could usually say 'This bit of software did it when I tried to do x') and the number of times I've crashed a PC here must be in single figures.
Ideally I'd use a unix system all the time though. They've never given me

undue hassle or looked as if they could do something and then crashed when I

The number of times the various ms-dos machines I have at work crash
can be counted on one hand... but you'll fill that hand every day.

--
---> Kendall Gelner (kendall@rice.edu)

1286. Falcon DSP libraries?

Newsgroup: comp.sys.atari.st
Date: 1993-11-05 03:36:19 UTC
From: h54118@sakura.kudpc.kyoto-u.ac.jp
Message-ID: <h54118.752470579@sakura>
Source record: 198988

Sorry, I'm not up to date:
Got my Falcon only a few days ago and tried this FRAC! demo
by Brainstorm, France.
Using the DSP is much faster than using the 68882...
I need this speed!

How can I utilize the DSP for mathematical operations from
GCC or PureC?

Any hint greatly appreciated,

Christian

1287. I TOLD ME SO!

Newsgroup: comp.sys.atari.st
Date: 1993-11-05 04:00:11 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1993Nov4.230011.16241@umiami.ir.miami.edu>
Source record: 198962
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

O.K. everyone, let's all say it at once:

I TOLD YOU SO!!!!!!!!!!!!

Unlike a person looking to flame, I am here to apologize for any heart attacks I might have caused with my mis-information about atari stopping support for thier computer lines. I, for one, am relieved. I like my MEGA too much.
But while they haven't dropped support, they aren't making any new ones right now. Can't afford it with the Jag roll out.

BTW, new Jag developers that were announced(there are more but this is who they said) include INTERPLAY, ACCOLADE, MICROPROSE, UBI SOFT, GREMILIN, MILLENIUM, and VIRGIN.

-Mark Santora
-standing up for my punishment from Flames R Us :-)

BTW, I'm looking for a new broker, any suggestions?

1288. Re: Atari/stock prices/jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-11-05 04:24:26 UTC
From: whitema@rtsg.mot.com
Message-ID: <2bckhq$o2d@delphinium.rtsg.mot.com>
Source record: 198965

In article <16201@uqcspe.cs.uq.oz.au>,
Warwick Allison <warwick@cs.uq.oz.au> wrote:
>ritz@ritz.mordor.com (Chris Mauritz) writes:
>
>Was Nintendo around when Atari produced Pong? I think not.
Sure, but there were a playing card company back then.

Michael White

1289. Looking for music program

Newsgroup: comp.sys.atari.st
Date: 1993-11-05 05:46:49 UTC
From: bthompso@neumann.une.edu.au
Message-ID: <2484@grivel.une.edu.au>
Source record: 198964

Having realized that I had 4 1Meg SIMMS sitting around doing nothing, I stuck them in the faithful old 1040STe the other day. This has led to a renewed enthusiasm for writing music, which is what I bought the ST for in the first place. However, my modules, etc. are back at home, and I only have a keyboard with me. What I'm looking for is something like a sequencer, which will allow me to compose music using the ST's own sound chip. I would assume that stuff like this is available, but it'd be neat if it had features such as sample playback, and note input via a MIDI keyboard.

1290. Re: Magix versus Multitos

Newsgroup: comp.sys.atari.st
Date: 1993-11-05 06:57:25 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.920612@cix.compulink.co.uk>
Source record: 198966

I have tried Magix and it is *very* fast. Some things are even faster
than single TOS. Waiting for a Falcon compatible version...

Ofir ogal@cix.compulink.co.uk

1291. Bob Brodie realtime conference (long message)

Newsgroup: comp.sys.atari.st
Date: 1993-11-05 07:06:27 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1537@usdtsg.DaytonOH.NCR.COM>
Source record: 198971

For those folks interested in the Bob Brodie/Atari realtime conference on GEnie last night, the following is my capture of the RTC. It's not a very edited capture, so forgive the messiness...

Anyways, credit for this RTC, copyright, etc, goes to GEnie and Atari Corp. (I'm new at this legal stuff, so bear with me :-) All trademarks, etc owned by their respective owners. Void where prohibited. Ex Pluribus Unim. Que sera sera...

(if anyone has the Thursday Nov 4, 1993 USA Today - check out page 1D - has an article on the video game industry, with a picture of the Jaguar right there in full color!)

And away we go...

----------start transcript----------

<[HoST] ST.LOU> I know there are a lot of new users here tonight... so welcome
<[HoST] ST.LOU> Everyone.... please use the /nam command.... eg.... /nam Bob or /nam Lou, etc.
<[HoST] ST.LOU> Please use YOUR name.... not mine or Bob's <grin>
<[HoST] ST.LOU> Before getting started, some business about how an RTC works.
<[HoST] ST.LOU>
<[HoST] ST.LOU> While the RTC room is in Listen-Only mode, you can only address
<[HoST] ST.LOU> our guest when I let you talk.
<[HoST] ST.LOU>
<[HoST] ST.LOU> To get my attention, just /RAIse your hand. Just enter this from
<[HoST] ST.LOU> your keyboard: /rai
<[HoST] ST.LOU>
<[HoST] ST.LOU> I'll acknowledge your raised hand as soon as I can, but please be
<[HoST] ST.LOU> patient. I will let you know when your turn is coming up.
<[HoST] ST.LOU>
<[HoST] ST.LOU> Some other RTC commands are:
<[HoST] ST.LOU>
<[HoST] ST.LOU> /hel - Lists all RTC commands.
<[HoST] ST.LOU> /sta - Status (list) of everyone in the RTC room.
<[HoST] ST.LOU> /exi - Exit the RTC, but you remain logged onto GEnie.
<[HoST] ST.LOU> /bye - Log off of GEnie directly from the RTC.
<[HoST] ST.LOU> /rai - Raise your hand. Lets me know you wish to address our guest.

<[HoST] ST.LOU> /nam - Lets you change your nickname.
<[HoST] ST.LOU> This is the night we've been eagerly anticipating ... the
official
<[HoST] ST.LOU> Jaguar roll out from New York City with a live report on the
news
<[HoST] ST.LOU> conference held just two hours ago.
<[HoST] ST.LOU> As usual for our Dateline Atari RTC's, our special guest is the
<[HoST] ST.LOU> Director of Communications, Bob Brodie. Despite a very hectic
and
<[HoST] ST.LOU> exciting day, Bob has chosen to give GEnie users the first
accounts of
<[HoST] ST.LOU> this evening's news conference.
<[HoST] ST.LOU> Elsewhere in the Atari ST RoundTable there is growing excitement
<[HoST] ST.LOU> about the Jaguar, the host of new game developers and the
unbelievable
<[HoST] ST.LOU> climb of Atari stock which hit a high of 12 1/8 today!

<[HoST] ST.LOU> Before we begin, a special welcome to all new participants in
the Real
<[HoST] ST.LOU> Time Conference - and a friendly 'welcome back' to our growing
number
<[HoST] ST.LOU> of regulars. This evening's conference may get quite busy at my
end so
<[HoST] ST.LOU> please be patient and I will queue you for your questions and
comments
<[HoST] ST.LOU> as soon as I can.
<[HoST] ST.LOU> Now, without further ado, heeeeeeeere's Bob!
<[HoST] ST.LOU>
<[Bob & Ron] BOB-BRODIE> Thanks, Lou. We have a very brief account of the
evening that
<[Bob & Ron] BOB-BRODIE> we'd like to upload at this time, then we'll be happy
to take
<[Bob & Ron] BOB-BRODIE> any and all questions from the audience. I'd like to
express
<[Bob & Ron] BOB-BRODIE> how very excited Ron and I are to be here tonight on
Atari's
<[Bob & Ron] BOB-BRODIE> official online service: GEnie!!! The size of the
group here
<[Bob & Ron] BOB-BRODIE> tonight is just wonderful, and really helps to show
the high
<[Bob & Ron] BOB-BRODIE> level of interest in the Jaguar. With that, here
comes our
<[Bob & Ron] BOB-BRODIE> prepared remarks.
<[Bob & Ron] BOB-BRODIE> Welcome one and all!! We have just returned from the
jungle!! Atari
<[Bob & Ron] BOB-BRODIE> has just rolled out the 64-bit home entertainment
system to a standing
<[Bob & Ron] BOB-BRODIE> room only audience on the 48th floor of the Time-Life
Building in New
<[Bob & Ron] BOB-BRODIE> York City.

<[Bob & Ron] BOB-BRODIE>
<[Bob & Ron] BOB-BRODIE> I am joined here tonight with my wife Jerri, Ron Kovacs and John
<[Bob & Ron] BOB-BRODIE> Gagne of the Z*Net News Service. We are coming to you live from the
<[Bob & Ron] BOB-BRODIE> Paramount Hotel on 46th St in Manhattan. We invited the cast from
<[Bob & Ron] BOB-BRODIE> Les Miserables, but they were too busy to attend. :) They're just
<[Bob & Ron] BOB-BRODIE> across the street.
<[Bob & Ron] BOB-BRODIE>
<[Bob & Ron] BOB-BRODIE> What we have witnessed tonight is a new era for Atari Corporation.
<[Bob & Ron] BOB-BRODIE> The introduction and announcement of release of the Jaguar, a 64-Bit
<[Bob & Ron] BOB-BRODIE> home entertainment machine. On hand at the press conference were Jack
<[Bob & Ron] BOB-BRODIE> Tramiel, sons Sam, Leonard and Garry, myself, Bill Rehbock, James
<[Bob & Ron] BOB-BRODIE> Grunke, Augie Ligouri, Terry Valeski, John Skruch, Susan McBride,
<[Bob & Ron] BOB-BRODIE> Purple Hampton, and many other staff members from Sunnyvale.
<[Bob & Ron] BOB-BRODIE>
<[Bob & Ron] BOB-BRODIE> Major press agencies such as CBS,NBC, ABC, CNN and local reporters from
<[Bob & Ron] BOB-BRODIE> the New York Times, Wall Street Journal, entertainment and Atari media
<[Bob & Ron] BOB-BRODIE> were in attendance at the event. Heard from nearly ALL of the
<[Bob & Ron] BOB-BRODIE> attendees were WOW and shouts of excitement from the presentation
<[Bob & Ron] BOB-BRODIE> hosted by Sam Tramiel.
<[Bob & Ron] BOB-BRODIE>
<[Bob & Ron] BOB-BRODIE> Guests were greeted by three male and female jet black leather and
<[Bob & Ron] BOB-BRODIE> vinyl costumed jaguar cats. Tropical foliage, flowering bamboo, moist
<[Bob & Ron] BOB-BRODIE> fog, blue and green tinted pin spots and animal cries, deep from
<[Bob & Ron] BOB-BRODIE> within the heart of the jungle.
<[Bob & Ron] BOB-BRODIE>
<[Bob & Ron] BOB-BRODIE> Inside the concept changed dramatically, encircling the entire event
<[Bob & Ron] BOB-BRODIE> were Atari Jaguar and Lynx kiosks accented with blue neon rods, ice
<[Bob & Ron] BOB-BRODIE> blue pin spots and more tropical foliage. Positioned in two corners
<[Bob & Ron] BOB-BRODIE> of the room were wire caged with the jaguar costumed dancers.

<[Bob & Ron] BOB-BRODIE>
<[Bob & Ron] BOB-BRODIE> Sam gave a presentation, accompanied by video displays
of the Jaguar
<[Bob & Ron] BOB-BRODIE> TV commercial, and sales videos for the retail stores.
There was no
<[Bob & Ron] BOB-BRODIE> expense spared to convey the messages to the attendees
that Atari is
<[Bob & Ron] BOB-BRODIE> serious about marketing the Jaguar. No less than 12
screens
<[Bob & Ron] BOB-BRODIE> positioned throughout the room carried the video, as
well as Jaguar
<[Bob & Ron] BOB-BRODIE> game play. 10 Jaguar kiosks were stationed throughout
the room, each
<[Bob & Ron] BOB-BRODIE> showing a different video game title. John Skruch and
other
<[Bob & Ron] BOB-BRODIE> employees were also prowling the crowd with
pre-production EPROM carts
<[Bob & Ron] BOB-BRODIE> in hand, ready to show the visitors the future of
Jaguar gaming.
<[Bob & Ron] BOB-BRODIE>
<[Bob & Ron] BOB-BRODIE> Atari announced the signing of a number of new
developers for the
<[Bob & Ron] BOB-BRODIE> Jaguar tonight, including Virgin, Interplay,
Microprose, UBI Soft,
<[Bob & Ron] BOB-BRODIE> Gremlins Graphics, Millenium, and Accolade. Accolade
will bring
<[Bob & Ron] BOB-BRODIE> Bobsy, Jack Nicklaus Gold, Al Michaels Announces Hard
Ball, Brett
<[Bob & Ron] BOB-BRODIE> Hull Hockey, and Charles Barkley Basketball to the
Jaguar. Atari
<[Bob & Ron] BOB-BRODIE> Games announced that they will be using the Jaguar as
a board for
<[Bob & Ron] BOB-BRODIE> their arcade games. There will be a few other
developers that will be
<[Bob & Ron] BOB-BRODIE> announced in a press release a little later on, as
well as more
<[Bob & Ron] BOB-BRODIE> details regarding the specific titles that they will
be developing for
<[Bob & Ron] BOB-BRODIE> the Jaguar.
<[Bob & Ron] BOB-BRODIE>
<[Bob & Ron] BOB-BRODIE> Tonight, it was also brought to my attention that
there are
<[Bob & Ron] BOB-BRODIE> reports circulating stating that we have stopped our
computer
<[Bob & Ron] BOB-BRODIE> business. I'm happy to state that this rumor is 100%
FALSE!
<[HoST] ST.LOU> YEA!!!!!
<[Bob & Ron] BOB-BRODIE> Atari is not leaving the computer business, we are
still
<[Bob & Ron] BOB-BRODIE> producing the Atari Falcon030. Just a few weeks ago,

James
<[Bob & Ron] BOB-BRODIE> Grunke was here in New York for the Audio Engineering Society
<[Bob & Ron] BOB-BRODIE> Show, where Cubase Audio for Falcon by Steinberg was released. We
<[Bob & Ron] BOB-BRODIE> feel that the Falcon is just now starting to see applications tha
<[Bob & Ron] BOB-BRODIE> take advantage of it's unique capabilities.
<[Bob & Ron] BOB-BRODIE> With that, we're ready to take any questions about the event
<[Bob & Ron] BOB-BRODIE> tonight, Lou, or anything else that our users might like to ask
<[Bob & Ron] BOB-BRODIE> either Ron or I about. ga
<[HoST] ST.LOU> Thanks Bob...
<[HoST] ST.LOU> They're lined up and ready.
<[HoST] ST.LOU> First we have Dave...
<[Dave] D.SHORR> Congrats on the Jaguar, Bob! I did have a computer question but as I'm the first person at the mike, I'll change it;): will I be able to use my Atari SC1224 color monitor with the Jaguar? GA.
** <[HoST] ST.LOU> Room is now listen-only.
<[Bob & Ron] BOB-BRODIE> Hi Dave, yes....you will be able to use youe SC1224 or your
<[Bob & Ron] BOB-BRODIE> SC1435 with the Jaguar. In fact, we'll be using the SC1224 in th
<[Bob & Ron] BOB-BRODIE> in store interactive Kiosks that we're designing. It will requir
<[Bob & Ron] BOB-BRODIE> you to have the optional RGB cable to use the SC1224 with the
<[HoST] ST.LOU> Folks, so many hands just went up it will take a few minutes to acknowledge you all. Please use the /RAI command only once.
<[Bob & Ron] BOB-BRODIE> Jaguar, though. It's a great picture. :) GA
<[HoST] ST.LOU> Next up we have Scott
<[ScottJ] S.CORLEY1> Bob, could you give us an idea as to when Jaguars will be released nationwide? Also, is Atari going to put out a promotional videotape like the one put out by Panasonic for 3d0? It was really impressive. GA.
<[Bob & Ron] BOB-BRODIE> The Jaguar will be sold nationally next year. If you live in an
<[Bob & Ron] BOB-BRODIE> area where the Jaguar is not presently being sold, but wish to
<[Bob & Ron] BOB-BRODIE> purchase on, you can do so via our customer service department.
<[Bob & Ron] BOB-BRODIE> I'll pass all of the information on purchasing a Jaguar to
<[Bob & Ron] BOB-BRODIE> Atari Explorer Online so they can write it up for everyone. We
<[Bob & Ron] BOB-BRODIE> showed the videos tonight at the launch event, and they were
<[Bob & Ron] BOB-BRODIE> very well received. One of them is designed to be run as a
<[Bob & Ron] BOB-BRODIE> commercial, "sandwiched" around another commercial.

<[Bob & Ron] BOB-BRODIE> ga
<[HoST] ST.LOU> OK... Grahan
<[HoST] ST.LOU> Graham Norton is next. GA
<[Graham] G.NORTON> Bob can we expect the Jags in Canada Jan 1?
<[Graham] G.NORTON> Also do you have any cheap Atari stock to sell! :)
<[Graham] G.NORTON> GA
<[Bob & Ron] BOB-BRODIE> I'm honestly not sure what timeframe we're looking at for Canada
<[Bob & Ron] BOB-BRODIE> Graham :) Cheap stock? Not this week!! :) :)
<[Bob & Ron] BOB-BRODIE> ga
<[HoST] ST.LOU> Thanks Bob.... on to Nevin Shalit.
<[NevMan] NEVIN-S> Thanks. I have two questions. First, is the Jaguar in production, or were
<[NevMan] NEVIN-S> you showing a prototype? Second, on a more personal note, how did it feel
<[NevMan] NEVIN-S> tonight after years of struggling in the computer market to get the press
<[NevMan] NEVIN-S> to pay attention to you, to have them all there in that room? ga
<[Bob & Ron] BOB-BRODIE> Yes, the Jaguar is in production...but we did show units from the
<[Bob & Ron] BOB-BRODIE> pilot production run that was done first. Re you're second
<[Bob & Ron] BOB-BRODIE> question, it was very nice. Especially nice was to meet so many
<[Bob & Ron] BOB-BRODIE> of the international press members that I have read about or
<[Bob & Ron] BOB-BRODIE> corresponded with over the years. I met with Steve Young of CNN
<[Bob & Ron] BOB-BRODIE> today and spoke with him before and after his filmed interview
<[Bob & Ron] BOB-BRODIE> with Sam. (Boy does he hate Windows!) Paula Richards of ST Format
<[Bob & Ron] BOB-BRODIE> was also on hand, and I really enjoyed getting to talk with her.
<[Bob & Ron] BOB-BRODIE> All in all, a really exciting experience. I know that Ron
<[Bob & Ron] BOB-BRODIE> enjoyed getting to meet the Tramiels. All of them, including
<[Bob & Ron] BOB-BRODIE> Jack were very happy to meet one of thier longest, and best
<[Bob & Ron] BOB-BRODIE> known supporters. When Sam was introduced to Ron, he spent
<[Bob & Ron] BOB-BRODIE> quite a bit of his time letting Ron know how much he appreciated
<[Bob & Ron] BOB-BRODIE> his many years of service to the Atari Community.
<[Bob & Ron] BOB-BRODIE> I like him, too. :)
<[Bob & Ron] BOB-BRODIE> Hope that covered it, Nevin. :)
<[HoST] ST.LOU> Whew.... so many people in the queue... new experience :-)
<[HoST] ST.LOU> Thanks everyone for being patient

<[HoST] ST.LOU> On to Ed Lin
<[Ed] E.LIN1> how do the initial Jaguar games compare to the 3DO in terms of graaphics?
<[Bob & Ron] BOB-BRODIE> Ed, I have only seen Crash 'n Burn. It's a different sort of
<[Bob & Ron] BOB-BRODIE> game than we have done so far. We've provided a number of
<[Bob & Ron] BOB-BRODIE> screen shots that are available for downloading from the ST RT
<[Bob & Ron] BOB-BRODIE> library via Atari Explorer Online Magazine. Rather than Ron and
<[Bob & Ron] BOB-BRODIE> I giving you our opinion, why don't you download the Jaguar pics
<[Bob & Ron] BOB-BRODIE> yourself and take a look at them? I'm sure that you'll be
<[Bob & Ron] BOB-BRODIE> very impressed with them. Especially Crescent Galaxy! :) ga
<[HoST] ST.LOU> Sean Dougherty from Processor Direct, the newest Atari magazine, is next...
<[Sean@TWP] P-DIRECT> Bob -- To change the topic a little, Atari may still be producing the Falcon030, but with perhaps only a few thousand units sold it is obvious something more needs to be done than make them. <grin>
<[Sean@TWP] P-DIRECT> Does Atari have plans to sell the Falcon030 through less passive means? For instance, with the help of some enthused writers, the Falcon030 has gained the interest of several special interest magazines, and it seems this would be the perfect way to "sneak" into a market, and at very little expense... GA
<[Bob & Ron] BOB-BRODIE> Sean, at this point we have no such plans. We're always...
<[Bob & Ron] BOB-BRODIE> interested in listening to proposals, though. I'd suggest that
<[Bob & Ron] BOB-BRODIE> you contact Garry Tramiel if you have some suggestions about
<[Bob & Ron] BOB-BRODIE> selling the Falcon030 via a unique means. :)
<[Bob & Ron] BOB-BRODIE> ga
<[HoST] ST.LOU> Thanks Sean. Rob Anisko is next
<[Zombie] R.ANISKO> ok (home the buffer works here...)
<[Zombie] R.ANISKO> Bob, with the Jaguar about to come out, and the Lynx
<[Zombie] R.ANISKO> available, is Atari planning on releasing the same
<[Zombie] R.ANISKO> games on both systems - it makes nice cross-over
<[Zombie] R.ANISKO> sales and advertising... (like Nint*ndo w/ the SNES and
<[Zombie] R.ANISKO> Gameboy)? ga
<[Zombie] R.ANISKO>
<[HoST] ST.LOU> It worked!
<[HoST] ST.LOU> :-)
<[Bob & Ron] BOB-BRODIE> Yes and no, Rob. :)
<[Bob & Ron] BOB-BRODIE> There is no question that there is some terrific opportunities to
<[Bob & Ron] BOB-BRODIE> do EXACTLY what you've described. However, on the other hand we

<[Bob & Ron] BOB-BRODIE> know that the hand held market is no where as big as the home
<[Bob & Ron] BOB-BRODIE> console market. Plus, the Jaguar makes possible things that canno
<[Bob & Ron] BOB-BRODIE> be done on ANY OTHER GAME MACHINE, including the Lynx. So it's
<[Bob & Ron] BOB-BRODIE> only natural, IMHO, that developers will look to do something
<[Bob & Ron] BOB-BRODIE> new and exciting to stretch the envelope with the Jaguar. We do
<[Bob & Ron] BOB-BRODIE> envision there being some titles that will be made available for
<[Bob & Ron] BOB-BRODIE> the Lynx as well though. ga
<[HoST] ST.LOU> We still have more than 20 in the queue... on to Dale Ellis....
<[Dale] D.ELLIS16> Congrads Bob, Ron, John, Jerri. Jerri was Bob really there or across the street at Les Miserables? ;-) Real Questions:Have you thought about selling any of the products via TV Shopping? Any TV shows about the Jag? Like Discovery or .....
<[Dale] D.ELLIS16> FutureWatch? GA
<[Bob & Ron] BOB-BRODIE> Jerri says he was really there...thanks for checking up on him.
<[Bob & Ron] BOB-BRODIE> Now, on to the "real" questions, we are open to all of those
<[Bob & Ron] BOB-BRODIE> opportunities, but first want to get back into the "regular"
<[Bob & Ron] BOB-BRODIE> retail environment. We feel that it is important that consumers
<[Bob & Ron] BOB-BRODIE> be able to go into a store and actually see, and try out a
<[Bob & Ron] BOB-BRODIE> Jaguar to fully appreciate it. So we're very excited to be
<[Bob & Ron] BOB-BRODIE> in stores like Toys 'R Us, The Wiz, Babbages, Electronic Boutique
<[Bob & Ron] BOB-BRODIE> Kaybee Toys....and others.
<[Bob & Ron] BOB-BRODIE> ga
<[HoST] ST.LOU> Mark Santora... if you are still here, please /raise. Your number has gone bye bye
<[HoST] ST.LOU> Meanwhile, on to Gary
<[Gary] G.STOLLMAN> Bob, I am interested in programming for Atari as a developer. In your honest opinion, is this release the "do-it" thing that will put Atari back in the forefront of computers,and why is it taking so long for the Falcon to get software???
<[Gary] G.STOLLMAN> ga
<[Bob & Ron] BOB-BRODIE> Hi Gary. Yes, I think that the Jaguar is going to be a very
<[Bob & Ron] BOB-BRODIE> big product for Atari. If you hae aspirations about developing
<[Bob & Ron] BOB-BRODIE> for the Jaguar, I'm sure that Bill Rehbock would like to talk
<[Bob & Ron] BOB-BRODIE> to you. Re the Falcon...I think there are several

reasons that
<[Bob & Ron] BOB-BRODIE> it's taking so long. #1 - Poor Sales. The economy in
California
<[Bob & Ron] BOB-BRODIE> where we do much of our business, is MISERABLE. And
it's true
<[Bob & Ron] BOB-BRODIE> not only for Atari, but other companies as well. One
of the
<[Bob & Ron] BOB-BRODIE> stock analysts that was at the event tonight told me
that
<[Bob & Ron] BOB-BRODIE> Apple is now sitting on a HUGE inventory of products.
He said
<[Bob & Ron] BOB-BRODIE> numbers that frankly, I had a hard time believing. So,
the
<[Bob & Ron] BOB-BRODIE> computer hardware business is just really tough right
now. One of
<[Bob & Ron] BOB-BRODIE> the other reasons it's taking so long is us: we've
reduced our
<[Bob & Ron] BOB-BRODIE> company in size to such a small level that it is
really tough
<[Bob & Ron] BOB-BRODIE> to be able to do everything that we would like to be
able to do.
<[Bob & Ron] BOB-BRODIE> For example, there was some staff at the event tonight
from
<[Bob & Ron] BOB-BRODIE> ST Informer. But I never had a chance to spend more
than a few
<[Bob & Ron] BOB-BRODIE> seconds with them at a time. I hate that, frankly.
And think
<[Bob & Ron] BOB-BRODIE> that once we've added some additional staff we'll be
in a
<[Bob & Ron] BOB-BRODIE> better position to do the things that we need to do to
properly
<[Bob & Ron] BOB-BRODIE> support ALL of our products. GA
<[HoST] ST.LOU> Thanks Bob. Please welcome Delroy Blake!
<[delroy Blake] D.BLAKE> I have 3 questions for you.
<[delroy Blake] D.BLAKE> 1) What are the specs on the Jag over sees news
travels slow
<[delroy Blake] D.BLAKE> 2) do you inted to market to the Army-AirForce Excange
Stores Lots of people
<[delroy Blake] D.BLAKE> with money to spend and
<[delroy Blake] D.BLAKE> 3) What ever happen to UNIX FOR THE TT,
<[delroy Blake] D.BLAKE> ga
<[Bob & Ron] BOB-BRODIE> Good evening Delroy, thank you for attending our RTC
tonight!!!
<[Bob & Ron] BOB-BRODIE> Regarding your questions....WOW! :) I'll give you a
quick
<[Bob & Ron] BOB-BRODIE> run down on the specs, but I'd prefer that you check
out the
<[Bob & Ron] BOB-BRODIE> library here on GEnie in the ST RT for file
AEO_SE1.ZIP
<[Bob & Ron] BOB-BRODIE> That file has full set of press releases including

block diagrams
<[Bob & Ron] BOB-BRODIE> of the entire Jaguar system. The Jaguar is a full 64 bit system
<[Bob & Ron] BOB-BRODIE> that has 5 microprocessors on three chips, including a 64 Bit
<[Bob & Ron] BOB-BRODIE> RISC processor, a 32 Bit RISC processor, and a 68000. The bus
<[Bob & Ron] BOB-BRODIE> is a full 64 bit bus. It is capable of 32 bit color, with over
<[Bob & Ron] BOB-BRODIE> 16.7 million colors, and 16 bit stereo CD sound. BTW, I've just
<[Bob & Ron] BOB-BRODIE> been informed by Travis Guy, Editor of AEO that the correct file
<[Bob & Ron] BOB-BRODIE> name is AEO_SE_J.ZIP :) Thanks, Travis. The file will also
<[Bob & Ron] BOB-BRODIE> have some Jaguar screen shots in it in GIF format. :) Re the
<[Bob & Ron] BOB-BRODIE> Army/Air Force stuff....not right away, but maybe next year. At
<[Bob & Ron] BOB-BRODIE> first we're doing a New York/San Francisco rollout of the
<[Bob & Ron] BOB-BRODIE> Jaguar this year, then we'll finish our plans for the rest of
<[Bob & Ron] BOB-BRODIE> the US later. Certainly, we want to find a way to provide the
<[Bob & Ron] BOB-BRODIE> Jaguar to the Military. Lastly, re TT UNIX, we cancelled the
<[Bob & Ron] BOB-BRODIE> project because we didn't feel that our version of UNIX was
<[Bob & Ron] BOB-BRODIE> cost effective enough to be chosen by a broad base of people.
<[Bob & Ron] BOB-BRODIE> We did feel that Atari UNIX could have been run as a text based
<[Bob & Ron] BOB-BRODIE> UNIX on the Falcon, but we couldn't have close to being able to
<[Bob & Ron] BOB-BRODIE> support it properly, so we cancelled it. GA
<[HoST] ST.LOU> Bob, there are over 20 in the queue and they are being extremely patient with me as I try to keep up. :-) Our next speaker is Chris Oates...
<[Chris] C.OATES2> Two questions: First, when might we see the first Jaguar TV ads? Second, about how many Jaguars have been manufactued to date?
<[Chris] C.OATES2> GA
<[Bob & Ron] BOB-BRODIE> Lou, in light of all the people in line, I think we should
<[Bob & Ron] BOB-BRODIE> restrict everyone after Chris to just one question til we get
<[Bob & Ron] BOB-BRODIE> through the que.
<[HoST] ST.LOU> ... or you could just answer ONE question :-)
<[Bob & Ron] BOB-BRODIE> Chris, in the areas that the Jaguar is going to be sold (NY or

<[Bob & Ron] BOB-BRODIE> San Francisco) you'll start to see teaser ads next
week. The
<[Bob & Ron] BOB-BRODIE> "real ads" will start shortly after that. Re how many
Jags have
<[Bob & Ron] BOB-BRODIE> been built, to be honest, I don't know. I'd need to
check with
<[Bob & Ron] BOB-BRODIE> our VP of Manufacturing....he's not here. It's an
incredibly
<[Bob & Ron] BOB-BRODIE> small hotel room. :)
<[Bob & Ron] BOB-BRODIE> ga
<[HoST] ST.LOU> OK... Sir Fransis is next
<[Sir Fransis] K.DRAKE> What do you forsee being the first network use for the
Jaguar (Other than ComLynx)
<[Sir Fransis] K.DRAKE> ga
<[Bob & Ron] BOB-BRODIE> I really don't know. :) I haven't had enough time to
think
<[Bob & Ron] BOB-BRODIE> about that yet. For the most part, we've been looking
at the
<[Bob & Ron] BOB-BRODIE> system as a game machine for the home to compete
against Sega
<[Bob & Ron] BOB-BRODIE> and Nintendo, not so much as a network machine. I do
know that
<[Bob & Ron] BOB-BRODIE> Sam is very keenly interested in interactive TV via
cable. ga
<[HoST] ST.LOU> Tony Wetmore is next Bob.
<[Tony Tramiel] WETMORE> Bob and everyone: Bravo! You've all done an
incredible job!
<[Tony Tramiel] WETMORE> I have 2 questions, but they're related... (actually,
I have more)
<[Tony Tramiel] WETMORE> 3) Will I be able to mail-order a Jag from Atari this
month?
<[Tony Tramiel] WETMORE> 4) If not, when will retail stores in NY begin
receiving Jags?
<[Tony Tramiel] WETMORE> (oops)
** <[Tony] WETMORE> was <[Tony Tramiel] WETMORE>.
<[Bob & Ron] BOB-BRODIE> Yes, and the week before Thanksgiving is when they are
due in.
<[Bob & Ron] BOB-BRODIE> ga
<[HoST] ST.LOU> Chris Cassaday....
<[Chris] C.CASSADAY> Bob, can you comment about the possible Dallas
distribution point?
<[Chris] C.CASSADAY> Will the Jaguar be sold at the Incredible Universe this
fall? GA
<[Bob & Ron] BOB-BRODIE> I've not been told officially that we're going to be
there,
<[Bob & Ron] BOB-BRODIE> but I hear tell that we are, Chris.
<[Bob & Ron] BOB-BRODIE> ga
<[HoST] ST.LOU> Sam Rapp!
<[Sam030] SAM-RAPP> Hi Bob, Ron, (and others...) What are the possibilities for
a modem

<[Sam030] SAM-RAPP> for the Jag? Is there an RS-232 on the expansion port? Where is my
<[Sam030] SAM-RAPP> T-shirt! ;-)
<[Sam030] SAM-RAPP> GA
<[Bob & Ron] BOB-BRODIE> Sam, Ron Kovacs is wearing your T-Shirt. He looks great in it.
<[Bob & Ron] BOB-BRODIE> So does John Gagne. We're also going to bring out baseball caps.
<[Bob & Ron] BOB-BRODIE> Black with a Jaguar logo, sort of like the T-Shirt.
<[Bob & Ron] BOB-BRODIE> Yes, there is an RS-232 on the expansion port, and we envision
<[Bob & Ron] BOB-BRODIE> using the DSP connection to be a modem. ga
<[HoST] ST.LOU> Thanks. I am sorry to say that I will have to cut off any more /raises.
<[HoST] ST.LOU> There are still 20 in the queue who will be allowed their questions.
<[HoST] ST.LOU> Dave Shorr is next
<[Dave] D.SHORR> Has Atari considered offering a cooperative multitasking environment to its ST customers? Couldn't the multitasking AES and Desktop contained in the current version of MultiTOS be loaded without MiNT? GA.
<[Bob & Ron] BOB-BRODIE> Dave, I'm just not techincal enough to discuss that with you.
<[Bob & Ron] BOB-BRODIE> The best solution that I can see now is to use MultiTOS with
<[Bob & Ron] BOB-BRODIE> Geneva from Gribnif Software.
<[Bob & Ron] BOB-BRODIE> Sorry, GA.
<[HoST] ST.LOU> Ron Hall is next, Bob
<[GOT FALCON!] R.HALL49> More than 1 question but only requires small answers! :) I just yesterday got my base unit Falcon(yea!) when can I get an official hard drive upgrade kit? Will Atari be able to challenge CD-32 in Europe since they are producing 20,000 units a week now? Tantalize me with visions of a Lynx II with the Jaguar chipset!!! Final Question...Jaguar sales truly to be funneled to Falcon!!! (hope,hope,hope) LOVE my Falcon BTW...thanx GA
<[Bob & Ron] BOB-BRODIE> Don't know about the HD kit, get a SCSI-II cable and go external
<[Bob & Ron] BOB-BRODIE> for now. The drives are bigger and cheaper than the tiny IDEs.
<[Bob & Ron] BOB-BRODIE> We will not challenge CD-32 in Europe...we will defeat them.
<[Bob & Ron] BOB-BRODIE> Yes. ga
<[HoST] ST.LOU> Kevin Houser...
<[Kevin Houser] PG.MUSIC> Bob, any hope for a Falcon based dev system for the Jag &/or Lynx? Also, could I get a 'factory' direct Jag when I go to Charlotte this weekend. <g> I'm interested in doing music related Jag titles. Doezit have a Midi port? <g> Kevin in Atlanta, PG Music Atari development... BTW, all PG Music stuff (new) is written on a Falcon030/14/120 <g> Good European sales too. :) ... GA
<[Bob & Ron] BOB-BRODIE> Hi Kevin. Yes, there is a TOS based dev system for the Jaguar
<[Bob & Ron] BOB-BRODIE> now. I think it is quite logical to assume that it

will be
<[Bob & Ron] BOB-BRODIE> ported to the Falcon. Sorry, IBM is not selling the Jaguar
<[Bob & Ron] BOB-BRODIE> Factory Direct at all. They build it, warehouse it, and ship it.
<[Bob & Ron] BOB-BRODIE> That's all. No MIDI port, but wow! It can make terrific music!!
<[Bob & Ron] BOB-BRODIE> ga
<[HoST] ST.LOU> Charles Smeton of NewSTar Tech....
<[NewSTar Tech] C.S.SMETON> Bob, where (what stores) and when can I tell my buddy in NYC to buy a Jaguar for me? ga
<[Bob & Ron] BOB-BRODIE> The Wiz, Babbages, Toys 'R Us, Electronic Boutique, Kaybee Toys,
<[Bob & Ron] BOB-BRODIE> that enough Charles? GA
<[HoST] ST.LOU> Here comes Travis Guy from Atari Explorer Online... the best source of Atari news!
<[FSU #1!] AEO.MAG> Thanks Lou! <blush>
<[FSU #1!] AEO.MAG> Evening sirs! It sounds like everyone had a great time tonight. Bob, I think I
<[HoST] ST.LOU> Hi Andy. You are two away. Have question ready and wait for talk-mode signal.
<[HoST] ST.LOU> Ooops.
<[HoST] ST.LOU> :-)
<[Bob & Ron] BOB-BRODIE> OK Lou.
<[FSU #1!] AEO.MAG> can speak for every Atarians in saying it's good to finally have Atari back on track
<[FSU #1!] AEO.MAG> to the forefront - where we feel Atari belongs. Can you give us some specific
<[FSU #1!] AEO.MAG> reactions from some of the crowd at the event? Paul Harvey mentioned Atari and
<[FSU #1!] AEO.MAG> the Jaguar today in his radio show, and it was very positive. Go Atari!
<[Bob & Ron] BOB-BRODIE> Evening, Travis! It's great to see you online tonight!! Ron
<[FSU #1!] AEO.MAG> (And I want a Jaguar cap!) GA
<[Bob & Ron] BOB-BRODIE> sez Hi!! We at Atari are very grateful for the fine job that you
<[Bob & Ron] BOB-BRODIE> and rest of the very fine staff at Atari Explorer Online do to
<[Bob & Ron] BOB-BRODIE> support the entire Atari Community. If only all publications
<[Bob & Ron] BOB-BRODIE> would follow your excellent example of how to do an online mag!
<[Bob & Ron] BOB-BRODIE> (Well, I can dream, can't I?!?!?!)
<[Bob & Ron] BOB-BRODIE> Today, USA Today ran a very nice article about Video Games, and
<[Bob & Ron] BOB-BRODIE> featured a full color picture of the Jaguar on the LIFE Section
<[FSU #1!] AEO.MAG> Bob, any magazine in particular you'd like to see "shape up?"

<[Bob & Ron] BOB-BRODIE> of the paper. The San Jose Mercury News also ran a terrific
<[Bob & Ron] BOB-BRODIE> article on the Jaguar. Many of the people that were at the
<[Bob & Ron] BOB-BRODIE> event tonight were financial writers, or business writers. They
<[Bob & Ron] BOB-BRODIE> to a large degree, were not exposed to the Jaguar games until
<[Bob & Ron] BOB-BRODIE> tonight for the very first time. They thought that the games
<[Bob & Ron] BOB-BRODIE> looked and sounded great, as well as the pricing on the Jaguar
<[Bob & Ron] BOB-BRODIE> for real consumers, rather than the high prices that 3DO is
<[Bob & Ron] BOB-BRODIE> charging for their player.
<[Bob & Ron] BOB-BRODIE> Overall, it was a very exciting night. Many people came to see
<[Bob & Ron] BOB-BRODIE> how serious Atari was about the Jaguar... they came skeptics
<[Bob & Ron] BOB-BRODIE> and left believers!
<[FSU #1!] AEO.MAG> Wonderful!
<[Bob & Ron] BOB-BRODIE> Look for a Jaguar cover on an upcoming issue of Die Hard Game
<[Bob & Ron] BOB-BRODIE> Fan, as well as 8 full color pages of coverage from Die Hard!
<[Bob & Ron] BOB-BRODIE> GA
<[HoST] ST.LOU> I missed John Battey about 5 back so I will let him into line here. Thanks to Scott for waiting a bit longer (and to everyone else still in the queue).
<[J.Battey] J.BATTEY1> Was Ziff-Davis there tonight? (What, no coffee mugs!) ga
<[Bob & Ron] BOB-BRODIE> I'd have to look at the final attendance list to be sure. There
<[Bob & Ron] BOB-BRODIE> is a list of people that did RSVP, but not all of them made it.
<[Bob & Ron] BOB-BRODIE> Not sure about Ziff, sorry.
<[Bob & Ron] BOB-BRODIE> ga
<[HoST] ST.LOU> Scott Corley
<[ScottJ] S.CORLEY1> Bob, why did Atari raise the list price of the Jaguar by $50? Also do you have any idea of the price that Jaguar games will sell for? Thanks. GA.
<[Bob & Ron] BOB-BRODIE> To cover the cost of the included game, which was a bit more
<[Bob & Ron] BOB-BRODIE> than we had expected it to be. The price of the games will be
<[Bob & Ron] BOB-BRODIE> in the 49-89 range, depending on the title, and the developer. ga
<[HoST] ST.LOU> OK....
<[HoST] ST.LOU> On to Andy Smith.
<[Andy] L.SMITH70> Bob... First, Congrats!! Second, I heard the following on the Internet... I heard the Jaguar has a 'startup' sequence consisting of the

Atari Fuji, a digitized roar, and a rotating cube with a jaguar on each side. True? false? More info? :) Also glad to hear you got Virgin! ga
<[Bob & Ron] BOB-BRODIE> Andy, TRUE! When the Jaguar is first turned on, the Red Jaguar
<[Bob & Ron] BOB-BRODIE> logo comes on the screen, there is a digitized roar, and then a
<[Bob & Ron] BOB-BRODIE> group of letters spelling out ATARI drop down from the top of the
<[Bob & Ron] BOB-BRODIE> screen. Then there is a cube with digitized pics of a jaguar
<[Bob & Ron] BOB-BRODIE> that rotates while a quick version of "Have you played Atari
<[Bob & Ron] BOB-BRODIE> today?" is played.
<[Bob & Ron] BOB-BRODIE> ga
<[HoST] ST.LOU> Bob, we have a newsflash from Gene Windell....
<[HoST] ST.LOU> <gene is typing like made>
<[HoST] ST.LOU> Let's go on to Rod Martin....
<[HoST] ST.LOU> Rod... GA
<[Network 23] R.MARTIN22> Bob, is Atari still earmarking $3 million for the NY/SF release, and what is the $$$ for 1994 nationwide release?
<[Network 23] R.MARTIN22> ga
<[Bob & Ron] BOB-BRODIE> Yes. We are earmarking that much for this y ear's release
<[Bob & Ron] BOB-BRODIE> and we are finalizing next year's plans now.
<[Bob & Ron] BOB-BRODIE> Part of the planning is dependent on who our retail partners are.
<[Bob & Ron] BOB-BRODIE> ga
<[HoST] ST.LOU> Gene... GA
<[Gene] E.WINDELL> About 10 minutes ago, CNN Headline News described the Jag's technical features as part of a larger story about new computer graphics technology. Other than the Fuji logo, no pictures were shown. I'm sure they will play it again.
<[HoST] ST.LOU> Thanks Gene. Rob Anisko just picked up USA Today and found the story on page 1D. Thanks Rob.
<[HoST] ST.LOU> ON we go.......
<[HoST] ST.LOU> Mike Lipson
<[Bob & Ron] BOB-BRODIE> Gene, who was the CNN correspondent? Was it Steve Young?
<[Gene] E.WINDELL> don't know.
<[HoST] ST.LOU> GA Mike
<[Bob & Ron] BOB-BRODIE> Thanks! Gene
<[Mike Lipson] M.LIPSON> Hi Bob and Lou! Does the Atari/IBM contract allow IBM to license Jaguar technology for Big Blue's computers and is IBM
<[Mike Lipson] M.LIPSON> interested in having Jaguar expansion boards?
<[Mike Lipson] M.LIPSON> GA
<[Bob & Ron] BOB-BRODIE> No, the contract does not allow IBM to use the Jaguar chipset
<[Bob & Ron] BOB-BRODIE> for any of their products. We are having some discussions with
<[Bob & Ron] BOB-BRODIE> them about other possible uses for the Jaguar chipset.

GA
<[HoST] ST.LOU> Ok... Frank Cuccia.
<F.CUCCI> Bob, did you let the cat out of the bag i.e.the BIG developer that
was to sur
<F.CUCCI> prise all of us and is the TT030 still alive ga
<[Bob & Ron] BOB-BRODIE> Which BIG developer??? Accolade, Virgin, or
Interplay? :-)
<[HoST] ST.LOU> Pick one!
<[Bob & Ron] BOB-BRODIE> And yes! GA
<[HoST] ST.LOU> Tim at AEO is next.
<[Tim@AEO] AEO.8> On an earlier question about the falcons, I happen to know
that
<[Tim@AEO] AEO.8> Tecnation and High End will be selling Falcons as use in
Discos as
<[Tim@AEO] AEO.8> lighting systems, with nifty video effects. anywayss my
question:
<[Tim@AEO] AEO.8> When is the jaguar to be sold in europe? (BTW, that product
is called
<[Tim@AEO] AEO.8> Cyber V)
<[Bob & Ron] BOB-BRODIE> Yes they are Tim, thanks for pointing that out for
everyone. We
<[Bob & Ron] BOB-BRODIE> will be selling some units in the holiday season this
year in
<[Bob & Ron] BOB-BRODIE> Europe. GA
<[HoST] ST.LOU> Thanks. Dave Freeland
<[HoST] ST.LOU> has been waiting a long time
<[David] D.FREELAND> Are there any plans to advertise the Falcon030 at all?
What can you tell us about new Falcon products such as DSP modem, etc... It
seems the Jaguar should allow Atari to push the Falcon more than it has so far.
Go Jaguar!!!
<[David] D.FREELAND> ga
<[HoST] ST.LOU> Thanks Dave
<[Bob & Ron] BOB-BRODIE> Dave.... Plans to advertise the Falcon remain
unchanged. We
<[Bob & Ron] BOB-BRODIE> will advertise cooperativly in the markets where we
have an
<[Bob & Ron] BOB-BRODIE> advantage, such as music with partners like Steinberg,
thank you!
<[Bob & Ron] BOB-BRODIE> GA
<[HoST] ST.LOU> Lucky Seven left, Bob and Ron.
<[HoST] ST.LOU> Harj Nagra....
<[Harj] H.NAGRA1> What games will be available for the Jaguar this
<[Harj] H.NAGRA1> year? (...just saw the Atari Fuji on CNN about
<[Harj] H.NAGRA1> 10 minutes ago!!!)
<[Harj] H.NAGRA1> You should let Video Games magazine know that the
<[Harj] H.NAGRA1> Jag is truly 64-bit and not 32-bit as they state in
<[Harj] H.NAGRA1> their latest issue. GA
<[Bob & Ron] BOB-BRODIE> Bob is near death! :-) Ron typing@
<[HoST] ST.LOU> Hehehehe...
<[Bob & Ron] BOB-BRODIE> Hi Harj... Bob has already written a letter to Video

Games and
<[Bob & Ron] BOB-BRODIE> will mail it when he returns to Sunnyvale. Your
right, they
<[Bob & Ron] BOB-BRODIE> certainly made some mistakes! GA
<[HoST] ST.LOU> Jungle Jim!
<J.THORNHILL> Bob, can you tell us specifically what the Atari vs. Sega suit is
all about concerning the scrolling? ga
<[Bob & Ron] BOB-BRODIE> THe four games available will be:
<[Bob & Ron] BOB-BRODIE> Jim Thornhill, other than the press release, I have no
other
<[Bob & Ron] BOB-BRODIE> information to share with you at this time.
<[Bob & Ron] BOB-BRODIE> ga
<[HoST] ST.LOU> Were you going to list 4 games?
<[Bob & Ron] BOB-BRODIE> CyberMorph, Crescent Galaxy, Raiden and Dynodudes. We
expected
<[Bob & Ron] BOB-BRODIE> Checkerd Flag to be ready but it's late! GA
<[HoST] ST.LOU> OK.... James Vogh.
<[James] J.VOGH> How large are the areas (NY and SF) where the Jaguar will be
released. For example, will
<[James] J.VOGH> stores in Connecticut and possibly Massachusetts also have the
Jaguar?
<[James] J.VOGH> ga
<[Bob & Ron] BOB-BRODIE> James: I believe for the retail chains we are talking
metro NY
<[Bob & Ron] BOB-BRODIE> and the San Fran bay area. Connecticut _MIGHT_ see a
few Jags
<[FSU #1!] AEO.MAG>
<[Bob & Ron] BOB-BRODIE> but I really doubt Mass will except for our current
Atari ,
<[Bob & Ron] BOB-BRODIE> dealers. GA
<[HoST] ST.LOU> Sandy from AEO
<[--Sandy] AEO.9> My 1st RTC. Can you tell us anything about how you interact
with
<[--Sandy] AEO.9> Time Warner
<[HoST] ST.LOU> Then Gregg from AEO
<[--Sandy] AEO.9>
<[--Sandy] AEO.9>
<[Bob & Ron] BOB-BRODIE> Sandy.. Welcome to your FIRST RTC here on GEnie.
<[--Sandy] AEO.9> If not Love you all anyway ga
<[Bob & Ron] BOB-BRODIE> We have an arrangement with Time-Life to have access
to their
<[Bob & Ron] BOB-BRODIE> vast library of film and sound clips to be used with
Jaguar
<[Bob & Ron] BOB-BRODIE> titles. Other than that, they own about 23% of Atari.
GA
<[HoST] ST.LOU> Gregg... from Computer STudio?
<[Gregg] AEO.7> Well, yes as a matter of fact <grin>. I'm impressed, I wish I
could have been
<[Gregg] AEO.7> up there in NY for the show.... However, while we're all
hoping to see the Jag become

<[Gregg] AEO.7> THE dominate factor in the game industry, I'm more Atari computer oriented and
<[Gregg] AEO.7> have to ask if you've any idea how long it will be before we can expect to see
<[Gregg] AEO.7> the Jag's fnatastic graphics and audio made available in a TOS-based Atari computer
<[Gregg] AEO.7> and/or on a VME card for the TT/MegaSTe line? thanks, and keep up the great work.
<[Gregg] AEO.7> GA
<[HoST] ST.LOU> Thanks Gregg.
<[Bob & Ron] BOB-BRODIE> Gregg, Nice to hear from you. At this point in time, it's nearly
<[Bob & Ron] BOB-BRODIE> impossible to project when that might happen. For one thing...
<[Bob & Ron] BOB-BRODIE> some of the developer tools for the Jaguar are still maturing.
<[Bob & Ron] BOB-BRODIE> Also,
<[Bob & Ron] BOB-BRODIE> doing such an enterprise would require the addition of even
<[Bob & Ron] BOB-BRODIE> more staff to assure that it could be done properly. Let us get
<[Bob & Ron] BOB-BRODIE> the Jaguar properly launched, supported, and in the market
<[Bob & Ron] BOB-BRODIE> place and we'll see that we can do on the computer side.
<[Bob & Ron] BOB-BRODIE> ga
<[HoST] ST.LOU> But we can sure hope for the future. Right, Gregg? :-) Next we have Sir Fransis...
<[HoST] ST.LOU> Sir Fransis?
<[Sir Fransis] K.DRAKE> How many sounds can the Jag generate simultaneously (3DO=8)? Where is the ComLynx port? Any CD titles in development (7th Guest)? Thanks 4 coming! ga
<[Bob & Ron] BOB-BRODIE> The ComLynx port is incorporated in the expansion port at the
<[Bob & Ron] BOB-BRODIE> rear of the machine. ga
<[HoST] ST.LOU> Final question comes from Tony Wetmore.
<WETMORE> A couple real quickies (I hope): Will the "accessory" cables
<WETMORE> and such (S-Video, etc) be available at launch (ie. 2 weeks or so)?
<WETMORE> Also, can we expect/hope for any Atari coin-op translations next
<WETMORE> year? Such as: Hard/Race Drivin', Steel Talons, etc?
<WETMORE> And, again - thanks(!!) for coming online and staying so long!
** <[--Sandy] AEO.9> disconnected.
<[Bob & Ron] BOB-BRODIE> Yes, there will be conversions of coin op games, although not
<[Bob & Ron] BOB-BRODIE> all of them will be Atari Games products. For instance,
<[Bob & Ron] BOB-BRODIE> Virtua Racing is one of the games that we are looking at as a
<[Bob & Ron] BOB-BRODIE> model for what will be done with at least one of the racing games

<[Bob & Ron] BOB-BRODIE> that we're working on. Re the cables, not 100% sure on that,
<[Bob & Ron] BOB-BRODIE> although they should be along quite soon. :) ga
<[HoST] ST.LOU> A record breaking night for Atari and Dateline Atari! Record length, record number of questions, record number of attendees. What can I say. Congratulation to Bob and his guest (and friend) Ron Kovacs for their service above and beyond. GA
<[Bob & Ron] BOB-BRODIE> Lou, THANKS! It has been a really long day for us here in New
<[Bob & Ron] BOB-BRODIE> York. I'm very grateful to our official online service GEnie
<[Bob & Ron] BOB-BRODIE> and to our friends that staff the Atari RT's for allowing us to
<[Bob & Ron] BOB-BRODIE> share this very special evening for a Dateline: Atari Conference.
<[Bob & Ron] BOB-BRODIE> While we normally do this on a Friday night, I will be up in the
<[Bob & Ron] BOB-BRODIE> air, on my way home to California when the conference will
<[Bob & Ron] BOB-BRODIE> normally be running. Thanks to GEnie for allowing us some slack
<[Bob & Ron] BOB-BRODIE> in scheduling this time. :) I'm also grateful that my very
<[Bob & Ron] BOB-BRODIE> good friend Ron Kovacs could be here to share his impressions of
<[Bob & Ron] BOB-BRODIE> the Jaguar launch event, as well as help with the typing tonight.
<[Bob & Ron] BOB-BRODIE> A rare privlidge for me to hand over the keyboard and just
<[Bob & Ron] BOB-BRODIE> give my answers without having to type all night long!! :)
<[Bob & Ron] BOB-BRODIE> Thank you all for coming. We had a very enjoyable evening. And
<[Bob & Ron] BOB-BRODIE> we look forward to our next session of Dateline: Atari with you
<[Bob & Ron] BOB-BRODIE> next month, here on the official Atari online resource: GEnie.
<[Bob & Ron] BOB-BRODIE> I hope that you all enjoy the rest of the evening, and the
<[Bob & Ron] BOB-BRODIE> beginning of the holiday season. Happy Thanksgiving to you all
<[Bob & Ron] BOB-BRODIE> Good night!
<[HoST] ST.LOU> You are most welcome, Bob. The pleasure truly is ours. Folks, look for this transcript in AEO or in library 13 on Saturday morning. Thanks to everyone for coming and have a safe drive home :-) <Bob, get to sleep!!>

----------end of transcript----------

1292. Re:ATARI _DROPS_ THIER COMPUTER LINES!

Newsgroup: comp.sys.atari.st
Date: 1993-11-05 07:17:57 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.920687@cix.compulink.co.uk>
Source record: 198968

In article <1993Nov4.153133.19594@mks.com>, ignac@mks.com (Ignac Kolenko) writes:
>
>btw: anyone have any concrete sales figures as to how many Falcon's are in
>the hands people in the world?? any big name software houses doing any
>software development for it??
>

Between 15,000 and 20,000 Falcons sold world-wide. Many software companies
support the Falcon, including HiSoft, Compo, Shift, Overscan and GST.

Ofir ogal@cix.compulink.co.uk

1293. Re: Lattice C addr

Newsgroup: comp.sys.atari.st
Date: 1993-11-05 07:17:58 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.920688@cix.compulink.co.uk>
Source record: 198969

In article <CFzGry.Fsw@cbfsb.cb.att.com>, ncherry@cbnewsg.cb.att.com (neil j.cherry) writes:
>Is Lattice C still produced by Metacomco? If it is what is there address? And
>are they currently supporting the US?
>
>I have Lattice C 3.04.01 and it has a broken do/while loop. Jump 4 bytes
>further back before the beginning of the loop. I called England for support,
>they were no help, I was on Bix and they were no help, I wrote letters and
>that was no help. Is Metacomco support still this bad?
>
>If you get the idea I don't like Metacomco you're right!
>
>NJC
>

Lattice C is supported by HiSoft (hisoft@cix.compulink.co.uk) in the UK and Oregon research is the US. It is currently at v5.52 and v5.60 is due any day.

Ofir ogal@cix.compulink.co.uk

1294. Re: best word processor

Newsgroup: comp.sys.atari.st
Date: 1993-11-05 07:26:54 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <2bcv7uINN2at@tom.rz.uni-passau.de>
Source record: 198970

In article <H.eg.FLZCnxn6A3E@semprini.waterloo-rdp.on.ca>
cherborth@semprini.waterloo-rdp.on.ca writes:
>In <2b0t0n$lui@news.u.washington.edu>, rick phillips writes:
>> Hi...
>>
>> I have a friend in Paris who is looking for a good word processor that runs
>> on a 1040ST with only a meg of memory. Is WORD WRITER the best? ALso
>> ... could someone direct me to some mail order places?
>
>IMHO, /all/ of the current crop of ST/TT/Falcon word processors are
>severly lacking, even compared to something as feature-free as Microsoft
>Word for Windoze 1.0.

>Papyrus looks promissing, though I hope they have an English version
>planned/available (my German is nonexistance).

Hmmm... are there English versions of Tempus Word pro or the evil
Signum!3 available?

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) -

- Star Trek: Our Generation -
- To boldly kill rats where no man has killed rats before.... -

1295. Atari Jaguar Rollout

Newsgroup: comp.sys.atari.st
Date: 1993-11-05 07:40:30 UTC
From: asmith@zero.cypher.com
Message-ID: <1993Nov5.074030.4368@nuchat.sccsi.com>
Source record: 198967

Here is an unofficial transcript of Bob Brodie's "Dateline: Atari" November 4, 1993, the day of the Jaguar rollout! This file has not been edited except to remove unneccessary items and to make it more visually appealing (and readable).

<[HoST] ST.LOU>
This is the night we've been eagerly anticipating ... the official Jaguar roll out from New York City with a live report on the news conference held just two hours ago.
As usual for our Dateline Atari RTC's, our special guest is the Director of Communications, Bob Brodie. Despite a very hectic and exciting day, Bob has chosen to give GEnie users the first accounts of this evening's news conference.
Elsewhere in the Atari ST RoundTable there is growing excitement about the Jaguar, the host of new game developers and the unbelievable climb of Atari stock which hit a high of 12 1/8 today!
Now, without further ado, heeeeeeeere's Bob!

<[Bob & Ron] BOB-BRODIE>
Thanks, Lou. We have a very brief account of the evening that we'd like to upload at this time, then we'll be happy to take any and all questions from the audience. I'd like to express how very excited Ron and I are to be here tonight on Atari's official online service: GEnie!!! The size of the group here tonight is just wonderful, and really helps to show the high level of interest in the Jaguar. With that, here comes our prepared remarks.
Welcome one and all!! We have just returned from the jungle!! Atari has just rolled out the 64-bit home entertainment system to a standing room only audience on the 48th floor of the Time-Life Building in New York City.
I am joined here tonight with my wife Jerri, Ron Kovacs and John Gagne of the Z*Net News Service. We are coming to you live from the Paramount Hotel on 46th St in Manhattan. We invited the cast from Les Miserables, but they were too busy to attend. :) They're just across the street.
What we have witnessed tonight is a new era for Atari Corporation. The introduction and announcement of release of the Jaguar, a 64-Bit home entertainment machine. On hand at the press conference were Jack Tramiel, sons Sam, Leonard and Garry, myself, Bill Rehbock, James Grunke, Augie Ligouri, Terry Valeski, John Skruch, Susan McBride, Purple Hampton, and many other staff members from Sunnyvale.
Major press agencies such as CBS,NBC, ABC, CNN and local reporters from the New York Times, Wall Street Journal,

entertainment and Atari media were in attendance at the event. Heard from nearly ALL of the attendees were WOW and shouts of excitement from the presentation hosted by Sam Tramiel.
Guests were greeted by three male and female jet black leather and vinyl costumed jaguar cats. Tropical foliage, flowering bamboo, moist fog, blue and green tinted pin spots and animal cries, deep from within the heart of the jungle.
Inside the concept changed dramatically, encircling the entire event were Atari Jaguar and Lynx kiosks accented with blue neon rods, ice blue pin spots and more tropical foliage. Positioned in two corners of the room were wire caged with the jaguar costumed dancers.
Sam gave a presentation, accompanied by video displays of the Jaguar TV commercial, and sales videos for the retail stores. There was no expense spared to convey the messages to the attendees that Atari is serious about marketing the Jaguar. No less than 12 screens positioned throughout the room carried the video, as well as Jaguar game play. 10 Jaguar kiosks were stationed throughout the room, each
showing a different video game title. John Skruch and other employees were also prowling the crowd with pre-production EPROM carts in hand, ready to show the visitors the future of Jaguar gaming.
Atari announced the signing of a number of new developers for the Jaguar tonight, including Virgin, Interplay, Microprose, UBI Soft, Gremlins Graphics, Millenium, and Accolade. Accolade will bring Bobsy, Jack Nicklaus Gold, Al Michaels Announces Hard Ball, Brett Hull Hockey, and Charles Barkley Basketball to the Jaguar. Atari Games announced that they will be using the Jaguar as a board for their arcade games. There will be a few other developers that will be announced in a press release a little later on, as well as more details regarding the specific titles that they will be developing for the Jaguar.
Tonight, it was also brought to my attention that there are reports circulating stating that we have stopped our computer business. I'm happy to state that this rumor is 100% FALSE! Atari is not leaving the computer business, we are still producing the Atari Falcon030. Just a few weeks ago, James Grunke was here in New York for the Audio Engineering Society Show, where Cubase Audio for Falcon by Steinberg was released. We feel that the Falcon is just now starting to see applications tha take advantage of it's unique capabilities. With that, we're ready to take any questions about the event tonight, Lou, or anything else that our users might like to ask either Ron or I about. ga

<[Dave] D.SHORR>
Congrats on the Jaguar, Bob! I did have a computer question but as I'm the first person at the mike, I'll change it;): will I be able to use my Atari SC1224 color monitor with the Jaguar? GA.

<[Bob & Ron] BOB-BRODIE>
Hi Dave, yes....you will be able to use youe SC1224 or your
SC1435 with the Jaguar. In fact, we'll be using the SC1224 in th
BOB-BRODIE> in store interactive Kiosks that we're designing. It
will requir you to have the optional RGB cable to use the SC1224
with the Jaguar, though. It's a great picture. :) GA

<[ScottJ] S.CORLEY1>
Bob, could you give us an idea as to when Jaguars will be
released nationwide? Also, is Atari going to put out a promotional
videotape like the one put out by Panasonic for 3d0? It was really
impressive. GA.

<[Bob & Ron] BOB-BRODIE>
The Jaguar will be sold nationally next year. If you live in an
area where the Jaguar is not presently being sold, but wish to
purchase on, you can do so via our customer service department. I'll
pass all of the information on purchasing a Jaguar to Atari Explorer
Online so they can write it up for everyone. We showed the videos
tonight at the launch event, and they were very well received. One
of them is designed to be run as a commercial, "sandwiched" around
another commercial.

<[Graham] G.NORTON>
Bob can we expect the Jags in Canada Jan 1?
Also do you have any cheap Atari stock to sell! :)
<
<[Bob & Ron] BOB-BRODIE>
I'm honestly not sure what timeframe we're looking at for Canada
Graham :) Cheap stock? Not this week!! :) :)

<[NevMan] NEVIN-S>
Thanks. I have two questions. First, is the Jaguar in production,
or were you showing a prototype? Second, on a more personal note,
how did it feel tonight after years of struggling in the computer
market to get the press to pay attention to you, to have them all
there in that room? ga

<[Bob & Ron] BOB-BRODIE>
Yes, the Jaguar is in production...but we did show units from the
pilot production run that was done first. Re you're second question,
it was very nice. Especially nice was to meet so many of the
international press members that I have read about or corresponded
with over the years. I met with Steve Young of CNN today and spoke
with him before and after his filmed interview with Sam. (Boy does
he hate Windows!) Paula Richards of ST Format was also on hand, and
I really enjoyed getting to talk with her. All in all, a really
exciting experience. I know that Ron enjoyed getting to meet the
Tramiels. All of them, including Jack were very happy to meet one
of thier longest, and best known supporters. When Sam was introduced
to Ron, he spent quite a bit of his time letting Ron know how much he
appreciated his many years of service to the Atari Community. I like
him, too. :)

Hope that covered it, Nevin. :)

<[Ed] E.LIN1>
how do the initial Jaguar games compare to the 3DO in terms of graaphics?

<[Bob & Ron] BOB-BRODIE>
Ed, I have only seen Crash 'n Burn. It's a different sort of game than we have done so far. We've provided a number of screen shots that are available for downloading from the ST RT library via Atari Explorer Online Magazine. Rather than Ron and I giving you our opinion, why don't you download the Jaguar pics yourself and take a look at them? I'm sure that you'll be very impressed with them. Especially Crescent Galaxy! :) ga

<[Sean@TWP] P-DIRECT>
Bob -- To change the topic a little, Atari may still be producing the Falcon030, but with perhaps only a few thousand units sold it is obvious something more needs to be done than make them. <grin> Does Atari have plans to sell the Falcon030 through less passive means? For instance, with the help of some enthused writers, the Falcon030 has gained the interest of several special interest magazines, and it seems this would be the perfect way to "sneak" into a market, and at very little expense... GA

<[Bob & Ron] BOB-BRODIE>
Sean, at this point we have no such plans. We're always interested in listening to proposals, though. I'd suggest that you contact Garry Tramiel if you have some suggestions about selling the Falcon030 via a unique means. :)

<[Zombie] R.ANISKO>
Bob, with the Jaguar about to come out, and the Lynx available, is Atari planning on releasing the same games on both systems - it makes nice cross-over sales and advertising... (like Nint*ndo w/ the SNES and Gameboy)? ga

<[Bob & Ron] BOB-BRODIE>
Yes and no, Rob. :)
There is no question that there is some terrific opportunities to do EXACTLY what you've described. However, on the other hand we know that the hand held market is no where as big as the home console market. Plus, the Jaguar makes possible things that canno be done on ANY OTHER GAME MACHINE, including the Lynx. So it's only natural, IMHO, that developers will look to do something new and exciting to stretch the envelope with the Jaguar. We do envision there being some titles that will be made available for the Lynx as well though.

<[Dale] D.ELLIS16>
Congrads Bob, Ron, John, Jerri. Jerri was Bob really there or across the street at Les Miserables? ;-) Real Questions:Have you thought about selling any of the products via TV Shopping? Any TV

shows about the Jag? Like Discovery or FutureWatch? GA

<[Bob & Ron] BOB-BRODIE>
Jerri says he was really there...thanks for checking up on him.
Now, on to the "real" questions, we are open to all of those
opportunities, but first want to get back into the "regular" retail
environment. We feel that it is important that consumers be able
to go into a store and actually see, and try out a Jaguar to fully
appreciate it. So we're very excited to be in stores like Toys 'R
Us, The Wiz, Babbages, Electronic Boutique, Kaybee Toys....and
others.

<[Gary] G.STOLLMAN>
Bob, I am interested in programming for Atari as a developer.
In your honest opinion, is this release the "do-it" thing that will
put Atari back in the forefront of computers,and why is it taking so
long for the Falcon to get software???

<[Bob & Ron] BOB-BRODIE>
Hi Gary. Yes, I think that the Jaguar is going to be a very big
product for Atari. If you hae aspirations about developing for the
Jaguar, I'm sure that Bill Rehbock would like to talk to you. Re
the Falcon...I think there are several reasons that it's taking so
long. #1 - Poor Sales. The economy in California where we do much
of our business, is MISERABLE. And it's true not only for Atari,
but other companies as well. One of the stock analysts that was at
the event tonight told me that Apple is now sitting on a HUGE
inventory of products. He said numbers that frankly, I had a hard
time believing. So, the computer hardware business is just really
tough right now. One of the other reasons it's taking so long is us:
we've reduced our company in size to such a small level that it is
really tough to be able to do everything that we would like to be
able to do. For example, there was some staff at the event tonight
from ST Informer. But I never had a chance to spend more than a few
seconds with them at a time. I hate that, frankly. And think that
once we've added some additional staff we'll be in a better position
to do the things that we need to do to properly support ALL of our
products. GA

<[delroy Blake] D.BLAKE>
I have 3 questions for you.
1) What are the specs on the Jag over sees news travels slow
2) do you inted to market to the Army-AirForce Excange Stores Lots
of people with money to spend and
3) What ever happen to UNIX FOR THE TT,

<[Bob & Ron] BOB-BRODIE>
Good evening Delroy, thank you for attending our RTC tonight!!!
Regarding your questions....WOW! :) I'll give you a quick run down
on the specs, but I'd prefer that you check out the library here on
GEnie in the ST RT for file AEO_SE1.ZIP That file has full set of
press releases including block diagrams of the entire Jaguar system.

The Jaguar is a full 64 bit system that has 5 microprocessors on three chips, including a 64 Bit RISC processor, a 32 Bit RISC processor, and a 68000. The bus is a full 64 bit bus. It is capable of 32 bit color, with over 16.7 million colors, and 16 bit stereo CD sound. BTW, I've just been informed by Travis Guy, Editor of AEO that the correct file name is AEO_SE_J.ZIP :) Thanks, Travis. The file will also have some Jaguar screen shots in it in GIF format. :)
Re the Army/Air Force stuff....not right away, but maybe next year. At first we're doing a New York/San Francisco rollout of the Jaguar this year, then we'll finish our plans for the rest of the US later. Certainly, we want to find a way to provide the Jaguar to the Military.
Lastly, re TT UNIX, we cancelled the BOB-BRODIE> project because we didn't feel that our version of UNIX was cost effective enough to be chosen by a broad base of people. We did feel that Atari UNIX could have been run as a text based UNIX on the Falcon, but we couldn't have close to being able to support it properly, so we cancelled it. GA

<[Chris] C.OATES2>
Two questions: First, when might we see the first Jaguar TV ads? Second, about how many Jaguars have been manufactued to date?

<[Bob & Ron] BOB-BRODIE>
Chris, in the areas that the Jaguar is going to be sold (NY or San Francisco) you'll start to see teaser ads next week. The "real ads" will start shortly after that. Re how many Jags have been built, to be honest, I don't know. I'd need to check with our VP of Manufacturing ....he's not here. It's an incredibly small hotel room. :)

<[Sir Fransis] K.DRAKE>
What do you forsee being the first network use for the Jaguar (Other than ComLynx)

<[Bob & Ron] BOB-BRODIE>
I really don't know. :) I haven't had enough time to think about that yet. For the most part, we've been looking at the system as a game machine for the home to compete against Sega and Nintendo, not so much as a network machine. I do know that Sam is very keenly interested in interactive TV via cable. ga

<[Tony Tramiel] WETMORE>
Bob and everyone: Bravo! You've all done an incredible job! I have 2 questions, but they're related... (actually, I have more)
3) Will I be able to mail-order a Jag from Atari this month?
4) If not, when will retail stores in NY begin receiving Jags?

<[Bob & Ron] BOB-BRODIE>
Yes, and the week before Thanksgiving is when they are due in.

<[Chris] C.CASSADAY>
Bob, can you comment about the possible Dallas distribution point? Will the Jaguar be sold at the Incredible Universe this fall? GA

<[Bob & Ron] BOB-BRODIE>
I've not been told officially that we're going to be there, but I
hear tell that we are, Chris.

<[Sam030] SAM-RAPP>
Hi Bob, Ron, (and others...) What are the possibilities for a modem
for the Jag? Is there an RS-232 on the expansion port?

<[Bob & Ron] BOB-BRODIE>
Yes, there is an RS-232 on the expansion port, and we envision using
the DSP connection to be a modem. ga

<[Dave] D.SHORR>
Has Atari considered offering a cooperative multitasking environment
to its ST customers? Couldn't the multitasking AES and Desktop
contained in the current version of MultiTOS be loaded without MiNT?

<[Bob & Ron] BOB-BRODIE>
Dave, I'm just not techincal enough to discuss that with you. The
best solution that I can see now is to use MultiTOS with Geneva from
Gribnif Software.

<[GOT FALCON!] R.HALL49>
More than 1 question but only requires small answers! :) I just
yesterday got my base unit Falcon(yea!) when can I get an official
hard drive upgrade kit? Will Atari be able to challenge CD-32 in
Europe since they are producing 20,000 units a week now? Tantalize me
with visions of a Lynx II with the Jaguar chipset!!! Final Question...
Jaguar sales truly to be funneled to Falcon!!! (hope,hope,hope) LOVE
my Falcon BTW...thanx GA

<[Bob & Ron] BOB-BRODIE>
Don't know about the HD kit, get a SCSI-II cable and go external
for now. The drives are bigger and cheaper than the tiny IDEs. We
will not challenge CD-32 in Europe...we will defeat them.

<[Kevin Houser] PG.MUSIC>
Bob, any hope for a Falcon based dev system for the Jag &/or Lynx?
Also, could I get a 'factory' direct Jag when I go to Charlotte this
weekend. <g> I'm interested in doing music related Jag titles. Doezit
have a Midi port? <g> Kevin in Atlanta, PG Music Atari development...
BTW, all PG Music stuff (new) is written on a Falcon030/14/120 <g> Good
European sales too.

<[Bob & Ron] BOB-BRODIE>
Hi Kevin. Yes, there is a TOS based dev system for the Jaguar now.
I think it is quite logical to assume that it will be ported to the
Falcon. Sorry, IBM is not selling the Jaguar Factory Direct at all.
They build it, warehouse it, and ship it. That's all. No MIDI port,
but wow! It can make terrific music!!

<[NewSTar Tech] C.S.SMETON>
Bob, where (what stores) and when can I tell my buddy in NYC
to buy a Jaguar for me? ga

<[Bob & Ron] BOB-BRODIE>
The Wiz, Babbages, Toys 'R Us, Electronic Boutique, Kaybee Toys,
that enough Charles? GA

<[FSU #1!] AEO.MAG>
Evening sirs! It sounds like everyone had a great time tonight.
Bob, I think I can speak for every Atarians in saying it's good to
finally have Atari back on track to the forefront - where we feel
Atari belongs. Can you give us some specific reactions from some
of the crowd at the event? Paul Harvey mentioned Atari and the
Jaguar today in his radio show, and it was very positive. Go Atari!

<[Bob & Ron] BOB-BRODIE>
Evening, Travis! It's great to see you online tonight!! Ron
sez Hi!! We at Atari are very grateful for the fine job that you
and rest of the very fine staff at Atari Explorer Online do to
support the entire Atari Community. If only all publications would
follow your excellent example of how to do an online mag! (Well, I
can dream, can't I?!?!?!) Today, USA Today ran a very nice article
about Video Games, and featured a full color picture of the Jaguar
on the LIFE Section of the paper. The San Jose Mercury News also
ran a terrific article on the Jaguar. Many of the people that were
at the event tonight were financial writers, or business writers.
They to a large degree, were not exposed to the Jaguar games until
tonight for the very first time. They thought that the games
looked and sounded great, as well as the pricing on the Jaguar
for real consumers, rather than the high prices that 3DO is charging
for their player. Overall, it was a very exciting night. Many
people came to see how serious Atari was about the Jaguar... they
came skeptics and left believers! Look for a Jaguar cover on an
upcoming issue of Die Hard Game Fan, as well as 8 full color pages
of coverage from Die Hard!

<[J.Battey] J.BATTEY1>
Was Ziff-Davis there tonight? (What, no coffee mugs!) ga

<[Bob & Ron] BOB-BRODIE>
I'd have to look at the final attendance list to be sure. There
is a list of people that did RSVP, but not all of them made it. Not
sure about Ziff, sorry.

<[ScottJ] S.CORLEY1>
Bob, why did Atari raise the list price of the Jaguar by $50? Also
do you have any idea of the price that Jaguar games will sell for?
Thanks. GA.

<[Bob & Ron] BOB-BRODIE>
To cover the cost of the included game, which was a bit more than
we had expected it to be. The price of the games will be in the
49-89 range, depending on the title, and the developer. ga

<[Andy] L.SMITH70>
Bob... First, Congrats!! Second, I heard the following on the

Internet... I heard the Jaguar has a 'startup' sequence consisting of the Atari Fuji, a digitized roar, and a rotating cube with a jaguar on each side. True? false? More info? :) Also glad to hear you got Virgin! ga

<[Bob & Ron] BOB-BRODIE>
Andy, TRUE! When the Jaguar is first turned on, the Red Jaguar logo comes on the screen, there is a digitized roar, and then a group of letters spelling out ATARI drop down from the top of the screen. Then there is a cube with digitized pics of a jaguar that rotates while a quick version of "Have you played Atari today?" is played.

<[Network 23] R.MARTIN22>
Bob, is Atari still earmarking $3 million for the NY/SF release, and what is the $$$ for 1994 nationwide release? ga

<[Bob & Ron] BOB-BRODIE>
Yes. We are earmarking that much for this y ear's release and we are finalizing next year's plans now. Part of the planning is dependent on who our retail partners are.

<[Gene] E.WINDELL>
About 10 minutes ago, CNN Headline News described the Jag's technical features as part of a larger story about new computer graphics technology. Other than the Fuji logo, no pictures were shown. I'm sure they will play it again.

<[Mike Lipson] M.LIPSON>
Hi Bob and Lou! Does the Atari/IBM contract allow IBM to license Jaguar technology for Big Blue's computers and is IBM interested in having Jaguar expansion boards?

<[Bob & Ron] BOB-BRODIE>
No, the contract does not allow IBM to use the Jaguar chipset for any of their products. We are having some discussions with them about other possible uses for the Jaguar chipset.

<F.CUCCI>
Bob, did you let the cat out of the bag i.e.the BIG developer that was to surprise all of us and is the TT030 still alive ga

<[Bob & Ron] BOB-BRODIE>
Which BIG developer??? Accolade, Virgin, or Interplay? :-)

<[Tim@AEO] AEO.8>
On an earlier question about the falcons, I happen to know that Tecnation and High End will be selling Falcons as use in Discos as lighting systems, with nifty video effects. anywayss my question: When is the jaguar to be sold in europe? (BTW, that product is called Cyber V)

<[Bob & Ron] BOB-BRODIE>
Yes they are Tim, thanks for pointing that out for everyone. We will be selling some units in the holiday season this year in Europe.

<[David] D.FREELAND>
Are there any plans to advertise the Falcon030 at all? What can you tell us about new Falcon products such as DSP modem, etc... It seems the Jaguar should allow Atari to push the Falcon more than it has so far. Go Jaguar!!!

<[Bob & Ron] BOB-BRODIE>
Dave.... Plans to advertise the Falcon remain unchanged. We will advertise cooperativly in the markets where we have an advantage, such as music with partners like Steinberg, thank you!

<[Harj] H.NAGRA1>
What games will be available for the Jaguar this year? (...just saw the Atari Fuji on CNN about 10 minutes ago!!!) You should let Video Games magazine know that the Jag is truly 64-bit and not 32-bit as they state in their latest issue.

<[Bob & Ron] BOB-BRODIE>
Bob is near death! :-) Ron typing@ Hi Harj... Bob has already written a letter to Video Games and will mail it when he returns to Sunnyvale. Your right, they certainly made some mistakes! GA
THe four games available will be:
CyberMorph,
Crescent Galaxy,
Raiden and
Dynodudes.
We expected Checkerd Flag to be ready but it's late! GA

<J.THORNHILL>
Bob, can you tell us specifically what the Atari vs. Sega suit is all about concerning the scrolling? ga

<[Bob & Ron] BOB-BRODIE>
Jim Thornhill, other than the press release, I have no other information to share with you at this time.

<[James] J.VOGH>
How large are the areas (NY and SF) where the Jaguar will be released. For example, will stores in Connecticut and possibly Massachusetts also have the Jaguar?

<[Bob & Ron] BOB-BRODIE>
James: I believe for the retail chains we are talking metro NY and the San Fran bay area. Connecticut _MIGHT_ see a few Jags but I really doubt Mass will except for our current Atari dealers. GA

<[--Sandy] AEO.9>
My 1st RTC. Can you tell us anything about how you interact with

Time Warner

<[Bob & Ron] BOB-BRODIE>
Sandy.. Welcome to your FIRST RTC here on GEnie. We have an arrangement with Time-Life to have access to their vast library of film and sound clips to be used with Jaguar titles. Other than that, they own about 23% of Atari. GA

<[Gregg] AEO.7>
I'm impressed, I wish I could have been up there in NY for the show.... However, while we're all hoping to see the Jag become THE dominate factor in the game industry, I'm more Atari computer oriented and have to ask if you've any idea how long it will be before we can expect to see the Jag's fnatastic graphics and audio made available in a TOS-based Atari computer and/or on a VME card for the TT/MegaSTe line? thanks, and keep up the great work.

<[Bob & Ron] BOB-BRODIE>
Gregg, Nice to hear from you. At this point in time, it's nearly impossible to project when that might happen. For one thing some of the developer tools for the Jaguar are still maturing. Also, doing such an enterprise would require the addition of even more staff to assure that it could be done properly. Let us get the Jaguar properly launched, supported, and in the market place and we'll see that we can do on the computer side.

<[Sir Fransis] K.DRAKE>
How many sounds can the Jag generate simultaneously (3DO=8)? Where is the ComLynx port? Any CD titles in development (7th Guest)? Thanks 4 coming! ga

<[Bob & Ron] BOB-BRODIE>
The ComLynx port is incorporated in the expansion port at the rear of the machine. ga

<WETMORE>
A couple real quickies (I hope): Will the "accessory" cables and such (S-Video, etc) be available at launch (ie. 2 weeks or so)? Also, can we expect/hope for any Atari coin-op translations next year? Such as: Hard/Race Drivin', Steel Talons, etc?
And, again - thanks(!!) for coming online and staying so long!

<[Bob & Ron] BOB-BRODIE>
Yes, there will be conversions of coin op games, although not all of them will be Atari Games products. For instance, Virtua Racing is one of the games that we are looking at as a model for what will be done with at least one of the racing games that we're working on. Re the cables, not 100% sure on that, although they should be along quite soon. :) ga

<[HoST] ST.LOU>
A record breaking night for Atari and Dateline Atari! Record length, record number of questions, record number of attendees.

What can I say. Congratulation to Bob and his guest (and friend) Ron Kovacs for their service above and beyond. GA

<[Bob & Ron] BOB-BRODIE>
Lou, THANKS! It has been a really long day for us here in New York. I'm very grateful to our official online service GEnie and to our friends that staff the Atari RT's for allowing us to share this very special evening for a Dateline: Atari Conference. While we normally do this on a Friday night, I will be up in the air, on my way home to California when the conference will normally be running. Thanks to GEnie for allowing us some slack in scheduling this time. :) I'm also grateful that my very good friend Ron Kovacs could be here to share his impressions of the Jaguar launch event, as well as help with the typing tonight. A rare privlidge for me to hand over the keyboard and just give my answers without having to type all night long!! :) Thank you all for coming. We had a very enjoyable evening. And we look forward to our next session of Dateline: Atari with you next month, here on the official Atari online resource: GEnie. I hope that you all enjoy the rest of the evening, and the beginning of the holiday season. Happy Thanksgiving to you all. Good night!

<[HoST] ST.LOU>
You are most welcome, Bob. The pleasure truly is ours. Folks, look for this transcript in AEO or in library 13 on Saturday morning. Thanks to everyone for coming and have a safe drive home :-) <Bob, get to sleep!!>
--

_____
\/ SysOp of the Restaurant \Andrew Smith/ Chief Science Officer \/
\ at the End of the Universe \ Zap030 / Shuttle Texas /
/ Atari 16-64bit Support \ on IRC / NCC-1892-02 \

1296. Re: Atari Falcon Forsale

Newsgroup: comp.sys.atari.st
Date: 1993-11-05 07:49:21 UTC
From: Laurent_Zimmerli@temptation.alphanet.ch
Message-ID: <Laurent_Zimmerli.080c@temptation.alphanet.ch>
Source record: 198697

In a message dated Thu 5 Nov 93 22:33, Areeves@netcom.com (anthony Reeves)
wrote:
: > For Sale:
: > =========
: >
: > Atari Falcon030 Computer
: > - 4 megs RAM
: > - TOS 4.04
: > - 120 MEG quantum internal IDE hard drive
: > - All original packaging, manuals, software

AR> : No thanks. I can get a new 040 Mac LC475 for $848.00

AR> : Peter Sinclair-Day
AR> : Univ. of Northern Iowa

AR> No thanks, I can get new 386/33 for $699

Beah,sounds like 'No thanx,I can get a old MSX2 for $0.54

...and for a 386!!!! Ha,ha! There's probably more people who wants a FALCON
than for a 386,No?

So,anybody could get a TRS80 Color for less than one dollar???

Greetings,

-- Via DLG Pro v0.995

Laurent Zimmerli | paw-pp@alphanet.ch | (+41) (0) 39.26.70.37
Jacob-Brandt 81 | | FAX: 7-12am (CET)
CH-2300 La Chaux-de-Fonds | FIDO 2:301/609 | TEL: Other Hours
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1297. Re: ATARI _DROPS_ THIER COMPUTER LINES!

Newsgroup: comp.sys.atari.st
Date: 1993-11-05 09:23:16 UTC
From: haines@minotaur.dra.hmg.gb
Message-ID: <1993Nov5.092316.25816@ajax.rsre.mod.uk>
Source record: 198973
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Ignac Kolenko (ignac@mks.com) wrote:
:
: (hey, much more catchy than the 80's motto from the mouth of bill shatner:
: "the vic 20: the wonder computer of the 1980's")

Hey, knock it off - my VIC20 still works, outlasting my first ST by 10
years! And I never had a program which didn't work (even ATARI's demo
didn't work on my ST).

Seriously though, will the prices of accesories (SCSI interface, graphics
cards etc.) come down in price or just disappear like they did with my VIC?

--
%SYSTEM-W-TMNYFNGRS, too many fingers on keyboard
%SYSTEM-W-MONDYMRNG, monday morning
%SYSTEM-F-GETACLUE, user doesn't know what he's doing

These ramblings are mine - all mine! Little John haines@ccint1.rsre.mod.uk

1298. Re: Pascal for ST

Newsgroup: comp.sys.atari.st
Date: 1993-11-05 09:26:37 UTC
From: haines@minotaur.dra.hmg.gb
Message-ID: <1993Nov5.092637.25916@ajax.rsre.mod.uk>
Source record: 198974

erkamp@titan.arc.ab.ca wrote:

: If you can find it you may want to look at Prospero Pascal as well. It will be
: ANSI compliant and come with GEM libraries/support. I have their C and Fortran
: compilers and they have a pretty good development environment as well as the
: ability to link modules from between the different languages.

I have an old version of Prospero Pascal, and I like the interface
(sligthly better than the (oldish) versions of Borlands stuff), and it can
even be run from floppies - I did this before I got a hard drive, and it
was quite quick. I like it!

Little John

--
%SYSTEM-W-TMNYFNGRS, too many fingers on keyboard
%SYSTEM-W-MONDYMRNG, monday morning
%SYSTEM-F-GETACLUE, user doesn't know what he's doing

These ramblings are mine - all mine! Little John haines@ccint1.rsre.mod.uk

1299. Re: Atari whinge

Newsgroup: comp.sys.atari.st
Date: 1993-11-05 09:34:22 UTC
From: haines@minotaur.dra.hmg.gb
Message-ID: <1993Nov5.093422.26082@ajax.rsre.mod.uk>
Source record: 198975

Kendall Helmstetter Gelner (kendall@flammulated.owlnet.rice.edu) wrote:
: In article <js10039.5.000F4486@hermes.cam.ac.uk> js10039@hermes.cam.ac.uk (J. Sullivan) writes:
<lots of discuusion about the robustness of operating systems>

I have a PC on my desk here running windows NT. Now I don't really wish to cause an argument, but this is the first time I've changed things on my computer (ST or PC) over a period of time and still had the machine stay up.

So far about 5 or 6 weeks. I'm really impressed (Windoze 3.1 is awful in comparison). The only problem is that you have to reboot at the merest excuse of changing system parameters - reminds me of resolution changes on my ST :-(

Shame it requires 30Meg disk space and 16Meg RAM :-(Oh for ST compactness (192K ROM, 512K RAM)

Little John

--
%SYSTEM-W-TMNYFNGRS, too many fingers on keyboard
%SYSTEM-W-MONDYMRNG, monday morning
%SYSTEM-F-GETACLUE, user doesn't know what he's doing

These ramblings are mine - all mine! Little John haines@ccint1.rsre.mod.uk

1300. Re: Magix versus Multitos

Newsgroup: comp.sys.atari.st
Date: 1993-11-05 10:07:11 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <2bd8kfEt6n@uni-erlangen.de>
Source record: 198976

Julian_Reschke@ms.maus.de (Julian Reschke) writes:

>>in say 2 years. Only Atari has the power to introduce new features to the
>OS.
>>But this is vital because a system needs to be improved.

>Indeed. But fact is, that MTOS development *currently* is too slow.

Well, yes for the last 2 months nothing happend. But what happend to MagiX
in the last 2 months? It still does not even work on the Falcon!
--
Harald Schoenfeld (IRC Nick: Equinoxe) | If he's your friend
Harald.Schoenfeld@rzmail.uni-erlangen.de | you don't need enemies

1301. Re: Magix versus Multitos

Newsgroup: comp.sys.atari.st
Date: 1993-11-05 10:44:54 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CG0Luu.GJH@newcastle.ac.uk>
Source record: 198982

In article <2bb7ne$7c8@sun8.ruf.uni-freiburg.de>, bunka@mibm.ruf.uni-freiburg.de (Andreas Bunkahle) writes:
>At the moment I have installed 4 OSsytems on my ST. These are Gemini,
>MiNT, Magix& Ease and just Ease. Since I have Magix I have never ever used
>MiNT once again, Gemini once or twice and Magix and Ease all the time.
>It's also a question of testing and experiencing the systems. If you like
>UNIX-shells on a single-user computer stick to MiNT, if you want to work
>seriously with your system, try Magix.
>
>Andreas
>

But, unfortunately, the long and short of it is that Magix is not available
outside germany, even in the rest of Europe (I live in the UK).

MiNT/MultiTOS is available here, now (I have it & occasionally actually use it).

Perhaps I would use Magix if I could get it. I'll probably just wait & get
Neodesk 4 + Geneva instead.......that is sure to receive a UK release.

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 4883098
Stevenage,England.|| Snail-mail: 2 Sun Street, Suniside, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

1302. Re: Atari Jaguar Rollout

Newsgroup: comp.sys.atari.st
Date: 1993-11-05 10:53:02 UTC
From: DeadLock@VNet.IBM.Com
Message-ID: <CG0M8o.251y@hawnews.watson.ibm.com>
Source record: 198977

In <1993Nov5.074030.4368@nuchat.sccsi.com>,
asmith@zero.cypher.com (Andrew Smith) writes:

[Helluvalot tastefully pruned]

><[Bob & Ron] BOB-BRODIE>
> Good evening Delroy, thank you for attending our RTC tonight!!!
> Regarding your questions....WOW! :) I'll give you a quick run down
> on the specs, but I'd prefer that you check out the library here on
> GEnie in the ST RT for file AEO_SE1.ZIP That file has full set of
> press releases including block diagrams of the entire Jaguar system.
> The Jaguar is a full 64 bit system that has 5 microprocessors on
> three chips, including a 64 Bit RISC processor, a 32 Bit RISC
> processor, and a 68000. The bus is a full 64 bit bus. It is capable
> of 32 bit color, with over 16.7 million colors, and 16 bit stereo CD
> sound. BTW, I've just been informed by Travis Guy, Editor of AEO that
> the correct file name is AEO_SE_J.ZIP :) Thanks, Travis. The file
> will also have some Jaguar screen shots in it in GIF format. :)

[Humungous amounts deleted]

I don't suppose anyone has got this AEO_SE_J.ZIP have they?
If you have could you post it here, or just UUENCODE it and email it
to me! Thanks.

D3ADLOCK

+-=<DeadLock's Sig. File>=---------=-----------------------------------+
&#65533; Internet : Deadlock@vnet.IBM.com &#65533; The views presented above are not &#65533;
&#65533; BitNet : Deadlock@Vnet &#65533; nescessarily those of the company &#65533;
&#65533; IBM Vnet : 9UNDERM at ASICVM1 &#65533; &#65533;
&#65533; Phone : 0926 464785 (UK) &#65533; This does not mean they are not &#65533;
&#65533; MONO Id : Deadlock &#65533; correct however ;-) &#65533;
+---------------------------------=-----------------------------------+

1303. spread-sheet

Newsgroup: comp.sys.atari.st
Date: 1993-11-05 11:14:44 UTC
From: ivo@tc.open.ch
Message-ID: <CG0n8K.IMz@eunet.ch>
Source record: 198980

Hi all,

anybody out there who evaluated existing spread-sheets for Atari-ST?
I m looking for a simple and inexpensive program. Graphics is not so
important, but macro-capabilities are very appreciated.

Any recommendations ether commercial programs or public domain will be
appreciated.

Since I m asking this for a friend who has no access to the net and I do
not usually read this group, please answer directly to my e-mail-adress.

aaammm... it s for a ST with 1 meg.

Thanks in advance for your help,

-ivo

--
Ivo Killer email: ivo@tc.Open.CH
Urichstrasse 53 voice: +49 (7623) 5808
D-79618 Rheinfelden FAX: +41 (61) 262-0510

1304. Re: Atari whinge

Newsgroup: comp.sys.atari.st
Date: 1993-11-05 11:17:28 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <CG0nD4.w8@cen.ex.ac.uk>
Source record: 198978

In article <KENDALL.93Nov4212443@flammulated.owlnet.rice.edu>
kendall@flammulated.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:

a dodgy program fails, the system will stay up. On the Falcon (which has
---
I just couldn't let this pass - I use Windows every day at work, and I find in general that many programs will not only crash, but afterwards make any other apps I have running act in odd ways until I reboot.

I agree - the only time I ever use a PC is to transfer files from the mainframe to a disk, and yet windows 3.1 tends to occasionally decide to hang rather than copy the file...

hardware memory protection) a buggy program can still bring the OS down
---
Not if you have memory protection turned on under MTOS...

Virtually any error causes the os to get killed under multitos in my experience. On the other hand TOS 4 is very stable, recovering after almost any bomb error.

{{{ Dan }}}

1305. PROLOG

Newsgroup: comp.sys.atari.st
Date: 1993-11-05 11:30:04 UTC
From: petep@info.isbiel.ch
Message-ID: <2bddfs$jqq@vega.info.isbiel.ch>
Source record: 198981

has anybody ported the swi-prolog and does it work with the falcon?
or is there another prolog available on ftp.

thanks in advance
p.

1306. Brodie conference

Newsgroup: comp.sys.atari.st
Date: 1993-11-05 12:15:37 UTC
From: sanders@sci.kun.nl
Message-ID: <CG0q22.3oB@sci.kun.nl>
Source record: 198984

Hi,

I just edited the Brodie Roundtable transcript to make it more
readable - should I post it here? (I thought I'd better ask first,
since it is such a huge file)

Greetings,

Sander STOks
sanders@sci.kun.nl

1307. Re: Magix versus Multitos

Newsgroup: comp.sys.atari.st
Date: 1993-11-05 12:37:06 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.752503026@acp5>
Source record: 198985

mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) writes:

>Well, yes for the last 2 months nothing happend. But what happend to MagiX
>in the last 2 months? It still does not even work on the Falcon!

A lot happened to Mag!X in the last two months. Wait for the results.
About the Falcon: I don't understand why some people don't realize that
Mag!X is a system on its own i.e. especially the XBIOS has to be completed
to support the DSP etc. This can't be done in a single day, don't you agree.
And of course there will have to be a beta test phase for a coming Falcon
version. You can't simply hack some Falcon support and then distribute this.
I got the impression the programmers of Mag!X take their work seriously and
this means that there will be a new release when everything is working as
perfectly as this is the case on ST and TT now.

****
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
----
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
****

1308. Re: Le Redacteur (a warning)

Newsgroup: comp.sys.atari.st
Date: 1993-11-05 12:40:06 UTC
From: fountad@vax.sbu.ac.uk
Message-ID: <1993Nov5.124006.3718@vax.sbu.ac.uk>
Source record: 198986

> I have been using Le Redacteur for more than 18 months now and it has never
> -- that is never -- produced bombs or given me any trouble whatsoever. The
> only thing I miss is the ability to run in TT-medium rez.

I half expected a reply like this, because I've never seen anyone complain
about Redacteur. I use the medium resolution version, which I suspect has
not been tested as well as the high res version most people proably use.
Which version do you run? I sent a list of 14 bugs to the ST club which
I found in 4 days! Try these:

In the file selector with a number (say 25) .IMG files in the list, move
the top one to the archive button to look at it, right click to remove it
from the screen, then hold the left mouse button down on the down arrow.
My system scrolls a few lines, then gives Internal Error.
Does the Control \ give you the page number dialog? Mine doesn't.
Does the right shift work as a key extender in the file selector? I _must_
use the left shift key.
Click the recognition box from the ruler menu and hold the right mouse button
down over the font letters. I get Internal error if I do that.
I've never once got it print out an .IMG in a document. It normally prints
half the image then considers its work done. EPSON 24 pin BTW.
Have you ever lost a footer? Three or four times I went to edit a footer
I had typed in earlier only to find it not there. It still prints, but the
editor has lost it.

I have plenty more where they came from, and I never even ran the font editor
or the database utility or the mailmerge. Like I say, I found it useable.

Del

1309. Re: GNU C++ on a Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-11-05 12:42:31 UTC
From: teh@unix.brighton.ac.uk
Message-ID: <1993Nov5.124231.23871@unix.brighton.ac.uk>
Source record: 198992

I've got gcc to work, but not g++ (can't find __main or something)
if you run it with the -v option it should give you a bit more info.
It probably can't find one of the executables.

Tom

1310. Re: programming

Newsgroup: comp.sys.atari.st
Date: 1993-11-05 12:47:57 UTC
From: fountad@vax.sbu.ac.uk
Message-ID: <1993Nov5.124757.3719@vax.sbu.ac.uk>
Source record: 198987

> > 1)Will Ian's Heat and Serve C produce well-behaved code from
> well behaved source? I don't need floating point but I do
> need GEM and I also will be working with large files and SCSI
> send and receive commands? Is version 1.49 (cc) the latest?
> V1.8 of Gemfast? (dated 5/92)
I use HSC all the time and it seems very sound to me. It's not ANSI compatiable (AFAIK) but it does all the things you'd expect it to. The GEM support parts of the package are superior to any I've seen commercially available.

> 3)What about RSC editors? Can I use the one that came with
> my copy of Mark Williams C? (I did't want to use MWC 3.0
> 'cause its been unsupported for a pretty long time and I
> never have used it so I don't know if it's any good, any
> opinions?
I use WERCS which is OK, although a lot of people don't like it. I have been told ORCS (Otto's RSC I believe) is excellent, and PD.

> 4)How does one best learn to program GEM? I have 1 through
> 13 of the ProGem series, is there more? I need some more
> basic material to start me off.
You have to jump in! It's the sort of subject which you must understand completely to make any sense of any of it. Reading the ProGem series makes it look difficult, but when you actually get down to it, it's not so hard. Everything you need is in those examples.

> P.S. The reason I think HSC may be buggy is that the examples
> are buggy, Minicolr.prg hangs my system (mega ST 1.2). and
> Browse, another example, bombs with Windowed ACCs. Also
> MasterBrowse 3.2 is the only program I've seen written with HSC
> and it is none to stable, either.
All works fine on my set up (TOS 1.2)!

Del

1311. Falcon040

Newsgroup: comp.sys.atari.st
Date: 1993-11-05 12:52:58 UTC
From: (unknown)
Message-ID: <1993Nov5.125258.3955@aragorn.unibe.ch>
Source record: 198991

```
Hi everybody,
i need infos about the falcon040...
release date.... configuration.... hardware.... new processor.... new dsp?
if anyone can give me some information.... give it!
thanx a lot...
c-ya and remember: FALCON RULEZ!
DR CH/|\OS
```

1312. Re: Built in baud rates

Newsgroup: comp.sys.atari.st
Date: 1993-11-05 13:22:57 UTC
From: ianm@lsupoz.apana.org.au
Message-ID: <2bdk3h$pe3@lsupoz.apana.org.au>
Source record: 198993

Bart-Jan Bouwers (bartjan@cs.kun.nl) wrote:
: Hi,

G'Day.

: Can someone tell me which terminal program (PD) supports a baud rate of
: 57600? I use Uniterm which does not.

STalker says that it goes up to 153,600bps on the Mega STe/TT fast serial port. I haven't been able to test this since I've never found anything else fast enough to try it out on!

: Bart-Jan Bouwers

--
Ian Mackereth | His .sig bore this strange device:
ianm@lsupoz.apana.org.au |
or Fido 3:712/520 | "Excelsior!"

1313. Re: Illustrator

Newsgroup: comp.sys.atari.st
Date: 1993-11-05 13:43:00 UTC
From: magnus_thylander@p4.troed.ct.se
Message-ID: <2cda5996@p4.troed.ct.se>
Source record: 198651

> Which Atari programme comes closest to Illustrator for MacIntosh? I
> am looking for at simple yet powerful substitute for Arabesque
> Professional. Would it be Outline Art 3.0 or ...???
>
> What it your suggestion, and what is advantages/disadvantages of the
> programme. Thanks for _any_ help.

You should take a VERY close look at DA's Vektor from Digital Arts! Advantages:
Runs on ANY Atari (inc. falcon/MultiTOS)
Uses FPU if present
Runs in ANY gfx mode
Allways use 24bit gfx internally
"Vector-morphing"
3D-Extrusion
GraphicCharts
Animations (Vector and bitmap)
and MUCH MORE!!!

A GREAT package altogether, the only disadvantage being it requires quite a lot
of RAM and can feel a bit slow without FPU...

```
**********************************
* GREETZ, Magnus Thylander..... *
* .... ****************************************
* ..... .. CoSysOp * UseNet: magnus_thylander@p4.troed.ct.se *
* . ... .. * FidoNet: 2:200/612.4 *
* .. .....XISTENCE * FujiNet: 7:102/102.4 *
* ....ARCASTIC * NeST: 90:1101/112.4 *
**********************************************************************
```

1314. Re: Curved Text (Correct Posting!)

Newsgroup: comp.sys.atari.st
Date: 1993-11-05 13:50:00 UTC
From: magnus_thylander@p4.troed.ct.se
Message-ID: <2cda5aa3@p4.troed.ct.se>
Source record: 198652

> CURVING TEXT
> I would very much like to be able to fit text to shapes... at the
> very least to a circle.
> Either I need a tool to support a graphics package or dtp
> Or one of these which can cope with the problem.

DA's Vektor will do the job perfectly, can put text along any path and in any shape!!!

> So......
> Is there something available over the network or am I going to have
> to spend my hard earned?
> Please post your thoughts on this ..... I will be very pleased to see
> any replies/postings and I am sure others will be interested as
> well.

I'm afraid your hard earned might fly off... but DA's Vektor only costs around 1400 UKPounds...

```
**********************************
* GREETZ, Magnus Thylander..... *
* .... ****************************************
* ..... .. CoSysOp * UseNet: magnus_thylander@p4.troed.ct.se *
* . ... .. * FidoNet: 2:200/612.4 *
* .. .....XISTENCE * FujiNet: 7:102/102.4 *
* ....ARCASTIC * NeST: 90:1101/112.4 *
**********************************************************************
```

1315. Re: Lattice C addr

Newsgroup: comp.sys.atari.st
Date: 1993-11-05 13:52:34 UTC
From: bouronm@uproar.enet.dec.com
Message-ID: <1993Nov5.085305.18363@peavax.mlo.dec.com>
Source record: 198972

In article <CFzGry.Fsw@cbfsb.cb.att.com>, ncherry@cbnewsg.cb.att.com (neil j.cherry) writes...
>Is Lattice C still produced by Metacomco? If it is what is there address? And
>are they currently supporting the US?
>
>I have Lattice C 3.04.01 and it has a broken do/while loop. Jump 4 bytes
>further back before the beginning of the loop. I called England for support,
>they were no help, I was on Bix and they were no help, I wrote letters and
>that was no help. Is Metacomco support still this bad?
>
>If you get the idea I don't like Metacomco you're right!

Metacomco stopped supporting the ST a few years ago. HiSoft took over
the development of Lattice C - it's up to version 5.5 (?) now. Contact
HiSoft at hisoft@cix.compulink.co.uk for more information.

Cheers,

[M][a][r][c]

** -------------------------- ** -------------------------- **
** Marc CR Bouron ** Digital Capital Markets. **
** +44 (0)895 208260 ** Harefield Place, The Drive, **
** Marc.Bouron@ime.mts.dec.com ** Uxbridge, Middlesex, **
** bouronm@uproar.enet.dec.com ** UB10 8AQ. UK. **
** -------------------------- ** -------------------------- **

And for my next trick, I shall disappear in a puff of smo

1316. Re: Any Speedo-Fonts in the Public Domain???

Newsgroup: comp.sys.atari.st
Date: 1993-11-05 14:31:46 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.R_zpV75aLfY@semprini.waterloo-rdp.on.ca>
Source record: 198943

In <CFuz9A.3MM@bernina.ethz.ch>, CHRISTEN,BEAT ALBERT writes:
> Since my Falcon030 came along with Speedo, I asked myself if there
> are any Speedo-Fonts or a True-Type or Type 1 to Speedo converter available in
> the public domain.

Nope. That's one of the "advantages" of Bitstream's Speedo format. :-(

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1317. Re: best word processor

Newsgroup: comp.sys.atari.st
Date: 1993-11-05 14:40:44 UTC
From: thopman@herman.cs.uoguelph.ca
Message-ID: <2bdolc$i2m@nermal.cs.uoguelph.ca>
Source record: 198997

Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:
: One thing to keep in mind about WW2 is that it was designed when line
: printers (ie, 9-pin) were common; things like laser printers and inkjets
: were rare, expensive things. WordWriter II does a great job on a
: dot-matrix printer, and a not-bad job on my DeskJet 500, though I wish
: it could use the CG Times font built into my DJ instead of plain ol'
: Courier...

Actually, with a bit of effort, you could use your printer's built-in
fonts, since WWST allows you to embed printer codes in the document.
Changing fonts is easy enough, but getting nicely justified text might be
trickier...

THeo

1318. Re: HELP: How to get the status of the joystick?

Newsgroup: comp.sys.atari.st
Date: 1993-11-05 14:40:45 UTC
From: buchholz@lusty.informatik.uni-dortmund.de
Message-ID: <2bdold$krd@fbi-news.informatik.uni-dortmund.de>
Source record: 198999

In article <2b5rch$f16@fbi-news.informatik.uni-dortmund.de>,
buchholz@lukas.informatik.uni-dortmund.de (Frank Buchholz) writes:

>I would like to write a little joystick-game for my son, but I don't know
>how to get the status of the joystick.
>I use TURBO-C on a ST.

Well, I got several hints. Thank you.
I post the resulting code in group <comp.sources.atari.st> for public use.

BTW: The game is quite simple. There are two cats on the screen. The
movement of the first is controlled by the computer and the movement of the
other by the joystick. The cats can play together. Sometimes a dog appears
for a while and the cats should avoid him (That's the reason for using the
joystick instead of the mouse: My son frightens at this event and throws the
mouse away). That's all of the game, but it's enought for that 3-jears old
boy who is playing.
--
(o o)
oOO- (_) -OOo
Frank Buchholz (buchholz@lusty.informatik.uni-dortmund.de)
Germany (_) (_)

1319. Re: Magix versus Multitos

Newsgroup: comp.sys.atari.st
Date: 1993-11-05 14:44:54 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.PqOD5SyJl0U@semprini.waterloo-rdp.on.ca>
Source record: 198942

In <2b5g86Eeon@uni-erlangen.de>, Thomas Kuenneth writes:
> And another question is if we all want to work an a system like Mag!x still
> in say 2 years. Only Atari has the power to introduce new features to the OS.
> But this is vital because a system needs to be improved.

Not with MiNT; MiNT is a collaborative effort under constant development.
If someone comes up with a necessary feature, they can implement it
themselves (souce is available), or they can ask the happy hackers
working on MiNT to add it.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1320. Re: FontGDOS

Newsgroup: comp.sys.atari.st
Date: 1993-11-05 14:47:07 UTC
From: thopman@herman.cs.uoguelph.ca
Message-ID: <2bdp1b$i2m@nermal.cs.uoguelph.ca>
Source record: 198998

Denesh Bhabuta (vctec@westminster.ac.uk) wrote:
: I got my FontGDOS fro atari.archive, si it must be there. I can't remember
: which dirctory it was in, but try /Utilities/ or /Printing/ or
: Applications/Dtp/

I found it...I was looking in ./Applications/Dtp, but it's in
/Printing...I guess it makes sense, but since the main use is going to be
DTP, you'd expect it to be in the Dtp directory.

THeo

1321. Re: MC68010

Newsgroup: comp.sys.atari.st
Date: 1993-11-05 14:47:30 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <121642@hydra.gatech.EDU>
Source record: 198995

In article <A7696@MS.maus.de> Julian_Reschke@ms.maus.de (Julian Reschke) writes:

>Bug in Atari's desktop. You'll have to install *some* program as autostart
>application -- even an empty program does the job.

So has anybody tried installing a crippled down 68020 or 68030 in a Mega STE with TOS 2.06? Does the bug still exist with these processors?
--
Opinions expressed are my own.

1322. Re: Search and Replace Utility Program WANTED

Newsgroup: comp.sys.atari.st
Date: 1993-11-05 14:51:10 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.El9Oeopflyg@semprini.waterloo-rdp.on.ca>
Source record: 198944

In <gJ0acc1w165w@sys6626.bison.mb.ca>, John Perry writes:
> Does anyone know of a program that will automatically do a search and
> replace on a certain file? I had thought of using GREP in Gulam until I
> realized that GREP will only search and not replace. (I guess I COULD
> make a macro for WordPerfect, but that's kind of a clunky
> solution--there's GOT to be a simpler method!)

If it's a text file, use 'sed' (available on fine ftp sites everywhere...):

```
sed -e "s/text to search for/text to replace with/g" filename > filename.new
```

Of course, "text to search for" can be a regular expression, so if you need
to search for . or [or] or a few other special characters, you'll need
to "escape" them with \ first...

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1323. Re: PROLOG

Newsgroup: comp.sys.atari.st
Date: 1993-11-05 14:51:28 UTC
From: vctec@westminster.ac.uk
Message-ID: <CG0x9t.Dwv@westminster.ac.uk>
Source record: 198996

In article <2bddfs$jqq@vega.info.isbiel.ch> petep@info.isbiel.ch writes:
>has anybody ported the swi-prolog and does it work with the falcon?
>or is there another prolog available on ftp.
>
>thanks in advance
>p.

As far as I know, there are three versions of prolog available from ftp.
xprolog
sb prolog
another one..the name escapes me...the one I use most as well

The first two are based on C prolog, while the last one is based on the Warren Abstract Machine.

There is also another prolog available, but I don't know where to get it from. All the above are available from atari.archive (does no one call it Terminator anymore?) in the Languages directory.

The other prolog -- Toy Prolog, which I don't know where to get, has documents avilable for it in the same directory as above.

Hope this helps.

DB
--
<===>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

1324. Re: Atari Jaguar Rollout

Newsgroup: comp.sys.atari.st
Date: 1993-11-05 14:54:45 UTC
From: thopman@herman.cs.uoguelph.ca
Message-ID: <2bdpfl$i2m@nermal.cs.uoguelph.ca>
Source record: 199000

DeadLock (DeadLock@VNet.IBM.Com) wrote:

: I don't suppose anyone has got this AEO_SE_J.ZIP have they?
: If you have could you post it here, or just UUENCODE it and email it
: to me! Thanks.

It's on atari.archive.umich.edu, in the ./Magazines/Aeo directory.

THeo

1325. Xterm for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1993-11-05 14:57:52 UTC
From: jpotts@epi028.gesd
Message-ID: <2bdplg$9s9@cnn.MOTOWN.GE.COM>
Source record: 198903

Does anyone know if there is an Xterm available for a 1040 ST.

JP

1326. Re: STalker problems

Newsgroup: comp.sys.atari.st
Date: 1993-11-05 15:10:23 UTC
From: stewart@titan.ucs.umass.edu
Message-ID: <2bdqcv$c71@titan.ucs.umass.edu>
Source record: 198902
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Nov4.185749.26310@news.eng.convex.com>,
Earl Hood <ehood@convex.com> wrote:
>
>I have a Moniterm Viking (1280x960), so window size is not a problem
>there. It is bothersome if I'm working with the standard color
>monitor. Someone suggested use a 14x7 font, but I as a user, should
>not have to resort to such measures. For all I know, the window
>problem can be do to GEM and not STalker.
>
>My major concerns are those of 'tset' and character loss. If Uniterm
>knew how to deal with the Viking, I'd probably never use STalker
>(however, having it as a desk acc is nice). STalker scrolling is slow,
>and its vt100 emulation seems to have some minor problems. It does
>have some nice features(run as desk acc, link to STeno, BackTalk), but
>concentration should be put into getting the core functionality stable
>and not on the bells-and-whistles.
>
>I'm still mystified why executing 'tset' on a Unix machine will
>screw up the history buffer in STalker.
>
>BTW, is there a way to contact Gribnif (via e-mail) so consumers
>can report bugs/problems on Gribnif software. The company I
>work for has such services, and it helps us in making better
>products and in servicing our customers.
>

First off, you can get to Gribnif three different ways over the Internet.
You can send mail to me at stewart@titan.ucs.umass.edu, or to Dan on GEnie
at GRIBNIF@genie.geis.com, or to Rick on Compuserve at
75300.1131@compuserve.com.

On to the STalker questions:

Let me start by saying that I don't know exactly what a UNIX tset does, but
I have two likely scenarios for the problem. The first is that it causes
the whole screen, including the scrollback to clear. The second is that
it causes STalker to use only the first 24 lines of the scrollback.

The first problem is actually very common, and is the way STalker is intended
to work. The scrollback on STalker is not really a history, but a virtual
screen. Most of the time, you can basically use it as a history, but if the
host system issues a clear screen command, that's what STalker does. The
BackTALK command set_int_param can be used to change this behavior. So that
instead of clearing the screen, STalker will just move down a line. However,

this only works in VT-52 and PC-ANSI emulation modes.

The second possibility, where STalker ends up using only the first 24 lines of the scrollback is something I've personally seen the most using emacs. If this happens to you, just tell STalker to reset the communication port, and the problem will clear up. This is most likely a bug in STalker, and should be fixed when we can get the time to do a newer version. We also want to change the way clear screen works in the next version to be more consistent with the way most of our users seem to want it to work.

Character loss in STalker is usually due to buffer overflow, and can be avoided by using the AUXINIT program which comes on the STalker disk.

The reason STalker is slower than Uniterm is because it is a GEM application using GEM text, instead of TOS text like Uniterm and Flash do. The advantages to this are several. Firstly, it works on your Moniterm. It also allows STalker to work as a DA on a regular ST, and therefore allow background downloads. Finally, it allows it to work on multitasking systems like our new Geneva, and MultiTOS.

The fact that it is a GEM app is also the reason why you can only get 23 lines on a color screen, since it has to leave one line for the menu bar. GDOS and a different font is a nice solution to this, if you don't mind the additional bit of a slow down. I usually get by fine with 23 lines. :)

Bob Stewart stewart@titan.ucs.umass.edu
Gribnif Software Phone: 10-6 EST (413) 247-5620
Customer Service FAX: (413) 247-5622

1327. Re: Atari whinge

Newsgroup: comp.sys.atari.st
Date: 1993-11-05 15:19:04 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.922449@cix.compulink.co.uk>
Source record: 198901

In article <CG0nD4.w8@cen.ex.ac.uk>, cs93dlh@dcs.exeter.ac.uk (D.L.Hastings) writes:
>
> Virtually any error causes the os to get killed under multitos in my
>experience. On the other hand TOS 4 is very stable, recovering after
>almost any bomb error.
>

Same here. TOS 4 is very stable compared with 1.04.

Ofir ogal@cix.compulink.co.uk

1328. Re: Downloading From Unix

Newsgroup: comp.sys.atari.st
Date: 1993-11-05 16:11:17 UTC
From: gbennett@friendly.sim.es.com
Message-ID: <2bdtv5$9sk@cnn.sim.es.com>
Source record: 198904
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2ba34iINN4f4@xsa04.gl.umbc.edu>, rbrand1@gl.umbc.edu (brandon robert) writes:
> Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech
> Subject: Downloading From Unix
> Summary:
> Followup-To:
> Distribution:
> Organization: University of Maryland, Baltimore County
> Keywords:
> Cc:
>
>
> I have an Atari 520st, but i need a terminal emulator with vt100
> emulation. I ftped Uniterm from clausthal, but I have no way to download it
> from my school's unix server. i am currently using the harlekin desktop
> utility emulator, but it only supports xmodem. My school only supports Kermit
> (and no, Zmodem isn't installed). I've tried Capturing the files and editing
> out the garbage with a hex editor, but this doesn't work. If anybody has any
> suggestions, please post or email me at rbrand1@gl.umbc.edu
>

Look in wuarchive for the kermit desk accessory, I can't remember the name
of it, but I got it there, it worked great with FLASH. e-mail if you can't
find it, and maybe I can dig it up for you.

BTW, you must have a terminal program running that allows you to access your
desk accessories. I also have a copy of C-kermit for the ST. (it should
be available on wuarchive also).

Greg Bennett

--

Greg Bennett A.K.A. 'The Friendly User' (.).) { Belgium! *}
gbennett@friendly.sim.es.com ^ '
Evans & Sutherland Simulation Division ___/

1329. Re: Atari/stock prices/jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-11-05 16:18:51 UTC
From: gbennett@friendly.sim.es.com
Message-ID: <2bdudb$9ss@cnn.sim.es.com>
Source record: 198905

Just thought you all might want to know, ID software (makers of the
famous MSDOS Wolfenstein 3D and soon to announced DOOM) are in the
process of negotiating with Atari for a port of the new game DOOM.

For those not familiar with Wolfenstein or DOOM they are games
with full 3D perspective that have amazing graphics. All the
walls, items, etc. are fully textured. Just take a peek at
comp.sys.msdos.games and you will see that probably 1/4 of
all posts apply to one of these games. BTW, the makers of
DOOM deal only in shareware, yet still netted over a million
last year (to give you some idea of their game's popularity)

Support from ID would give Atari a strong hold on the Video
game market.

--

Greg Bennett A.K.A. 'The Friendly User' (.).) { Belgium! *}
gbennett@friendly.sim.es.com ^ '
Evans & Sutherland Simulation Division ___/

1330. Re: Background File Trans

Newsgroup: comp.sys.atari.st
Date: 1993-11-05 16:23:51 UTC
From: erlingh@pvv.unit.no
Message-ID: <1993Nov5.162351.1815@ugle.unit.no>
Source record: 198906

Jaszcz@donald.Eeap.Cwru.E,
In a message on 3 November, wrote :

jB> In article <H.eg.AtFybVKN6IM@semprini.waterloo-rdp.on.ca> cherborth@sempr
jB> rloo-rdp.on.ca writes:
jB> >Or run MiNT and run rz in the background (btw, has anyone seen rz
jB> >sources that are easy to compile under MiNT?)...
jB>
jB>
jB> i've been meaning to ask... is rz (this version you're talking about)
jB> a tos program? i tried running the gem version of rz, but it pretty much
jB> takes over the system... and loses characters. so, is there an rz that
jB> behaves well with mint/multitos, and is able to handle 9600 bps?
jB>

Try connect, it has built in rz/sz that works very nice with multitos.
It runs in a window, and does not take over the system.

jB> --Bart
jB>
jB> PS: i think the gem version breaks the system because it uses timers
jB> to do the CPS calculation... too bad... it looks nice.

Erling

• ATP/Unix 1.40 • Running under atari MultiTOS

1331. 3 word game/Scriba Communis Responsi

Newsgroup: comp.sys.atari.st
Date: 1993-11-05 17:41:36 UTC
From: ga@mrih.no
Message-ID: <1993Nov5.174136.3139@ugle.unit.no>
Source record: 198908
Cross-posted to: alt.prose,alt.prose.d,rec.arts.prose,rec.arts.poems,alt.startrek.creative,comp.sys.atari.st

Scriba Communis Responsi Volume 2 Issue 2 is just about to be released (coming soon to an ftp site near you. ;-)) And we would like to announce a 3 word story/poetry game. We would like you creative people out there to participate and send submissions to this email address (ga@mrih.no). As we don't have _any_ economy at all, the only price we can give is that you will get your story/poem "printed" in Scriba Communis Responsi.

The three words are: magic, darkness, triumph

Scriba Communis Responsi is a non-profit diskmagazine for the Atari ST/STe/TT/Falcon line of computers with a different view and different contents. This diskmagazine contains mostly non-computer related stuff.

Available at atari.archive.umich.edu in the folder Magazines/Diskmags/Scriba
Coming soon next week: Scriba Volume 2 Issue 2, featuring soundtracker music on STe/TT/Falcon, improved textviewer which now includes graphics, improved medium resolution picture, menu/submenu/subsubmenu-system...

..|'''.| '|| Gard Eggesboe Abrahamsen "Programmers
.|' ' .... || PO Box 5061, Larsgaarden don't byte,
|| .... '' .|| ||' '' .' '|| 6021 Aalesund, Norway they just
'|. || .|' || || |. || Gard.Abrahamsen@mrih.no nybble a bit"
''|...'| '|..'|' .||. '|..'||. Finger ga@samson.mrih.no ***************
Disclaimer: These are my views and my views only; Nobody else wants them.

1332. Make a CONNECTion?

Newsgroup: comp.sys.atari.st
Date: 1993-11-05 17:48:46 UTC
From: c-hjr@math.utah.edu
Message-ID: <C-HJR.93Nov5104846@solitude.math.utah.edu>
Source record: 198911

Hello,

I have an ST with 2.5 megs of ram, no hard-drive, and only a ss/sd floppy.
I would like to know if it is possible for me to try CONNECT.

The .lzh file is 420 megs. How much of this file is absolutely necessary?
Is there a smaller part that I could send to my ramdisk so that I can
try this program out? Is it possible to have my floppy and my ramdisk
share the effort?

To all who both know and respond in kind, thanks in advance.

Jeff Healey

1333. Upgrading a 1040STf?

Newsgroup: comp.sys.atari.st
Date: 1993-11-05 18:49:12 UTC
From: x91mikowski@gw.wmich.edu
Message-ID: <1993Nov5.134912.12368@gw.wmich.edu>
Source record: 198909

Hi,
Currently I have TOS 1.04 and would like to upgrade my 1040STf memory-wise
and OS-wise. What's the best way to do this and cost of doing this?

Thanx,
Bernard

1334. Obtaining Motorola manuals

Newsgroup: comp.sys.atari.st
Date: 1993-11-05 19:01:28 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <121695@hydra.gatech.EDU>
Source record: 198910

I inquired today about obtaining users manuals from Motorola. If you
are a student, you may obtain them through Motorola's University
Support by following this procedure.

Make a copy of your student ID
Write down the manual you wish to obtain and your address
Fax this to 602-952-3621

I don't know if this is in the FAQ, perhaps it should be added.
--
Opinions expressed are my own.

1335. Re: Magix versus Multitos

Newsgroup: comp.sys.atari.st
Date: 1993-11-05 20:17:40 UTC
From: walra@moacs11
Message-ID: <blGILzdgOoo@moacs11>
Source record: 198918

In <2bd8kfEt6n@uni-erlangen.de>, Harald Schoenfeld writes:

> Julian_Reschke@ms.maus.de (Julian Reschke) writes:
>
>> Indeed. But fact is, that MTOS development *currently* is too slow.
>
> Well, yes for the last 2 months nothing happend. But what happend to MagiX
> in the last 2 months? It still does not even work on the Falcon!

Does MagiX work on the TT?
Which company is distributing it in Germany?
What is this distributors e-mail adress?

Waldi (walra%moacs11@NL.net)

1336. Re: Magix versus Multitos

Newsgroup: comp.sys.atari.st
Date: 1993-11-05 20:18:34 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.924423@cix.compulink.co.uk>
Source record: 198912

In article <seimet.752503026@acp5>, seimet@chemie.uni-kl.de (Uwe Seimet) writes:
>mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) writes:
>
>>Well, yes for the last 2 months nothing happend. But what happend to MagiX
>>in the last 2 months? It still does not even work on the Falcon!
>
>A lot happened to Mag!X in the last two months. Wait for the results.
>About the Falcon: I don't understand why some people don't realize that
>Mag!X is a system on its own i.e. especially the XBIOS has to be completed
>to support the DSP etc. This can't be done in a single day, don't you agree.
>And of course there will have to be a beta test phase for a coming Falcon
>version. You can't simply hack some Falcon support and then distribute this.
>I got the impression the programmers of Mag!X take their work seriously and
>this means that there will be a new release when everything is working as
>perfectly as this is the case on ST and TT now.
>

That's true, Magix is very nice, but Cubase still doesn't work with it.

Ofir ogal@cix.compulink.co.uk

1337. Re: Magix versus Multitos

Newsgroup: comp.sys.atari.st
Date: 1993-11-05 20:18:43 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.924422@cix.compulink.co.uk>
Source record: 198913

In article <CG0Luu.GJH@newcastle.ac.uk>, Craig.Graham@newcastle.ac.uk (Craig Graham) writes:
>
>But, unfortunately, the long and short of it is that Magix is not available
>outside germany, even in the rest of Europe (I live in the UK).
>
>MiNT/MultiTOS is available here, now (I have it & occasionally actually use it).
>
>Perhaps I would use Magix if I could get it. I'll probably just wait & get
>Neodesk 4 + Geneva instead.......that is sure to receive a UK release.
>

Magix will be available in the UK very shortly. The current version does
not work on the Falcon.

Ofir ogal@cix.compulink.co.uk

1338. Test only. Please ignore.

Newsgroup: comp.sys.atari.st
Date: 1993-11-05 20:53:16 UTC
From: sos@sos.sh.sub.org
Message-ID: <U30993CFBNDGF@sos.sh.sub.org>
Source record: 198931

TEST. Please ignore.

Only for weregoose.

Please excuse me for writing into the wrong group.....

SOS

```
--- ---
| sos@sos.sh.sub.org |
| * UPOINT Medium beta * |
--- ---
```

1339. Re: Atari/stock prices/jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-11-05 21:16:24 UTC
From: asmith@zero.cypher.com
Message-ID: <1993Nov5.211624.13575@nuchat.sccsi.com>
Source record: 198914

In article <16201@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>Was Nintendo around when Atari produced Pong? I think not.

Uh, yes... Nintendo is actually over 100 years old. They started out
producing and selling playing cards!

--

```
_____________________________________________________________________________
\/ SysOp of the Restaurant \Andrew Smith/ Chief Science Officer \/
_\ at the End of the Universe \ Zap030 / Shuttle Texas /_
/ Atari 16-64bit Support \ on IRC / NCC-1892-02 \
```

1340. Re: Desk ACC limit

Newsgroup: comp.sys.atari.st
Date: 1993-11-05 21:20:26 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <H.eg.vl7U8xoFezY@nasim.sta.sub.org>
Source record: 198858

ogal@cix.compulink.co.uk (Ofir Gal) writes:
>Has anyone magaged to get the Chameleon to work reliably on a Falcon? Mine
>always crashes after a res change. If so which TOS version?

Works fine here on my FALCON with TOS 4.01/4.04. The res change problems
are caused by any other accessory, or an accessory you loaded with
chameleon.

Try to boot *only* with Chameleon: You'll see you can change the
resolution as often as you want. ;)

>Ofir ogal@cix.compulink.co.uk

Bye,
Knarf
--
+---+
| Frank Bartels - knarf@nasim.sta.sub.org - Munich - West-Germany |
+---+

1341. Re: WOW - Falcon Games...

Newsgroup: comp.sys.atari.st
Date: 1993-11-05 21:20:48 UTC
From: asmith@zero.cypher.com
Message-ID: <1993Nov5.212048.13810@nuchat.sccsi.com>
Source record: 198915

In article <CFxDMD.EFx@newcastle.ac.uk> Craig.Graham@newcastle.ac.uk (Craig Graham) writes:
>By the way - has anyone managed to get VERTICAL to work yet? I cann't find an
>archive with a working copy on it.

Yes... ftp.uni-kl.de /pub3/atari/incoming filename vertical.zip is
(finally) a working copy and it's a great game!

--

_____
\/ SysOp of the Restaurant \Andrew Smith/ Chief Science Officer \/
\ at the End of the Universe \ Zap030 / Shuttle Texas /
/ Atari 16-64bit Support \ on IRC / NCC-1892-02 \

1342. Re: WOW - Falcon Games...

Newsgroup: comp.sys.atari.st
Date: 1993-11-05 21:35:34 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <H.eg.9n4MR9LYwbM@nasim.sta.sub.org>
Source record: 198859

Craig.Graham@newcastle.ac.uk (Craig Graham) writes:
>By the way - has anyone managed to get VERTICAL to work yet? I cann't find an
>archive with a working copy on it.

Same problem. ;(

Bye,
Knarf
--
+---+
| Frank Bartels - knarf@nasim.sta.sub.org - Munich - West-Germany |
+---+

1343. Re: Pure Pascal Demo.....

Newsgroup: comp.sys.atari.st
Date: 1993-11-05 23:05:28 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <TZDkcc2w165w@sys6626.bison.mb.ca>
Source record: 198927

karlm@highett.mel.dbce.csiro.au (Karl Meyland) writes:

> Anyone remember where the demo of Pure Pascal is? I had a copy of the one wi
> the demo programs, etc., but somehow killed it, and have to get a new copy.
> managed to get the earlier version with no demo files, etc. But I would much
> rather the new version. Anyone know where it is?

I believe it was on the Quepasa FTP site in Germany.

****
* John Perry, Winnipeg, Manitoba | GEnie: J.PERRY13 *
* INTERNET: marco@sys6626.bison.mb.ca | Data Phone: (204) 772-7349 *
****

1344. Storm 1.00

Newsgroup: comp.sys.atari.st
Date: 1993-11-05 23:18:42 UTC
From: slyster@outb.wimsey.bc.ca
Message-ID: <slyster.0fas@outb.wimsey.bc.ca>
Source record: 198939

This is being entered from Alan Page's Storm version 1.00, just downloaded from GEnie. It is a very good comm program, in the finest tradition of FLASH 1.6. The tiny font is a little bit to get used to, and it will have to have a few upgrades to really make it top-drawer...

But, a very good terminal and many, many treats, including seamless background transfers and all that. Everything happens without much effort. Congratulations Alan Page!

--
Stuart A. Lyster * Since everyone is so paranoid about their dis-
White Rock, B.C. * claimers... and since I am a Canadian...
CANADA * "The views expressed in the above message do not
s.lyster@genie.geis.com * necessarily reflect the views of the Government
slyster@outb.wimsey.bc.ca * of Canada, or any other Canadian." There.

1345. Re: Adios Atari!

Newsgroup: comp.sys.atari.st
Date: 1993-11-05 23:32:28 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Nov5.233228.24885@newshost.lanl.gov>
Source record: 198922

In article 2cd04e29@wtp.ct.se, pontus_sk|ld@wtp.ct.se (Pontus Sk|ld) writes:
>In a message of <27 Oct 93 18:34:24>, John Hutchinson (2:200/427.3) writes:
>
> > Just for everyone's professional edification, Motorola also makes a
> > lower cost LC040 chip which does _not_ include a built-in fpu. Apple uses
> > this chip in some low-end models to keep the resale price down.
>
>In this specific case, we're talking about a Quadra 605 .... Is that low-end to
>you ??? (hmm... Apple might be stupid enough to use a cheaper... but I really
>don't think they are so dumb...)

Yes, the Quadra 605 _is_ a low end machine to me. As our 'buddy' Peter Sinclair
is so fond of pointing out, it's the first 040 machine to sell for under $1K.
And I _still_ don't see why you think this was a dumb move by Apple. I think
they will sell a bunch of 'em and that can't be too dumb, can it?

> > ... the vast majority of most applications do not take advantage of an fpu,
> > anyway. If you don't want/need it, why pay for it?
>
>I'm not so sure about this.

You can remain unsure if you wish but trust me, it's true. I won't argue the
point any further. Just go ask a few others for confirmation. The presence of an
fpu will NOT speed on integer math. Again, it's great to have, sure, but some
(many) average computer users don't really need it in the first place.

John Hutchinson internet: hutch@ilmen.lanl.gov
Los Alamos National Laboratory GEnie: HUTCH or FAIR-DINKUM

1346. Re: Atari Falcon Forsale

Newsgroup: comp.sys.atari.st
Date: 1993-11-05 23:46:03 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Nov5.234603.28018@newshost.lanl.gov>
Source record: 198925
Cross-posted to: comp.sys.atari.st,misc.forsale

In article 93Oct30111529@wijiji.santafe.edu, scott@wijiji.santafe.edu (Scott D. Yelich) writes:
>
>ps: IBMs are still great buys. Get a 486/DX/66 (whatever that 66MHz
>thing is called) and get Solaris 2.x -- it comes with PPP ... you'll
>have a very good platform.

And an even BETTER boat anchor!!!

Hey, I can badmouth the 486/66 all I want since I own one of these beasts! :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____

1347. Re: GFA for a PC? (Was: Re: GFA and Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-11-06 00:17:22 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Nov6.001722.4019@newshost.lanl.gov>
Source record: 198926

In article 1w1@barclays.co.uk, Iain.Laskey@barclays.co.uk () writes:
>In article <CFH96n.3J2@NeoSoft.com>, swhatley@blkbox.COM (Steven Whatley) writes:
>|> Is GFA BASIC availible for any computers besides Ataris. I really like it
>|> and would hate to lose it if I choose to get an Intel based machine.
>|>
>|> Thanks,
>|> Steven Whatley
>|> email: swhatley@blkbox.COM
>|>
>|> P.S. I also dread the thought of getting an Intel based machine :).
>It was released on the PC but by all accounts didn't do wonderfully well.

Well by _my_ account, GFA for Windows is a very powerful language and the ONLY
BASIC for PC's that you can create DLL's with! GFA for DOS is OK, but not as
good as GFAW. Both GFA products suffer from poor documentation. Visual Basic
has a very nice (spiffy!) GUI design tool but the language itself is weak.

These comments are IMHO but I do own all 3 so it's based on some experience.

-Hutch-

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____

1348. Storm

Newsgroup: comp.sys.atari.st
Date: 1993-11-06 00:26:12 UTC
From: bh@okcforum.osrhe.edu
Message-ID: <CG1nvp.1sw@darkside.osrhe.edu>
Source record: 198916

Storm is a shareware telecommunications program from the original author of Flash for the Atari ST.

Storm Features:

GEM-based terminal in a window. Custom font and text routines for high-speed operation. Compatible with large screen monitors and hi-rez video cards.

Multiple editing windows and capture buffer window are resizable, and moveable. Full continuous word wrap. With MultiTOS, the number of windows is limited only by available memory.

MultiTOS compatible. Uses memory sparingly and releases unused memory back to the system.

The script language is interpreted Basic, with powerful command extensions for telecommunication. Online help for Basic keywords. Full screen editor for Basic programs.

Background dialing of multiple phone numbers.

No fixed limit on dial directory entries. Saves individual terminal and serial port settings for each entry.

Background file transfer without requiring a reset-proof ramdisk.

Terminal emulations are loadable and unloadable. Current terminal emulations include TTY (built-in), VT100, and Vidtex.

File transfer modules are loadable and unloadable. Current file transfer capabilities include Ascii (built-in), BPlus, Xmodem, Ymodem, and Zmodem.

Windows-style menu dropdowns and hotkeys.

Support for extra serial ports on TT and MegaSTE as well as Falcon serial port.

I have uploaded STORM100.LZH to Atari Archive, it should be released in a day or so.

Bill Hallman <bh@okcforum.osrhe.edu>

1349. Re: Magix versus Multitos

Newsgroup: comp.sys.atari.st
Date: 1993-11-06 00:32:31 UTC
From: stewart@titan.ucs.umass.edu
Message-ID: <2berav$6td@titan.ucs.umass.edu>
Source record: 198917

In article <CG0Luu.GJH@newcastle.ac.uk>,
Craig Graham <Craig.Graham@newcastle.ac.uk> wrote:
>
>Perhaps I would use Magix if I could get it. I'll probably just wait & get
>Neodesk 4 + Geneva instead.......that is sure to receive a UK release.

NeoDesk 4 and Geneva will both be distributed by Compo Software Ltd in the UK.
Their first 50 Genevas are sitting in our office ready to be picked up by the
shipping company now. I'm not sure how long it'll take them to actually get
to market, but it shouldn't be too long now.

NeoDesk 4 is going to take a bit longer. We talked about it in the office
for a while today, and it looks like February or after is a much better
estimation of when NeoDesk 4 will be ready in the US, and the UK version should
follow shortly. We had hoped to get NeoDesk out in December, but decided we
would end up cutting too many corners to make it happen.

Bob Stewart stewart@titan.ucs.umass.edu
Gribnif Software Phone: 10-6 EST (413) 247-5620
Customer Service FAX: (413) 247-5622

1350. Re: Sinclap

Newsgroup: comp.sys.atari.st
Date: 1993-11-06 00:48:22 UTC
From: rvenable@helix.nih.gov
Message-ID: <1993Nov5.194822@helix.nih.gov>
Source record: 198919

In article <memo.915586@cix.compulink.co.uk>, ogal@cix.compulink.co.uk (Ofir Gal) writes:
|> I am still mailing sinclap every message. I hope others continue as well.
|>
|> Ofir ogal@cix.compulink.co.uk

You might also try sending *politely* worded complaints about
Mr. Sinclair's extremely antisocial behavior to:

postmaster@uni.edu
connelly@cobra.uni.edu

I know I did!

--
Rick Venable (301) 496-1905 |=| "Eschew
FDA/CBER Biophysics Lab HFM-419 |=| Obfuscation"
Bethesda, MD 20892 USA |=|
rvenable@helix.nih.gov |=| -- the Phantom Nerd

1351. Re: Falcon DSP libraries?

Newsgroup: comp.sys.atari.st
Date: 1993-11-06 00:48:53 UTC
From: jeff@leda.arizona.edu
Message-ID: <1993Nov5.174854.4798@arizona.edu>
Source record: 198920

In article 752470579@sakura, h54118@sakura.kudpc.kyoto-u.ac.jp (Christian_Goltz) writes:
> Sorry, I'm not up to date:
> Got my Falcon only a few days ago and tried this FRAC! demo
> by Brainstorm, France.
> Using the DSP is much faster than using the 68882...
> I need this speed!
>
> How can I utilize the DSP for mathematical operations from
> GCC or PureC?
>
> Any hint greatly appreciated,
>
> Christian
>

So far the ONLY DSP compiler I've been able to get has been the one Atari offers to developers for about $80. I do not know of any C compilers offering DSP high level subroutines. If you do go the assembler route, I recommend getting the 56000 programming guide from Oregon research.

1352. Re: Atari/stock prices/jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-11-06 00:57:30 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1993Nov5.195730.19013@cobra.uni.edu>
Source record: 198924

In article <2bdudb$9ss@cnn.sim.es.com>, gbennett@friendly.sim.es.com (Greg Bennett) writes:
>
> Just thought you all might want to know, ID software (makers of the
> famous MSDOS Wolfenstein 3D and soon to announced DOOM) are in the
> process of negotiating with Atari for a port of the new game DOOM.
>
> For those not familiar with Wolfenstein or DOOM they are games
> with full 3D perspective that have amazing graphics. All the
> walls, items, etc. are fully textured. Just take a peek at
> comp.sys.msdos.games and you will see that probably 1/4 of
> all posts apply to one of these games. BTW, the makers of
> DOOM deal only in shareware, yet still netted over a million
> last year (to give you some idea of their game's popularity)
>
> Support from ID would give Atari a strong hold on the Video
> game market.

The reality is that Atari will never have a strong hold on the video game market. Atari needs to produce at least a million Jaguars this year, not next year. As usual Atari has screwed the Jaguar as well as the Lynx, Falcon and the TT. History repeats itself and Atari is no exception. I will say this again: "I have seen the future, it's 3DO!!"

Peter Sinclair-Day
Univ. of Northern Iowa

>
> --
> --
> Greg Bennett A.K.A. 'The Friendly User' (.).) { Belgium! *}
> gbennett@friendly.sim.es.com ^ '
> Evans & Sutherland Simulation Division ___/

1353. CFV: rec.autos.simulators

Newsgroup: comp.sys.atari.st
Date: 1993-11-06 01:17:08 UTC
From: rdippold@qualcomm.com
Message-ID: <rec.autos.simulators-CFV1@uunet.uu.net>
Source record: 198921
Cross-posted to: news.announce.newgroups,news.groups,rec.autos,rec.autos.driving,rec.autos.sport,comp.sys.amiga.games,comp.sys.atari.st,comp.sys.ibm.pc.games.misc,comp.sys.mac.misc,comp.sys.mac.games

FIRST CALL FOR VOTES (of 2)
unmoderated group rec.autos.simulators

Newsgroups line:
rec.autos.simulators Discussion of automotive simulators.

Votes must be recieved by 23:59:59 UTC, 27 November 1993.

After the CFV appears in news.announce.newgroups it will be posted by the proponent to the World Circuit, Formula 1 Grand Prix mailing list <wcf1gp@divsun.unige.ch>.

This vote is being conducted by a neutral third party. For voting questions only contact rdippold@qualcomm.com. For questions about the proposed group contact Afzal Ballim <afzal@divsun.unige.ch>.

CHARTER

This newsgroup will be used for discussions of realistic computer simulations of automotive vehicles, irrespective of the platforms on which said simulations are supported. This will include simulations which have a competitive component (racing simulations) and those which do not. Topics will include (but are not restricted to):

o Global characteristics of particular simulations.

o Platform-dependent characteristics of such simulations (as a convention, it is suggested that such discussions list the platforms in the subject header, e.g.,

Subject: [ibm-pc,sun] Blog's Yugo simulator

o Design and implementation issues of such simulations.

o Issues of realism in automotive simulation.

o General discussion of automobile simulations.

Obviously, determining whether a particular simulator is "realistic" requires a judgement call. It is hoped that broad accord between posters will enable the discernment of valid simulators (for discussion in this group) from those which are devised for an entertainment value without concern for realism. Thus, discussion of many of the arcade racing simulators, which provide an overview perspective of the vehicle being simulated and which do not attempt to provide realism of handling of the vehicle, would not be appropriate

in this newsgroup. On the other hand, simulators such as Microprose's Formula 1 Grand Prix would fall within the purview of this group as attempts are made to capture realistic handling of the vehicle.

FAQ Outline

A preliminary FAQ is in preparation for the eventuality that the group passes the vote. The current outline is included here:

FREQUENTLY ASKED QUESTIONS for rec.autos.simulators
Written by Afzal Ballim

Version: 0.0
Last Update: 26/10/1993
If you think of questions that are appropriate for this FAQ, or would like to improve an answer, please send email to afzal@divsun.unige.ch

Topics Covered:
==========

Part 1:
[1-0] What is the purpose of this newsgroup?
[1-1] What conventions are suggested for subject headings?
[1-2] How do I decide if a simulator is "realistic"?
[1-3] Does discussion on arcade racing games belong here?

Part 2:
[2-0] What realistic racing simulators exist?
[2-1] What platforms support them?
[2-2] What add-ons, editors, updates, etc., exist for these simulators?
[2-3] Where can I find them?

Part 3:
[3-0] What realistic NON-competitive simulators exists?
[3-1] Where do I start if I want to build a simulator?
[3-2] How do I model <X> in an automotive simulator?

STANDARD VOTING INFO

You should send MAIL (posts to a group are invalid) to voting@qualcomm.com
(just replying by MAIL to this message should work). Your mail message should contain one and only one of the following statements:

I vote YES on rec.autos.simulators
I vote NO on rec.autos.simulators

Anything else may be rejected by the automatic vote counting program. You may ABSTAIN in place of YES or NO - abstain votes do not affect the vote outcome. You may change your vote later by voting again. The votetaker will respond to received ballots with mail acks. Addresses and votes of all voters will be published in the vote results. If you wish to remove your vote and all indication that you have voted from the

final list, send a vote with CANCEL in the place of YES/NO/ABSTAIN.

Standard Guidelines for voting apply. One vote per person, no more than one vote per account. 100 more YES votes than NO votes and twice as many YES votes as NO votes are the requirements for group creation.

1354. Re: Atari ST, accessories, software, books -- for sale

Newsgroup: comp.sys.atari.st
Date: 1993-11-06 01:55:01 UTC
From: DIVAPD@delphi.com
Message-ID: <931105.75301.DIVAPD@delphi.com>
Source record: 198923

VERY interested in the GFA3.0 (and compiler) and maybe the GFA3 book, as Im looking to upgrade from 2.0... what sort of price were you thinking of ??? (I'll offer ya $25 + whatever the shipping cost or....)

Thanx, TTYL - Andy

1355. Re: Falcon040

Newsgroup: comp.sys.atari.st
Date: 1993-11-06 04:30:00 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2bf988$aqi@golem.wcc.govt.nz>
Source record: 198928

The Falcon 040 is unlikely to *ever* be released. And Atari certainly
hasn't given any info' on it!

1356. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1993-11-06 05:06:59 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <2bfbdj$ig4@terminator.rs.itd.umich.edu>
Source record: 198930
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-r--r-- lenn 296196 Oct 30 23:57 ./Ste/pacman_on_Es.lzh
-rw-rw-r-- weiner 2420 Oct 31 00:00 ./Ste/0index
-rw-r--r-- lenn 320976 Nov 1 19:10 ./Games/pushover.lzh
-rw-r--r-- lenn 95104 Nov 1 19:10 ./Games/prens.zip
-rw-r--r-- lenn 232704 Nov 1 19:10 ./Games/inv_pain.zip
-rw-r--r-- lenn 15616 Nov 1 19:10 ./Telecomm/g_oracle.zip
-rw-r--r-- lenn 16488 Nov 2 15:31 ./Games/0index
-rw-r--r-- weiner 5746 Nov 2 15:23 ./Telecomm/0index
-rw-rw-r-- entropy 6848 Nov 3 18:17 ./Mint/0index
-rw-r--r-- weiner 649928 Nov 3 18:15 ./Mint/Editors/emacsrc.tgz
-rw-rw-r-- weiner 2430 Nov 3 15:37 ./Ste/0index
-rw-rw-r-- weiner 155735 Nov 4 16:02 ./Languages/scm4c4.tar.gz
-rw-rw-r-- weiner 67075 Nov 4 16:02 ./Languages/scm4c4st.zip
-rw-r--r-- weiner 5187 Nov 4 16:05 ./Languages/0index
-rw-r--r-- weiner 1821 Nov 4 15:47 ./Utilities/key.zip
-rw-rw-r-- entropy 22248 Nov 4 15:53 ./Utilities/0index
-rw-rw-r-- entropy 1174 Nov 4 15:10 ./Tt/0index
-rw-r--r-- weiner 35061 Nov 4 15:09 ./Tt/ttart15.zip
-rw-r--r-- weiner 80283 Nov 4 16:16 ./0ls-lR.Z
-rw-r--r-- weiner 447197 Nov 4 15:19 ./Falcon/digital_bv100.zip
-rw-r--r-- dpz 3292 Nov 4 15:29 ./Falcon/0index
-rw-r--r-- weiner 27944 Nov 4 14:56 ./Printing/img-0300.zoo
-rw-rw-r-- weiner 3021 Nov 4 14:57 ./Printing/0index
-rw-r--r-- weiner 551709 Nov 4 15:06 ./Magazines/Diskmags/Pb/maggie12.zip
-rw-r--r-- weiner 789128 Nov 4 15:02 ./Magazines/Diskmags/Pb/pb23a.lzh
-rw-r--r-- weiner 504341 Nov 4 15:02 ./Magazines/Diskmags/Pb/pb23b.lzh
-rw-r--r-- weiner 80371 Nov 4 16:18 ./0ls-lRc.Z
-rw-r--r-- weiner 96329 Nov 4 16:14 ./0compind.Z
-rw-r--r-- weiner 205214 Nov 4 16:14 ./0index
-rw-r--r-- entropy 150232 Nov 5 21:38 ./Gnustuff/Tos/Gnulib/libolb94.zoo
-rw-r--r-- entropy 344460 Nov 5 18:51 ./Gnustuff/Tos/Gnulib/libsrc94.zoo
-rw-r--r-- entropy 112499 Nov 5 18:55 ./Gnustuff/Tos/Include/incl94.zoo
-rw-r--r-- entropy 12336 Nov 5 21:38 ./Gnustuff/Tos/0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

1357. Nt Comp

Newsgroup: comp.sys.atari.st
Date: 1993-11-06 05:28:09 UTC
From: hsp4@namaste.cc.columbia.edu
Message-ID: <2bfcl9$1k6@apakabar.cc.columbia.edu>
Source record: 198936

I have a program called NT Comp that supposedly compresses .MOD files into .SEG files which run 100% on the DMA sound chip, requiring no CPU time. Unfortunately, whenever I try to use it on my MSTE 4, it never completes compiling a MOD, regardless of how small it is (I've tried mods like 4_MAT which are under 10K), since it runs out of memory. I'm wondering if I have something set wrong. I'd just love to be able to run the MODs without any CPU overhead, since things get hairy when I'm trying to run PageStream (or even STalker) when playing a MOD at 25 or even 50 KHz...

Thanks for your advice...

****
H. Solomon Poretsky **"Greed is good! Greed is right!
hsp4@columbia.edu ** Greed works! Greed will save the
hsp4@namaste.cc.columbia.edu (talk) ** USA!"--Gordon Gecko, Wall Street

1358. Re: Falcon040

Newsgroup: comp.sys.atari.st
Date: 1993-11-06 05:37:43 UTC
From: rvenable@helix.nih.gov
Message-ID: <1993Nov6.053743.23657@alw.nih.gov>
Source record: 198929

In article <2bf988$aqi@golem.wcc.govt.nz> wells_s@ix.wcc.govt.nz writes:
>The Falcon 040 is unlikely to *ever* be released. And Atari certainly
>hasn't given any info' on it!

Aw, don't be so pessimistic. Let just say until the Jaguar takes off, and
a few more Falcon030 machines are sold, talk of an '040 machine is premature.
However, there have been some interesting developments in Germany lately; as
I understand, a company is making TT clones, and may even have a TT'040 clone
in the works. Anyone from Deutschland care to add to that?

--
Rick Venable (301) 496-1905 |=| "Eschew
FDA/CBER Biophysics Lab HFM-419 |=| Obfuscation"
Bethesda, MD 20892 USA |=|
rvenable@helix.nih.gov |=| -- the Phantom Nerd

1359. Where to mailorder ICD LINK?

Newsgroup: comp.sys.atari.st
Date: 1993-11-06 06:36:18 UTC
From: akisujar@leonis.nus.sg
Message-ID: <2bfgl2$ddc@nuscc.nus.sg>
Source record: 198933

Hello from Singapore,

I need to buy (mail order) two pieces of ICD LINK, DMA->SCSI adapters.

I used to buy Atari hard/softwares from the BRE Softwares or D&P computer Inc.few years ago but now I am not sure if these 2 company still selling Atari hardwares.

I would like to know which company is more reliable and will give the best (lowest) price.

Information on the companys' name, their FAX number and current selling price of the ICD LINK would be most appreciated.

Suthipuntha, School of Architecture, National University of Singapore.

1360. Re: Falcon040

Newsgroup: comp.sys.atari.st
Date: 1993-11-06 06:41:25 UTC
From: Lexicor@world.std.com
Message-ID: <CG2592.2rz@world.std.com>
Source record: 198932

>>hasn't given any info' on it!
>
>Aw, don't be so pessimistic. Let just say until the Jaguar takes off, and
>a few more Falcon030 machines are sold, talk of an '040 machine is premature.
>However, there have been some interesting developments in Germany lately; as
>I understand, a company is making TT clones, and may even have a TT'040 clone
>in the works. Anyone from Deutschland care to add to that?

The TT Clone from Germany called the Eagle will be a 68030/50 and the Medusa is
the 68040/32 (64 doubled).....

The Medusa is already finished and can be bought from Medusa in Switzerland,
and the Eagle will be finished end of November so I heard...

1361. Atari's future (plus Nintendo)

Newsgroup: comp.sys.atari.st
Date: 1993-11-06 08:00:10 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Nov6.030010.24484@bsu-ucs>
Source record: 198934

```
> It's a LONG time since Atari really made game consoles. The 2600 was
> no different to the VCS of 1979. Since then, they've made the Atari 400
> series, which greatly extended up to the 130XE. Then the ST which extended
> up to the TT030 and Falcon030. The LYNX is a bit like a game console, I
> guess, and it has sold well.
>
> Diversification is generally a Good Thing. Who knows: maybe if Atari
> had never gotten into computers (in 1980 was it?), they wouldn't even
> BE here today to produce the Jaguar.
>
> Was Nintendo around when Atari produced Pong? I think not.

M> Actually, Nintendo has been around for about 200 years or so -- they
started out producing a Japanese card-game (Called something like "HI") which
was very popular. Nintendo has bee around for a _very_ long time and has been
through as much or more sh*t than Atari -- really, Atari and Nintendo are kind
of birds of a feather when you take this perspective.

> Atari is the ultimate surviver. One way or another, it will pull
> through its problems (yet again), despite all the dire predictions
> by people like Peter ZX80. Sure, it might be the Jaguar that gives
> them the new foot-hold. But Atari has one of the longest upgrade
> paths in existence in the minds of children. They can buy a LYNX,
> then a Jag, then a Falcon. Name recognition is very important.
>
> --
> Warwick
> _-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library
> / * <- Computer Science Department, |||||| GEM++ = C++ GEM library
> \_.-._/ University of Queensland, _// || \\_ Both are Free Software
> _____ v ___ Brisbane, Australia. ______ |_/ || \_| ______________________--

-=[ Matt McCabe ]=-
-=[ E-mail to 01mbmccab@virgo.bsuvc.bsu.edu ]=-
```

1362. Stupid...don't read/reply/answer/etc.

Newsgroup: comp.sys.atari.st
Date: 1993-11-06 08:23:12 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Nov6.032312.24485@bsu-ucs>
Source record: 198935
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> Welcome to the club. I have a lynx and it didn't go anywere. I have seen the
> future and its 3do!!!! The Jaguar will bomb just like the TT, Falcon and Lynx.
> Does anyone believe Atari will spend money for advertisement?
> Sell your Atari stock while you have a chance.
>
>
>
> Peter Sinclair-Day
> Univ. of Northern Iowa

Hmm...possible. Phillips' CD-I has a very significant jump on the 3DO's potential market. If 3DO ends up not being competetive with Phillips in their market (and Phillips does own that market right now) then 3DO is only going to be part of a very few rich people's short-term future.

We'll see, eh? :)

The Atari Jaguar, at ~1/3 the cost of the 3DO, is really not going to do much competing directly. It really seems like a nice machine with software equally nice -- based on what you, me and everyone else has seen/heard, what makes you think the Jaguar will flop?

To tell you the truth your idea seems contrary to every source i've seen -- seems that the Jaguar is already quite popular in the minds of many people. I think we've all seen and know that the potential is in the machine to have truely fantastic games. I'd say that Atari's pricing is very comparative to all their present competition.

In this light, why _do_ you think the Jaguar will bomb? I can't think of anything that really tarnishes its record thus far...certainly not to the extent of "bombing."

Have a day.
--

-=[Matt McCabe]=-
-=[E-mail to 01mbmccab@virgo.bsuvc.bsu.edu]=-

1363. Re: Make a CONNECTion?

Newsgroup: comp.sys.atari.st
Date: 1993-11-06 09:17:41 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.926274@cix.compulink.co.uk>
Source record: 198937

In article <C-HJR.93Nov5104846@solitude.math.utah.edu>, c-hjr@math.utah.edu (Jeffrey Ray Healey) writes:
>Hello,
>
>I have an ST with 2.5 megs of ram, no hard-drive, and only a ss/sd floppy.
>I would like to know if it is possible for me to try CONNECT.

Yes, it's possible.

>
>The .lzh file is 420 megs. How much of this file is absolutely necessary?
>Is there a smaller part that I could send to my ramdisk so that I can
>try this program out? Is it possible to have my floppy and my ramdisk
>share the effort?

You don't need all the files, some are German/English duplicates and other files are sample scripts and the likes. It has built in xyzmodem, so a RAM disk would be useful as a temporary place for up/downloads. You could also use PFXPAK which reduces the size of CONNECT.PRG to 220k, so that it would fit on your disk along with the RSC. There is also a 100k help file which you could have in the RAM disk.

>
>To all who both know and respond in kind, thanks in advance.
>
>Jeff Healey
>
>

Ofir ogal@cix.compulink.co.uk

1364. Re: Magix versus Multitos

Newsgroup: comp.sys.atari.st
Date: 1993-11-06 09:20:37 UTC
From: wwc@dxhrb1.cern.ch
Message-ID: <CG2CMD.9ry@dscomsa.desy.de>
Source record: 198938

In article <blGILzdgOoo@moacs11> walra%moacs11@NL.net writes:

>Does MagiX work on the TT?

It does. Very well BTW.

>Which company is distributing it in Germany?

This is Application Systems Heidelberg
Postfach 102646
69016 Heidelberg
Fax: +49 6221 300389

>What is this distributors e-mail adress?

Wilfried Behne (one of the 3 mag!x programmers) : wilfried_behne@H.maus.de

Wolfgang

1365. Re: Magix versus Multitos

Newsgroup: comp.sys.atari.st
Date: 1993-11-06 14:38:30 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.752596710@acp5>
Source record: 198940

ogal@cix.compulink.co.uk (Ofir Gal) writes:

>That's true, Magix is very nice, but Cubase still doesn't work with it.

Does it work with MultiTOS?

```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

1366. Bob Brodie realtime conference (long message)

Newsgroup: comp.sys.atari.st
Date: 1993-11-06 15:11:48 UTC
From: hoosier@rider.cactus.org
Message-ID: <3796@rider.UUCP>
Source record: 198947

For those folks interested in the Bob Brodie/Atari realtime conference on GEnie last night, the following is my capture of the RTC. It's not a very edited capture, so forgive the messiness...

Anyways, credit for this RTC, copyright, etc, goes to GEnie and Atari Corp. (I'm new at this legal stuff, so bear with me :-) All trademarks, etc owned by their respective owners. Void where prohibited. Ex Pluribus Unim. Que sera sera...

(if anyone has the Thursday Nov 4, 1993 USA Today - check out page 1D - has an article on the video game industry, with a picture of the Jaguar right there in full color!)

And away we go...

----------start transcript----------

<[HoST] ST.LOU> I know there are a lot of new users here tonight... so welcome
<[HoST] ST.LOU> Everyone.... please use the /nam command.... eg.... /nam Bob or
/nam Lou, etc.
<[HoST] ST.LOU> Please use YOUR name.... not mine or Bob's <grin>
<[HoST] ST.LOU> Before getting started, some business about how an RTC works.
<[HoST] ST.LOU>
<[HoST] ST.LOU> While the RTC room is in Listen-Only mode, you can only
address
<[HoST] ST.LOU> our guest when I let you talk.
<[HoST] ST.LOU>
<[HoST] ST.LOU> To get my attention, just /RAIse your hand. Just enter this
from
<[HoST] ST.LOU> your keyboard: /rai
<[HoST] ST.LOU>
<[HoST] ST.LOU> I'll acknowledge your raised hand as soon as I can, but please
be
<[HoST] ST.LOU> patient. I will let you know when your turn is coming up.
<[HoST] ST.LOU>
<[HoST] ST.LOU> Some other RTC commands are:
<[HoST] ST.LOU>
<[HoST] ST.LOU> /hel - Lists all RTC commands.
<[HoST] ST.LOU> /sta - Status (list) of everyone in the RTC room.
<[HoST] ST.LOU> /exi - Exit the RTC, but you remain logged onto GEnie.
<[HoST] ST.LOU> /bye - Log off of GEnie directly from the RTC.
<[HoST] ST.LOU> /rai - Raise your hand. Lets me know you wish to address our
guest.

<[HoST] ST.LOU> /nam - Lets you change your nickname.
<[HoST] ST.LOU> This is the night we've been eagerly anticipating ... the
official
<[HoST] ST.LOU> Jaguar roll out from New York City with a live report on the
news
<[HoST] ST.LOU> conference held just two hours ago.
<[HoST] ST.LOU> As usual for our Dateline Atari RTC's, our special guest is the
<[HoST] ST.LOU> Director of Communications, Bob Brodie. Despite a very hectic
and
<[HoST] ST.LOU> exciting day, Bob has chosen to give GEnie users the first
accounts of
<[HoST] ST.LOU> this evening's news conference.
<[HoST] ST.LOU> Elsewhere in the Atari ST RoundTable there is growing excitement
<[HoST] ST.LOU> about the Jaguar, the host of new game developers and the
unbelievable
<[HoST] ST.LOU> climb of Atari stock which hit a high of 12 1/8 today!

<[HoST] ST.LOU> Before we begin, a special welcome to all new participants in
the Real
<[HoST] ST.LOU> Time Conference - and a friendly 'welcome back' to our growing
number
<[HoST] ST.LOU> of regulars. This evening's conference may get quite busy at my
end so
<[HoST] ST.LOU> please be patient and I will queue you for your questions and
comments
<[HoST] ST.LOU> as soon as I can.
<[HoST] ST.LOU> Now, without further ado, heeeeeeeere's Bob!
<[HoST] ST.LOU>
<[Bob & Ron] BOB-BRODIE> Thanks, Lou. We have a very brief account of the
evening that
<[Bob & Ron] BOB-BRODIE> we'd like to upload at this time, then we'll be happy
to take
<[Bob & Ron] BOB-BRODIE> any and all questions from the audience. I'd like to
express
<[Bob & Ron] BOB-BRODIE> how very excited Ron and I are to be here tonight on
Atari's
<[Bob & Ron] BOB-BRODIE> official online service: GEnie!!! The size of the
group here
<[Bob & Ron] BOB-BRODIE> tonight is just wonderful, and really helps to show
the high
<[Bob & Ron] BOB-BRODIE> level of interest in the Jaguar. With that, here
comes our
<[Bob & Ron] BOB-BRODIE> prepared remarks.
<[Bob & Ron] BOB-BRODIE> Welcome one and all!! We have just returned from the
jungle!! Atari
<[Bob & Ron] BOB-BRODIE> has just rolled out the 64-bit home entertainment
system to a standing
<[Bob & Ron] BOB-BRODIE> room only audience on the 48th floor of the Time-Life
Building in New
<[Bob & Ron] BOB-BRODIE> York City.

<[Bob & Ron] BOB-BRODIE>
<[Bob & Ron] BOB-BRODIE> I am joined here tonight with my wife Jerri, Ron Kovacs and John
<[Bob & Ron] BOB-BRODIE> Gagne of the Z*Net News Service. We are coming to you live from the
<[Bob & Ron] BOB-BRODIE> Paramount Hotel on 46th St in Manhattan. We invited the cast from
<[Bob & Ron] BOB-BRODIE> Les Miserables, but they were too busy to attend. :) They're just
<[Bob & Ron] BOB-BRODIE> across the street.
<[Bob & Ron] BOB-BRODIE>
<[Bob & Ron] BOB-BRODIE> What we have witnessed tonight is a new era for Atari Corporation.
<[Bob & Ron] BOB-BRODIE> The introduction and announcement of release of the Jaguar, a 64-Bit
<[Bob & Ron] BOB-BRODIE> home entertainment machine. On hand at the press conference were Jack
<[Bob & Ron] BOB-BRODIE> Tramiel, sons Sam, Leonard and Garry, myself, Bill Rehbock, James
<[Bob & Ron] BOB-BRODIE> Grunke, Augie Ligouri, Terry Valeski, John Skruch, Susan McBride,
<[Bob & Ron] BOB-BRODIE> Purple Hampton, and many other staff members from Sunnyvale.
<[Bob & Ron] BOB-BRODIE>
<[Bob & Ron] BOB-BRODIE> Major press agencies such as CBS,NBC, ABC, CNN and local reporters from
<[Bob & Ron] BOB-BRODIE> the New York Times, Wall Street Journal, entertainment and Atari media
<[Bob & Ron] BOB-BRODIE> were in attendance at the event. Heard from nearly ALL of the
<[Bob & Ron] BOB-BRODIE> attendees were WOW and shouts of excitement from the presentation
<[Bob & Ron] BOB-BRODIE> hosted by Sam Tramiel.
<[Bob & Ron] BOB-BRODIE>
<[Bob & Ron] BOB-BRODIE> Guests were greeted by three male and female jet black leather and
<[Bob & Ron] BOB-BRODIE> vinyl costumed jaguar cats. Tropical foliage, flowering bamboo, moist
<[Bob & Ron] BOB-BRODIE> fog, blue and green tinted pin spots and animal cries, deep from
<[Bob & Ron] BOB-BRODIE> within the heart of the jungle.
<[Bob & Ron] BOB-BRODIE>
<[Bob & Ron] BOB-BRODIE> Inside the concept changed dramatically, encircling the entire event
<[Bob & Ron] BOB-BRODIE> were Atari Jaguar and Lynx kiosks accented with blue neon rods, ice
<[Bob & Ron] BOB-BRODIE> blue pin spots and more tropical foliage. Positioned in two corners
<[Bob & Ron] BOB-BRODIE> of the room were wire caged with the jaguar costumed dancers.

<[Bob & Ron] BOB-BRODIE>
<[Bob & Ron] BOB-BRODIE> Sam gave a presentation, accompanied by video displays
of the Jaguar
<[Bob & Ron] BOB-BRODIE> TV commercial, and sales videos for the retail stores.
There was no
<[Bob & Ron] BOB-BRODIE> expense spared to convey the messages to the attendees
that Atari is
<[Bob & Ron] BOB-BRODIE> serious about marketing the Jaguar. No less than 12
screens
<[Bob & Ron] BOB-BRODIE> positioned throughout the room carried the video, as
well as Jaguar
<[Bob & Ron] BOB-BRODIE> game play. 10 Jaguar kiosks were stationed throughout
the room, each
<[Bob & Ron] BOB-BRODIE> showing a different video game title. John Skruch and
other
<[Bob & Ron] BOB-BRODIE> employees were also prowling the crowd with
pre-production EPROM carts
<[Bob & Ron] BOB-BRODIE> in hand, ready to show the visitors the future of
Jaguar gaming.
<[Bob & Ron] BOB-BRODIE>
<[Bob & Ron] BOB-BRODIE> Atari announced the signing of a number of new
developers for the
<[Bob & Ron] BOB-BRODIE> Jaguar tonight, including Virgin, Interplay,
Microprose, UBI Soft,
<[Bob & Ron] BOB-BRODIE> Gremlins Graphics, Millenium, and Accolade. Accolade
will bring
<[Bob & Ron] BOB-BRODIE> Bobsy, Jack Nicklaus Gold, Al Michaels Announces Hard
Ball, Brett
<[Bob & Ron] BOB-BRODIE> Hull Hockey, and Charles Barkley Basketball to the
Jaguar. Atari
<[Bob & Ron] BOB-BRODIE> Games announced that they will be using the Jaguar as
a board for
<[Bob & Ron] BOB-BRODIE> their arcade games. There will be a few other
developers that will be
<[Bob & Ron] BOB-BRODIE> announced in a press release a little later on, as
well as more
<[Bob & Ron] BOB-BRODIE> details regarding the specific titles that they will
be developing for
<[Bob & Ron] BOB-BRODIE> the Jaguar.
<[Bob & Ron] BOB-BRODIE>
<[Bob & Ron] BOB-BRODIE> Tonight, it was also brought to my attention that
there are
<[Bob & Ron] BOB-BRODIE> reports circulating stating that we have stopped our
computer
<[Bob & Ron] BOB-BRODIE> business. I'm happy to state that this rumor is 100%
FALSE!
<[HoST] ST.LOU> YEA!!!!!
<[Bob & Ron] BOB-BRODIE> Atari is not leaving the computer business, we are
still
<[Bob & Ron] BOB-BRODIE> producing the Atari Falcon030. Just a few weeks ago,

James
<[Bob & Ron] BOB-BRODIE> Grunke was here in New York for the Audio Engineering Society
<[Bob & Ron] BOB-BRODIE> Show, where Cubase Audio for Falcon by Steinberg was released. We
<[Bob & Ron] BOB-BRODIE> feel that the Falcon is just now starting to see applications tha
<[Bob & Ron] BOB-BRODIE> take advantage of it's unique capabilities.
<[Bob & Ron] BOB-BRODIE> With that, we're ready to take any questions about the event
<[Bob & Ron] BOB-BRODIE> tonight, Lou, or anything else that our users might like to ask
<[Bob & Ron] BOB-BRODIE> either Ron or I about. ga
<[HoST] ST.LOU> Thanks Bob...
<[HoST] ST.LOU> They're lined up and ready.
<[HoST] ST.LOU> First we have Dave...
<[Dave] D.SHORR> Congrats on the Jaguar, Bob! I did have a computer question but as I'm the first person at the mike, I'll change it;): will I be able to use my Atari SC1224 color monitor with the Jaguar? GA.
** <[HoST] ST.LOU> Room is now listen-only.
<[Bob & Ron] BOB-BRODIE> Hi Dave, yes....you will be able to use youe SC1224 or your
<[Bob & Ron] BOB-BRODIE> SC1435 with the Jaguar. In fact, we'll be using the SC1224 in th
<[Bob & Ron] BOB-BRODIE> in store interactive Kiosks that we're designing. It will requir
<[Bob & Ron] BOB-BRODIE> you to have the optional RGB cable to use the SC1224 with the
<[HoST] ST.LOU> Folks, so many hands just went up it will take a few minutes to acknowledge you all. Please use the /RAI command only once.
<[Bob & Ron] BOB-BRODIE> Jaguar, though. It's a great picture. :) GA
<[HoST] ST.LOU> Next up we have Scott
<[ScottJ] S.CORLEY1> Bob, could you give us an idea as to when Jaguars will be released nationwide? Also, is Atari going to put out a promotional videotape like the one put out by Panasonic for 3d0? It was really impressive. GA.
<[Bob & Ron] BOB-BRODIE> The Jaguar will be sold nationally next year. If you live in an
<[Bob & Ron] BOB-BRODIE> area where the Jaguar is not presently being sold, but wish to
<[Bob & Ron] BOB-BRODIE> purchase on, you can do so via our customer service department.
<[Bob & Ron] BOB-BRODIE> I'll pass all of the information on purchasing a Jaguar to
<[Bob & Ron] BOB-BRODIE> Atari Explorer Online so they can write it up for everyone. We
<[Bob & Ron] BOB-BRODIE> showed the videos tonight at the launch event, and they were
<[Bob & Ron] BOB-BRODIE> very well received. One of them is designed to be run as a
<[Bob & Ron] BOB-BRODIE> commercial, "sandwiched" around another commercial.

<[Bob & Ron] BOB-BRODIE> ga
<[HoST] ST.LOU> OK... Grahan
<[HoST] ST.LOU> Graham Norton is next. GA
<[Graham] G.NORTON> Bob can we expect the Jags in Canada Jan 1?
<[Graham] G.NORTON> Also do you have any cheap Atari stock to sell! :)
<[Graham] G.NORTON> GA
<[Bob & Ron] BOB-BRODIE> I'm honestly not sure what timeframe we're looking at
for Canada
<[Bob & Ron] BOB-BRODIE> Graham :) Cheap stock? Not this week!! :) :)
<[Bob & Ron] BOB-BRODIE> ga
<[HoST] ST.LOU> Thanks Bob.... on to Nevin Shalit.
<[NevMan] NEVIN-S> Thanks. I have two questions. First, is the Jaguar in
production, or were
<[NevMan] NEVIN-S> you showing a prototype? Second, on a more personal note,
how did it feel
<[NevMan] NEVIN-S> tonight after years of struggling in the computer market to
get the press
<[NevMan] NEVIN-S> to pay attention to you, to have them all there in that
room? ga
<[Bob & Ron] BOB-BRODIE> Yes, the Jaguar is in production...but we did show
units from the
<[Bob & Ron] BOB-BRODIE> pilot production run that was done first. Re you're
second
<[Bob & Ron] BOB-BRODIE> question, it was very nice. Especially nice was to
meet so many
<[Bob & Ron] BOB-BRODIE> of the international press members that I have read
about or
<[Bob & Ron] BOB-BRODIE> corresponded with over the years. I met with Steve
Young of CNN
<[Bob & Ron] BOB-BRODIE> today and spoke with him before and after his filmed
interview
<[Bob & Ron] BOB-BRODIE> with Sam. (Boy does he hate Windows!) Paula Richards
of ST Format
<[Bob & Ron] BOB-BRODIE> was also on hand, and I really enjoyed getting to talk
with her.
<[Bob & Ron] BOB-BRODIE> All in all, a really exciting experience. I know that
Ron
<[Bob & Ron] BOB-BRODIE> enjoyed getting to meet the Tramiels. All of them,
including
<[Bob & Ron] BOB-BRODIE> Jack were very happy to meet one of thier longest, and
best
<[Bob & Ron] BOB-BRODIE> known supporters. When Sam was introduced to Ron, he
spent
<[Bob & Ron] BOB-BRODIE> quite a bit of his time letting Ron know how much he
appreciated
<[Bob & Ron] BOB-BRODIE> his many years of service to the Atari Community.
<[Bob & Ron] BOB-BRODIE> I like him, too. :)
<[Bob & Ron] BOB-BRODIE> Hope that covered it, Nevin. :)
<[HoST] ST.LOU> Whew.... so many people in the queue... new experience :-)
<[HoST] ST.LOU> Thanks everyone for being patient

<[HoST] ST.LOU> On to Ed Lin
<[Ed] E.LIN1> how do the initial Jaguar games compare to the 3DO in terms of graaphics?
<[Bob & Ron] BOB-BRODIE> Ed, I have only seen Crash 'n Burn. It's a different sort of
<[Bob & Ron] BOB-BRODIE> game than we have done so far. We've provided a number of
<[Bob & Ron] BOB-BRODIE> screen shots that are available for downloading from the ST RT
<[Bob & Ron] BOB-BRODIE> library via Atari Explorer Online Magazine. Rather than Ron and
<[Bob & Ron] BOB-BRODIE> I giving you our opinion, why don't you download the Jaguar pics
<[Bob & Ron] BOB-BRODIE> yourself and take a look at them? I'm sure that you'll be
<[Bob & Ron] BOB-BRODIE> very impressed with them. Especially Crescent Galaxy! :) ga
<[HoST] ST.LOU> Sean Dougherty from Processor Direct, the newest Atari magazine, is next...
<[Sean@TWP] P-DIRECT> Bob -- To change the topic a little, Atari may still be producing the Falcon030, but with perhaps only a few thousand units sold it is obvious something more needs to be done than make them. <grin>
<[Sean@TWP] P-DIRECT> Does Atari have plans to sell the Falcon030 through less passive means? For instance, with the help of some enthused writers, the Falcon030 has gained the interest of several special interest magazines, and it seems this would be the perfect way to "sneak" into a market, and at very little expense... GA
<[Bob & Ron] BOB-BRODIE> Sean, at this point we have no such plans. We're always...
<[Bob & Ron] BOB-BRODIE> interested in listening to proposals, though. I'd suggest that
<[Bob & Ron] BOB-BRODIE> you contact Garry Tramiel if you have some suggestions about
<[Bob & Ron] BOB-BRODIE> selling the Falcon030 via a unique means. :)
<[Bob & Ron] BOB-BRODIE> ga
<[HoST] ST.LOU> Thanks Sean. Rob Anisko is next
<[Zombie] R.ANISKO> ok (home the buffer works here...)
<[Zombie] R.ANISKO> Bob, with the Jaguar about to come out, and the Lynx
<[Zombie] R.ANISKO> available, is Atari planning on releasing the same
<[Zombie] R.ANISKO> games on both systems - it makes nice cross-over
<[Zombie] R.ANISKO> sales and advertising... (like Nint*ndo w/ the SNES and
<[Zombie] R.ANISKO> Gameboy)? ga
<[Zombie] R.ANISKO>
<[HoST] ST.LOU> It worked!
<[HoST] ST.LOU> :-)
<[Bob & Ron] BOB-BRODIE> Yes and no, Rob. :)
<[Bob & Ron] BOB-BRODIE> There is no question that there is some terrific opportunities to
<[Bob & Ron] BOB-BRODIE> do EXACTLY what you've described. However, on the other hand we

<[Bob & Ron] BOB-BRODIE> know that the hand held market is no where as big as the home
<[Bob & Ron] BOB-BRODIE> console market. Plus, the Jaguar makes possible things that canno
<[Bob & Ron] BOB-BRODIE> be done on ANY OTHER GAME MACHINE, including the Lynx. So it's
<[Bob & Ron] BOB-BRODIE> only natural, IMHO, that developers will look to do something
<[Bob & Ron] BOB-BRODIE> new and exciting to stretch the envelope with the Jaguar. We do
<[Bob & Ron] BOB-BRODIE> envision there being some titles that will be made available for
<[Bob & Ron] BOB-BRODIE> the Lynx as well though. ga
<[HoST] ST.LOU> We still have more than 20 in the queue... on to Dale Ellis....
<[Dale] D.ELLIS16> Congrads Bob, Ron, John, Jerri. Jerri was Bob really there or across the street at Les Miserables? ;-) Real Questions:Have you thought about selling any of the products via TV Shopping? Any TV shows about the Jag? Like Discovery or .....
<[Dale] D.ELLIS16> FutureWatch? GA
<[Bob & Ron] BOB-BRODIE> Jerri says he was really there...thanks for checking up on him.
<[Bob & Ron] BOB-BRODIE> Now, on to the "real" questions, we are open to all of those
<[Bob & Ron] BOB-BRODIE> opportunities, but first want to get back into the "regular"
<[Bob & Ron] BOB-BRODIE> retail environment. We feel that it is important that consumers
<[Bob & Ron] BOB-BRODIE> be able to go into a store and actually see, and try out a
<[Bob & Ron] BOB-BRODIE> Jaguar to fully appreciate it. So we're very excited to be
<[Bob & Ron] BOB-BRODIE> in stores like Toys 'R Us, The Wiz, Babbages, Electronic Boutique
<[Bob & Ron] BOB-BRODIE> Kaybee Toys....and others.
<[Bob & Ron] BOB-BRODIE> ga
<[HoST] ST.LOU> Mark Santora... if you are still here, please /raise. Your number has gone bye bye
<[HoST] ST.LOU> Meanwhile, on to Gary
<[Gary] G.STOLLMAN> Bob, I am interested in programming for Atari as a developer. In your honest opinion, is this release the "do-it" thing that will put Atari back in the forefront of computers,and why is it taking so long for the Falcon to get software???
<[Gary] G.STOLLMAN> ga
<[Bob & Ron] BOB-BRODIE> Hi Gary. Yes, I think that the Jaguar is going to be a very
<[Bob & Ron] BOB-BRODIE> big product for Atari. If you hae aspirations about developing
<[Bob & Ron] BOB-BRODIE> for the Jaguar, I'm sure that Bill Rehbock would like to talk
<[Bob & Ron] BOB-BRODIE> to you. Re the Falcon...I think there are several

reasons that
<[Bob & Ron] BOB-BRODIE> it's taking so long. #1 - Poor Sales. The economy in
California
<[Bob & Ron] BOB-BRODIE> where we do much of our business, is MISERABLE. And
it's true
<[Bob & Ron] BOB-BRODIE> not only for Atari, but other companies as well. One
of the
<[Bob & Ron] BOB-BRODIE> stock analysts that was at the event tonight told me
that
<[Bob & Ron] BOB-BRODIE> Apple is now sitting on a HUGE inventory of products.
He said
<[Bob & Ron] BOB-BRODIE> numbers that frankly, I had a hard time believing. So,
the
<[Bob & Ron] BOB-BRODIE> computer hardware business is just really tough right
now. One of
<[Bob & Ron] BOB-BRODIE> the other reasons it's taking so long is us: we've
reduced our
<[Bob & Ron] BOB-BRODIE> company in size to such a small level that it is
really tough
<[Bob & Ron] BOB-BRODIE> to be able to do everything that we would like to be
able to do.
<[Bob & Ron] BOB-BRODIE> For example, there was some staff at the event tonight
from
<[Bob & Ron] BOB-BRODIE> ST Informer. But I never had a chance to spend more
than a few
<[Bob & Ron] BOB-BRODIE> seconds with them at a time. I hate that, frankly.
And think
<[Bob & Ron] BOB-BRODIE> that once we've added some additional staff we'll be
in a
<[Bob & Ron] BOB-BRODIE> better position to do the things that we need to do to
properly
<[Bob & Ron] BOB-BRODIE> support ALL of our products. GA
<[HoST] ST.LOU> Thanks Bob. Please welcome Delroy Blake!
<[delroy Blake] D.BLAKE> I have 3 questions for you.
<[delroy Blake] D.BLAKE> 1) What are the specs on the Jag over sees news
travels slow
<[delroy Blake] D.BLAKE> 2) do you inted to market to the Army-AirForce Excange
Stores Lots of people
<[delroy Blake] D.BLAKE> with money to spend and
<[delroy Blake] D.BLAKE> 3) What ever happen to UNIX FOR THE TT,
<[delroy Blake] D.BLAKE> ga
<[Bob & Ron] BOB-BRODIE> Good evening Delroy, thank you for attending our RTC
tonight!!!
<[Bob & Ron] BOB-BRODIE> Regarding your questions....WOW! :) I'll give you a
quick
<[Bob & Ron] BOB-BRODIE> run down on the specs, but I'd prefer that you check
out the
<[Bob & Ron] BOB-BRODIE> library here on GEnie in the ST RT for file
AEO_SE1.ZIP
<[Bob & Ron] BOB-BRODIE> That file has full set of press releases including

block diagrams
<[Bob & Ron] BOB-BRODIE> of the entire Jaguar system. The Jaguar is a full 64 bit system
<[Bob & Ron] BOB-BRODIE> that has 5 microprocessors on three chips, including a 64 Bit
<[Bob & Ron] BOB-BRODIE> RISC processor, a 32 Bit RISC processor, and a 68000. The bus
<[Bob & Ron] BOB-BRODIE> is a full 64 bit bus. It is capable of 32 bit color, with over
<[Bob & Ron] BOB-BRODIE> 16.7 million colors, and 16 bit stereo CD sound. BTW, I've just
<[Bob & Ron] BOB-BRODIE> been informed by Travis Guy, Editor of AEO that the correct file
<[Bob & Ron] BOB-BRODIE> name is AEO_SE_J.ZIP :) Thanks, Travis. The file will also
<[Bob & Ron] BOB-BRODIE> have some Jaguar screen shots in it in GIF format. :) Re the
<[Bob & Ron] BOB-BRODIE> Army/Air Force stuff....not right away, but maybe next year. At
<[Bob & Ron] BOB-BRODIE> first we're doing a New York/San Francisco rollout of the
<[Bob & Ron] BOB-BRODIE> Jaguar this year, then we'll finish our plans for the rest of
<[Bob & Ron] BOB-BRODIE> the US later. Certainly, we want to find a way to provide the
<[Bob & Ron] BOB-BRODIE> Jaguar to the Military. Lastly, re TT UNIX, we cancelled the
<[Bob & Ron] BOB-BRODIE> project because we didn't feel that our version of UNIX was
<[Bob & Ron] BOB-BRODIE> cost effective enough to be chosen by a broad base of people.
<[Bob & Ron] BOB-BRODIE> We did feel that Atari UNIX could have been run as a text based
<[Bob & Ron] BOB-BRODIE> UNIX on the Falcon, but we couldn't have close to being able to
<[Bob & Ron] BOB-BRODIE> support it properly, so we cancelled it. GA
<[HoST] ST.LOU> Bob, there are over 20 in the queue and they are being extremely patient with me as I try to keep up. :-) Our next speaker is Chris Oates...
<[Chris] C.OATES2> Two questions: First, when might we see the first Jaguar TV ads? Second, about how many Jaguars have been manufactued to date?
<[Chris] C.OATES2> GA
<[Bob & Ron] BOB-BRODIE> Lou, in light of all the people in line, I think we should
<[Bob & Ron] BOB-BRODIE> restrict everyone after Chris to just one question til we get
<[Bob & Ron] BOB-BRODIE> through the que.
<[HoST] ST.LOU> ... or you could just answer ONE question :-)
<[Bob & Ron] BOB-BRODIE> Chris, in the areas that the Jaguar is going to be sold (NY or

<[Bob & Ron] BOB-BRODIE> San Francisco) you'll start to see teaser ads next
week. The
<[Bob & Ron] BOB-BRODIE> "real ads" will start shortly after that. Re how many
Jags have
<[Bob & Ron] BOB-BRODIE> been built, to be honest, I don't know. I'd need to
check with
<[Bob & Ron] BOB-BRODIE> our VP of Manufacturing....he's not here. It's an
incredibly
<[Bob & Ron] BOB-BRODIE> small hotel room. :)
<[Bob & Ron] BOB-BRODIE> ga
<[HoST] ST.LOU> OK... Sir Fransis is next
<[Sir Fransis] K.DRAKE> What do you forsee being the first network use for the
Jaguar (Other than ComLynx)
<[Sir Fransis] K.DRAKE> ga
<[Bob & Ron] BOB-BRODIE> I really don't know. :) I haven't had enough time to
think
<[Bob & Ron] BOB-BRODIE> about that yet. For the most part, we've been looking
at the
<[Bob & Ron] BOB-BRODIE> system as a game machine for the home to compete
against Sega
<[Bob & Ron] BOB-BRODIE> and Nintendo, not so much as a network machine. I do
know that
<[Bob & Ron] BOB-BRODIE> Sam is very keenly interested in interactive TV via
cable. ga
<[HoST] ST.LOU> Tony Wetmore is next Bob.
<[Tony Tramiel] WETMORE> Bob and everyone: Bravo! You've all done an
incredible job!
<[Tony Tramiel] WETMORE> I have 2 questions, but they're related... (actually,
I have more)
<[Tony Tramiel] WETMORE> 3) Will I be able to mail-order a Jag from Atari this
month?
<[Tony Tramiel] WETMORE> 4) If not, when will retail stores in NY begin
receiving Jags?
<[Tony Tramiel] WETMORE> (oops)
** <[Tony] WETMORE> was <[Tony Tramiel] WETMORE>.
<[Bob & Ron] BOB-BRODIE> Yes, and the week before Thanksgiving is when they are
due in.
<[Bob & Ron] BOB-BRODIE> ga
<[HoST] ST.LOU> Chris Cassaday....
<[Chris] C.CASSADAY> Bob, can you comment about the possible Dallas
distribution point?
<[Chris] C.CASSADAY> Will the Jaguar be sold at the Incredible Universe this
fall? GA
<[Bob & Ron] BOB-BRODIE> I've not been told officially that we're going to be
there,
<[Bob & Ron] BOB-BRODIE> but I hear tell that we are, Chris.
<[Bob & Ron] BOB-BRODIE> ga
<[HoST] ST.LOU> Sam Rapp!
<[Sam030] SAM-RAPP> Hi Bob, Ron, (and others...) What are the possibilities for
a modem

<[Sam030] SAM-RAPP> for the Jag? Is there an RS-232 on the expansion port? Where is my
<[Sam030] SAM-RAPP> T-shirt! ;-)
<[Sam030] SAM-RAPP> GA
<[Bob & Ron] BOB-BRODIE> Sam, Ron Kovacs is wearing your T-Shirt. He looks great in it.
<[Bob & Ron] BOB-BRODIE> So does John Gagne. We're also going to bring out baseball caps.
<[Bob & Ron] BOB-BRODIE> Black with a Jaguar logo, sort of like the T-Shirt.
<[Bob & Ron] BOB-BRODIE> Yes, there is an RS-232 on the expansion port, and we envision
<[Bob & Ron] BOB-BRODIE> using the DSP connection to be a modem. ga
<[HoST] ST.LOU> Thanks. I am sorry to say that I will have to cut off any more /raises.
<[HoST] ST.LOU> There are still 20 in the queue who will be allowed their questions.
<[HoST] ST.LOU> Dave Shorr is next
<[Dave] D.SHORR> Has Atari considered offering a cooperative multitasking environment to its ST customers? Couldn't the multitasking AES and Desktop contained in the current version of MultiTOS be loaded without MiNT? GA.
<[Bob & Ron] BOB-BRODIE> Dave, I'm just not techincal enough to discuss that with you.
<[Bob & Ron] BOB-BRODIE> The best solution that I can see now is to use MultiTOS with
<[Bob & Ron] BOB-BRODIE> Geneva from Gribnif Software.
<[Bob & Ron] BOB-BRODIE> Sorry, GA.
<[HoST] ST.LOU> Ron Hall is next, Bob
<[GOT FALCON!] R.HALL49> More than 1 question but only requires small answers! :) I just yesterday got my base unit Falcon(yea!) when can I get an official hard drive upgrade kit? Will Atari be able to challenge CD-32 in Europe since they are producing 20,000 units a week now? Tantalize me with visions of a Lynx II with the Jaguar chipset!!! Final Question...Jaguar sales truly to be funneled to Falcon!!! (hope,hope,hope) LOVE my Falcon BTW...thanx GA
<[Bob & Ron] BOB-BRODIE> Don't know about the HD kit, get a SCSI-II cable and go external
<[Bob & Ron] BOB-BRODIE> for now. The drives are bigger and cheaper than the tiny IDEs.
<[Bob & Ron] BOB-BRODIE> We will not challenge CD-32 in Europe...we will defeat them.
<[Bob & Ron] BOB-BRODIE> Yes. ga
<[HoST] ST.LOU> Kevin Houser...
<[Kevin Houser] PG.MUSIC> Bob, any hope for a Falcon based dev system for the Jag &/or Lynx? Also, could I get a 'factory' direct Jag when I go to Charlotte this weekend. <g> I'm interested in doing music related Jag titles. Doezit have a Midi port? <g> Kevin in Atlanta, PG Music Atari development... BTW, all PG Music stuff (new) is written on a Falcon030/14/120 <g> Good European sales too. :) ... GA
<[Bob & Ron] BOB-BRODIE> Hi Kevin. Yes, there is a TOS based dev system for the Jaguar
<[Bob & Ron] BOB-BRODIE> now. I think it is quite logical to assume that it

will be
<[Bob & Ron] BOB-BRODIE> ported to the Falcon. Sorry, IBM is not selling the Jaguar
<[Bob & Ron] BOB-BRODIE> Factory Direct at all. They build it, warehouse it, and ship it.
<[Bob & Ron] BOB-BRODIE> That's all. No MIDI port, but wow! It can make terrific music!!
<[Bob & Ron] BOB-BRODIE> ga
<[HoST] ST.LOU> Charles Smeton of NewSTar Tech....
<[NewSTar Tech] C.S.SMETON> Bob, where (what stores) and when can I tell my buddy in NYC to buy a Jaguar for me? ga
<[Bob & Ron] BOB-BRODIE> The Wiz, Babbages, Toys 'R Us, Electronic Boutique, Kaybee Toys,
<[Bob & Ron] BOB-BRODIE> that enough Charles? GA
<[HoST] ST.LOU> Here comes Travis Guy from Atari Explorer Online... the best source of Atari news!
<[FSU #1!] AEO.MAG> Thanks Lou! <blush>
<[FSU #1!] AEO.MAG> Evening sirs! It sounds like everyone had a great time tonight. Bob, I think I
<[HoST] ST.LOU> Hi Andy. You are two away. Have question ready and wait for talk-mode signal.
<[HoST] ST.LOU> Ooops.
<[HoST] ST.LOU> :-)
<[Bob & Ron] BOB-BRODIE> OK Lou.
<[FSU #1!] AEO.MAG> can speak for every Atarians in saying it's good to finally have Atari back on track
<[FSU #1!] AEO.MAG> to the forefront - where we feel Atari belongs. Can you give us some specific
<[FSU #1!] AEO.MAG> reactions from some of the crowd at the event? Paul Harvey mentioned Atari and
<[FSU #1!] AEO.MAG> the Jaguar today in his radio show, and it was very positive. Go Atari!
<[Bob & Ron] BOB-BRODIE> Evening, Travis! It's great to see you online tonight!! Ron
<[FSU #1!] AEO.MAG> (And I want a Jaguar cap!) GA
<[Bob & Ron] BOB-BRODIE> sez Hi!! We at Atari are very grateful for the fine job that you
<[Bob & Ron] BOB-BRODIE> and rest of the very fine staff at Atari Explorer Online do to
<[Bob & Ron] BOB-BRODIE> support the entire Atari Community. If only all publications
<[Bob & Ron] BOB-BRODIE> would follow your excellent example of how to do an online mag!
<[Bob & Ron] BOB-BRODIE> (Well, I can dream, can't I?!?!?!)
<[Bob & Ron] BOB-BRODIE> Today, USA Today ran a very nice article about Video Games, and
<[Bob & Ron] BOB-BRODIE> featured a full color picture of the Jaguar on the LIFE Section
<[FSU #1!] AEO.MAG> Bob, any magazine in particular you'd like to see "shape up?"

<[Bob & Ron] BOB-BRODIE> of the paper. The San Jose Mercury News also ran a terrific
<[Bob & Ron] BOB-BRODIE> article on the Jaguar. Many of the people that were at the
<[Bob & Ron] BOB-BRODIE> event tonight were financial writers, or business writers. They
<[Bob & Ron] BOB-BRODIE> to a large degree, were not exposed to the Jaguar games until
<[Bob & Ron] BOB-BRODIE> tonight for the very first time. They thought that the games
<[Bob & Ron] BOB-BRODIE> looked and sounded great, as well as the pricing on the Jaguar
<[Bob & Ron] BOB-BRODIE> for real consumers, rather than the high prices that 3DO is
<[Bob & Ron] BOB-BRODIE> charging for their player.
<[Bob & Ron] BOB-BRODIE> Overall, it was a very exciting night. Many people came to see
<[Bob & Ron] BOB-BRODIE> how serious Atari was about the Jaguar... they came skeptics
<[Bob & Ron] BOB-BRODIE> and left believers!
<[FSU #1!] AEO.MAG> Wonderful!
<[Bob & Ron] BOB-BRODIE> Look for a Jaguar cover on an upcoming issue of Die Hard Game
<[Bob & Ron] BOB-BRODIE> Fan, as well as 8 full color pages of coverage from Die Hard!
<[Bob & Ron] BOB-BRODIE> GA
<[HoST] ST.LOU> I missed John Battey about 5 back so I will let him into line here. Thanks to Scott for waiting a bit longer (and to everyone else still in the queue).
<[J.Battey] J.BATTEY1> Was Ziff-Davis there tonight? (What, no coffee mugs!) ga
<[Bob & Ron] BOB-BRODIE> I'd have to look at the final attendance list to be sure. There
<[Bob & Ron] BOB-BRODIE> is a list of people that did RSVP, but not all of them made it.
<[Bob & Ron] BOB-BRODIE> Not sure about Ziff, sorry.
<[Bob & Ron] BOB-BRODIE> ga
<[HoST] ST.LOU> Scott Corley
<[ScottJ] S.CORLEY1> Bob, why did Atari raise the list price of the Jaguar by $50? Also do you have any idea of the price that Jaguar games will sell for? Thanks. GA.
<[Bob & Ron] BOB-BRODIE> To cover the cost of the included game, which was a bit more
<[Bob & Ron] BOB-BRODIE> than we had expected it to be. The price of the games will be
<[Bob & Ron] BOB-BRODIE> in the 49-89 range, depending on the title, and the developer. ga
<[HoST] ST.LOU> OK....
<[HoST] ST.LOU> On to Andy Smith.
<[Andy] L.SMITH70> Bob... First, Congrats!! Second, I heard the following on the Internet... I heard the Jaguar has a 'startup' sequence consisting of the

Atari Fuji, a digitized roar, and a rotating cube with a jaguar on each side. True? false? More info? :) Also glad to hear you got Virgin! ga
<[Bob & Ron] BOB-BRODIE> Andy, TRUE! When the Jaguar is first turned on, the Red Jaguar
<[Bob & Ron] BOB-BRODIE> logo comes on the screen, there is a digitized roar, and then a
<[Bob & Ron] BOB-BRODIE> group of letters spelling out ATARI drop down from the top of the
<[Bob & Ron] BOB-BRODIE> screen. Then there is a cube with digitized pics of a jaguar
<[Bob & Ron] BOB-BRODIE> that rotates while a quick version of "Have you played Atari
<[Bob & Ron] BOB-BRODIE> today?" is played.
<[Bob & Ron] BOB-BRODIE> ga
<[HoST] ST.LOU> Bob, we have a newsflash from Gene Windell....
<[HoST] ST.LOU> <gene is typing like made>
<[HoST] ST.LOU> Let's go on to Rod Martin....
<[HoST] ST.LOU> Rod... GA
<[Network 23] R.MARTIN22> Bob, is Atari still earmarking $3 million for the NY/SF release, and what is the $$$ for 1994 nationwide release?
<[Network 23] R.MARTIN22> ga
<[Bob & Ron] BOB-BRODIE> Yes. We are earmarking that much for this y ear's release
<[Bob & Ron] BOB-BRODIE> and we are finalizing next year's plans now.
<[Bob & Ron] BOB-BRODIE> Part of the planning is dependent on who our retail partners are.
<[Bob & Ron] BOB-BRODIE> ga
<[HoST] ST.LOU> Gene... GA
<[Gene] E.WINDELL> About 10 minutes ago, CNN Headline News described the Jag's technical features as part of a larger story about new computer graphics technology. Other than the Fuji logo, no pictures were shown. I'm sure they will play it again.
<[HoST] ST.LOU> Thanks Gene. Rob Anisko just picked up USA Today and found the story on page 1D. Thanks Rob.
<[HoST] ST.LOU> ON we go.......
<[HoST] ST.LOU> Mike Lipson
<[Bob & Ron] BOB-BRODIE> Gene, who was the CNN correspondent? Was it Steve Young?
<[Gene] E.WINDELL> don't know.
<[HoST] ST.LOU> GA Mike
<[Bob & Ron] BOB-BRODIE> Thanks! Gene
<[Mike Lipson] M.LIPSON> Hi Bob and Lou! Does the Atari/IBM contract allow IBM to license Jaguar technology for Big Blue's computers and is IBM
<[Mike Lipson] M.LIPSON> interested in having Jaguar expansion boards?
<[Mike Lipson] M.LIPSON> GA
<[Bob & Ron] BOB-BRODIE> No, the contract does not allow IBM to use the Jaguar chipset
<[Bob & Ron] BOB-BRODIE> for any of their products. We are having some discussions with
<[Bob & Ron] BOB-BRODIE> them about other possible uses for the Jaguar chipset.

GA
<[HoST] ST.LOU> Ok... Frank Cuccia.
<F.CUCCI> Bob, did you let the cat out of the bag i.e.the BIG developer that
was to sur
<F.CUCCI> prise all of us and is the TT030 still alive ga
<[Bob & Ron] BOB-BRODIE> Which BIG developer??? Accolade, Virgin, or
Interplay? :-)
<[HoST] ST.LOU> Pick one!
<[Bob & Ron] BOB-BRODIE> And yes! GA
<[HoST] ST.LOU> Tim at AEO is next.
<[Tim@AEO] AEO.8> On an earlier question about the falcons, I happen to know
that
<[Tim@AEO] AEO.8> Tecnation and High End will be selling Falcons as use in
Discos as
<[Tim@AEO] AEO.8> lighting systems, with nifty video effects. anywayss my
question:
<[Tim@AEO] AEO.8> When is the jaguar to be sold in europe? (BTW, that product
is called
<[Tim@AEO] AEO.8> Cyber V)
<[Bob & Ron] BOB-BRODIE> Yes they are Tim, thanks for pointing that out for
everyone. We
<[Bob & Ron] BOB-BRODIE> will be selling some units in the holiday season this
year in
<[Bob & Ron] BOB-BRODIE> Europe. GA
<[HoST] ST.LOU> Thanks. Dave Freeland
<[HoST] ST.LOU> has been waiting a long time
<[David] D.FREELAND> Are there any plans to advertise the Falcon030 at all?
What can you tell us about new Falcon products such as DSP modem, etc... It
seems the Jaguar should allow Atari to push the Falcon more than it has so far.
Go Jaguar!!!
<[David] D.FREELAND> ga
<[HoST] ST.LOU> Thanks Dave
<[Bob & Ron] BOB-BRODIE> Dave.... Plans to advertise the Falcon remain
unchanged. We
<[Bob & Ron] BOB-BRODIE> will advertise cooperativly in the markets where we
have an
<[Bob & Ron] BOB-BRODIE> advantage, such as music with partners like Steinberg,
thank you!
<[Bob & Ron] BOB-BRODIE> GA
<[HoST] ST.LOU> Lucky Seven left, Bob and Ron.
<[HoST] ST.LOU> Harj Nagra....
<[Harj] H.NAGRA1> What games will be available for the Jaguar this
<[Harj] H.NAGRA1> year? (...just saw the Atari Fuji on CNN about
<[Harj] H.NAGRA1> 10 minutes ago!!!)
<[Harj] H.NAGRA1> You should let Video Games magazine know that the
<[Harj] H.NAGRA1> Jag is truly 64-bit and not 32-bit as they state in
<[Harj] H.NAGRA1> their latest issue. GA
<[Bob & Ron] BOB-BRODIE> Bob is near death! :-) Ron typing@
<[HoST] ST.LOU> Hehehehe...
<[Bob & Ron] BOB-BRODIE> Hi Harj... Bob has already written a letter to Video

Games and
<[Bob & Ron] BOB-BRODIE> will mail it when he returns to Sunnyvale. Your
right, they
<[Bob & Ron] BOB-BRODIE> certainly made some mistakes! GA
<[HoST] ST.LOU> Jungle Jim!
<J.THORNHILL> Bob, can you tell us specifically what the Atari vs. Sega suit is
all about concerning the scrolling? ga
<[Bob & Ron] BOB-BRODIE> THe four games available will be:
<[Bob & Ron] BOB-BRODIE> Jim Thornhill, other than the press release, I have no
other
<[Bob & Ron] BOB-BRODIE> information to share with you at this time.
<[Bob & Ron] BOB-BRODIE> ga
<[HoST] ST.LOU> Were you going to list 4 games?
<[Bob & Ron] BOB-BRODIE> CyberMorph, Crescent Galaxy, Raiden and Dynodudes. We
expected
<[Bob & Ron] BOB-BRODIE> Checkerd Flag to be ready but it's late! GA
<[HoST] ST.LOU> OK.... James Vogh.
<[James] J.VOGH> How large are the areas (NY and SF) where the Jaguar will be
released. For example, will
<[James] J.VOGH> stores in Connecticut and possibly Massachusetts also have the
Jaguar?
<[James] J.VOGH> ga
<[Bob & Ron] BOB-BRODIE> James: I believe for the retail chains we are talking
metro NY
<[Bob & Ron] BOB-BRODIE> and the San Fran bay area. Connecticut _MIGHT_ see a
few Jags
<[FSU #1!] AEO.MAG>
<[Bob & Ron] BOB-BRODIE> but I really doubt Mass will except for our current
Atari ,
<[Bob & Ron] BOB-BRODIE> dealers. GA
<[HoST] ST.LOU> Sandy from AEO
<[--Sandy] AEO.9> My 1st RTC. Can you tell us anything about how you interact
with
<[--Sandy] AEO.9> Time Warner
<[HoST] ST.LOU> Then Gregg from AEO
<[--Sandy] AEO.9>
<[--Sandy] AEO.9>
<[Bob & Ron] BOB-BRODIE> Sandy.. Welcome to your FIRST RTC here on GEnie.
<[--Sandy] AEO.9> If not Love you all anyway ga
<[Bob & Ron] BOB-BRODIE> We have an arrangement with Time-Life to have access
to their
<[Bob & Ron] BOB-BRODIE> vast library of film and sound clips to be used with
Jaguar
<[Bob & Ron] BOB-BRODIE> titles. Other than that, they own about 23% of Atari.
GA
<[HoST] ST.LOU> Gregg... from Computer STudio?
<[Gregg] AEO.7> Well, yes as a matter of fact <grin>. I'm impressed, I wish I
could have been
<[Gregg] AEO.7> up there in NY for the show.... However, while we're all
hoping to see the Jag become

<[Gregg] AEO.7> THE dominate factor in the game industry, I'm more Atari computer oriented and
<[Gregg] AEO.7> have to ask if you've any idea how long it will be before we can expect to see
<[Gregg] AEO.7> the Jag's fnatastic graphics and audio made available in a TOS-based Atari computer
<[Gregg] AEO.7> and/or on a VME card for the TT/MegaSTe line? thanks, and keep up the great work.
<[Gregg] AEO.7> GA
<[HoST] ST.LOU> Thanks Gregg.
<[Bob & Ron] BOB-BRODIE> Gregg, Nice to hear from you. At this point in time, it's nearly
<[Bob & Ron] BOB-BRODIE> impossible to project when that might happen. For one thing...
<[Bob & Ron] BOB-BRODIE> some of the developer tools for the Jaguar are still maturing.
<[Bob & Ron] BOB-BRODIE> Also,
<[Bob & Ron] BOB-BRODIE> doing such an enterprise would require the addition of even
<[Bob & Ron] BOB-BRODIE> more staff to assure that it could be done properly. Let us get
<[Bob & Ron] BOB-BRODIE> the Jaguar properly launched, supported, and in the market
<[Bob & Ron] BOB-BRODIE> place and we'll see that we can do on the computer side.
<[Bob & Ron] BOB-BRODIE> ga
<[HoST] ST.LOU> But we can sure hope for the future. Right, Gregg? :-) Next we have Sir Fransis...
<[HoST] ST.LOU> Sir Fransis?
<[Sir Fransis] K.DRAKE> How many sounds can the Jag generate simultaneously (3DO=8)? Where is the ComLynx port? Any CD titles in development (7th Guest)? Thanks 4 coming! ga
<[Bob & Ron] BOB-BRODIE> The ComLynx port is incorporated in the expansion port at the
<[Bob & Ron] BOB-BRODIE> rear of the machine. ga
<[HoST] ST.LOU> Final question comes from Tony Wetmore.
<WETMORE> A couple real quickies (I hope): Will the "accessory" cables
<WETMORE> and such (S-Video, etc) be available at launch (ie. 2 weeks or so)?
<WETMORE> Also, can we expect/hope for any Atari coin-op translations next
<WETMORE> year? Such as: Hard/Race Drivin', Steel Talons, etc?
<WETMORE> And, again - thanks(!!) for coming online and staying so long!
** <[--Sandy] AEO.9> disconnected.
<[Bob & Ron] BOB-BRODIE> Yes, there will be conversions of coin op games, although not
<[Bob & Ron] BOB-BRODIE> all of them will be Atari Games products. For instance,
<[Bob & Ron] BOB-BRODIE> Virtua Racing is one of the games that we are looking at as a
<[Bob & Ron] BOB-BRODIE> model for what will be done with at least one of the racing games

<[Bob & Ron] BOB-BRODIE> that we're working on. Re the cables, not 100% sure on that,
<[Bob & Ron] BOB-BRODIE> although they should be along quite soon. :) ga
<[HoST] ST.LOU> A record breaking night for Atari and Dateline Atari! Record length, record number of questions, record number of attendees. What can I say. Congratulation to Bob and his guest (and friend) Ron Kovacs for their service above and beyond. GA
<[Bob & Ron] BOB-BRODIE> Lou, THANKS! It has been a really long day for us here in New
<[Bob & Ron] BOB-BRODIE> York. I'm very grateful to our official online service GEnie
<[Bob & Ron] BOB-BRODIE> and to our friends that staff the Atari RT's for allowing us to
<[Bob & Ron] BOB-BRODIE> share this very special evening for a Dateline: Atari Conference.
<[Bob & Ron] BOB-BRODIE> While we normally do this on a Friday night, I will be up in the
<[Bob & Ron] BOB-BRODIE> air, on my way home to California when the conference will
<[Bob & Ron] BOB-BRODIE> normally be running. Thanks to GEnie for allowing us some slack
<[Bob & Ron] BOB-BRODIE> in scheduling this time. :) I'm also grateful that my very
<[Bob & Ron] BOB-BRODIE> good friend Ron Kovacs could be here to share his impressions of
<[Bob & Ron] BOB-BRODIE> the Jaguar launch event, as well as help with the typing tonight.
<[Bob & Ron] BOB-BRODIE> A rare privlidge for me to hand over the keyboard and just
<[Bob & Ron] BOB-BRODIE> give my answers without having to type all night long!! :)
<[Bob & Ron] BOB-BRODIE> Thank you all for coming. We had a very enjoyable evening. And
<[Bob & Ron] BOB-BRODIE> we look forward to our next session of Dateline: Atari with you
<[Bob & Ron] BOB-BRODIE> next month, here on the official Atari online resource: GEnie.
<[Bob & Ron] BOB-BRODIE> I hope that you all enjoy the rest of the evening, and the
<[Bob & Ron] BOB-BRODIE> beginning of the holiday season. Happy Thanksgiving to you all
<[Bob & Ron] BOB-BRODIE> Good night!
<[HoST] ST.LOU> You are most welcome, Bob. The pleasure truly is ours. Folks, look for this transcript in AEO or in library 13 on Saturday morning. Thanks to everyone for coming and have a safe drive home :-) <Bob, get to sleep!!>

----------end of transcript----------

1367. Re: Magix versus Multitos

Newsgroup: comp.sys.atari.st
Date: 1993-11-06 15:33:45 UTC
From: gerco@cs.vu.nl
Message-ID: <CG2tw9.H0r@cs.vu.nl>
Source record: 198941

Hello,

I was wondering, are there any demo versions available for
Magix. And a pricelist? And offcourse a compatability list?

You see, contrary to popular thought, MiNT/MTOS is not
everything. And contrary to flamers, I don't judge things I've never
seen. It is just that I need something for my braindead TOS1.4.

all info is appreciated,
Gerco.

PS: rn | egrep "*flame*" > /dev/null
--
+-----------------------------+-----------------------------------+
| GC Ballintijn | I'm just an Analog man |
| Email: gerco@cs.vu.nl | in a Digital world... |
+-----------------------------+-----------------------------------+

1368. Re: Sinclapy

Newsgroup: comp.sys.atari.st
Date: 1993-11-06 16:10:55 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1993Nov6.111055.19020@cobra.uni.edu>
Source record: 198946

In article <1993Nov5.194822@helix.nih.gov>, rvenable@helix.nih.gov (Richard M. Venable) writes:
> In article <memo.915586@cix.compulink.co.uk>, ogal@cix.compulink.co.uk (Ofir
> Gal) writes:
> |> I am still mailing sinclap every message. I hope others continue as well.
> |>
> |> Ofir ogal@cix.compulink.co.uk
>
> You might also try sending *politely* worded complaints about
> Mr. Sinclair's extremely antisocial behavior to:

Make sure in your letter, that you use proper sentence structure, proper grammar, correct spelling and get to the point.
Postmasters dislike poorly written messages.

>
> postmaster@uni.edu
> connelly@cobra.uni.edu
>
> I know I did!

I know you did, Dick!

>
> --
> Rick Venable (301) 496-1905 |=| "Eschew
> FDA/CBER Biophysics Lab HFM-419 |=| Obfuscation"
> Bethesda, MD 20892 USA |=|
> rvenable@helix.nih.gov |=| -- the Phantom Nerd

Peter Sinclair-Day
Univ. of Northern Iowa

1369. Re: Make a CONNECTion?

Newsgroup: comp.sys.atari.st
Date: 1993-11-06 16:26:21 UTC
From: c-hjr@math.utah.edu
Message-ID: <C-HJR.93Nov6092621@solitude.math.utah.edu>
Source record: 198945

In article <memo.926274@cix.compulink.co.uk> ogal@cix.compulink.co.uk (Ofir Gal) writes:

> You don't need all the files, some are German/English duplicates and other
> files are sample scripts and the likes. It has built in xyzmodem, so a RAM
> disk would be useful as a temporary place for up/downloads. You could also
> use PFXPAK which reduces the size of CONNECT.PRG to 220k, so that it would
> fit on your disk along with the RSC. There is also a 100k help file which
> you could have in the RAM disk.

So to use Connect, all that is really needed is just CONNECT.PRG and
the RSC? Or is more required?

And what is PFXPAK? I have looked for this on wuarchive, it doesn't
seem to be there.

Thanks!

Jeff Healey

1370. Re: Magix versus Multitos

Newsgroup: comp.sys.atari.st
Date: 1993-11-06 18:01:22 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.927379@cix.compulink.co.uk>
Source record: 198948

In article <seimet.752596710@acp5>, seimet@chemie.uni-kl.de (Uwe Seimet) writes:
>ogal@cix.compulink.co.uk (Ofir Gal) writes:
>
>>That's true, Magix is very nice, but Cubase still doesn't work with it.
>
>Does it work with MultiTOS?
>

Well, sort off. Not reliably. You need to rename MROS_xxx to MROS_xxx.PRG
and have in the AUTO folder before MINT.

Ofir ogal@cix.compulink.co.uk

1371. Re: Magix versus Multitos

Newsgroup: comp.sys.atari.st
Date: 1993-11-06 18:36:39 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.752610999@acp5>
Source record: 198949

ogal@cix.compulink.co.uk (Ofir Gal) writes:

>>ogal@cix.compulink.co.uk (Ofir Gal) writes:
>>
>>>That's true, Magix is very nice, but Cubase still doesn't work with it.
>>
>>Does it work with MultiTOS?
>>

>Well, sort off. Not reliably. You need to rename MROS_xxx to MROS_xxx.PRG
>and have in the AUTO folder before MINT.

Ah, sounds as if it is not the fault of Mag!X that Cubase won't run. Cubase
seems to be the result of unclean programming methods.

```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

1372. Re: Where to mailorder ICD LINK?

Newsgroup: comp.sys.atari.st
Date: 1993-11-06 20:39:17 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <CG381H.7wr@mailer.cc.fsu.edu>
Source record: 198852

SUTHIPUN SUJARITTANO (akisujar@leonis.nus.sg) wrote:
>
> I need to buy (mail order) two pieces of ICD LINK, DMA->SCSI adapters.
>
> I used to buy Atari hard/softwares from the BRE Softwares or D&P computer
> Inc.few years ago but now I am not sure if these 2 company still selling
> Atari hardwares.

D&P still sells ST stuff. They just had an add in this month's Current Notes.
I am not sure about BRE.

> I would like to know which company is more reliable and will give the best
> (lowest) price.

I have had good experiences with both D&P and Toad.

> Information on the companys' name, their FAX number and current selling
> price of the ICD LINK would be most appreciated.

For TOAD computers,
(410) 544-6943 (voice)
(410) 544-1329 (FAX)
(410) 544-6999 (BBS)
(800) 448-TOAD (orders)

For D&P computers,
(800) 535-4290 (voice)
(216) 926-3842 (voice and FAX)

The Link seems to be going for $90-$99US. I suggest you also order a copy
of Current Notes, if for nothing other than the advertiser's list.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1373. Re: Falcon DSP libraries?

Newsgroup: comp.sys.atari.st
Date: 1993-11-06 20:39:17 UTC
From: erlingh@pvv.unit.no
Message-ID: <1993Nov6.203917.22071@ugle.unit.no>
Source record: 198950

Jeff@leda.Arizona.Edu,
In a message on 5 November, wrote :

jR> In article 752470579@sakura, h54118@sakura.kudpc.kyoto-u.ac.jp (Christian
jR> writes:
jR> > Sorry, I'm not up to date:
jR> > Got my Falcon only a few days ago and tried this FRAC! demo
jR> > by Brainstorm, France.
jR> > Using the DSP is much faster than using the 68882...
jR> > I need this speed!
jR> >
jR> > How can I utilize the DSP for mathematical operations from
jR> > GCC or PureC?
jR> >
jR> > Any hint greatly appreciated,
jR> >
jR> > Christian
jR> >
jR>
jR>
jR> So far the ONLY DSP compiler I've been able to get has been the one Atar
jR> offers to developers for about $80. I do not know of any C compilers off
jR> DSP high level subroutines. If you do go the assembler route, I recommen
jR> g
jR> the 56000 programming guide from Oregon research.

I "ported" the motorola port of gcc for the 56000 to Falcon, but it is not
of much use right now, since we lack the motorola library that handles
things like mul,div,mod etc. I talked to my Atari developer support contact
about whether this library could become part of the dev. kit. He said he
would ask atari US about this, but I have not heard anything after that.

The C-compiler itself compiles very easily on the Falcon, just pretend you
are a sun-3 in the config files and hit make. It produces code that the
asm56000.ttp from motorola will "eat" quite happily, but when you try to
link anything you suffer from the lack of the library.

I suppose one could write an emulator of the lib, but since there is no
docs as to what the library *should* do, this will take more time than I
have to give such a project.

Any Volunteers ?

Erling

• ATP/Unix 1.40 • Running under atari MultiTOS

1374. What ever happened to the Discovery Cartridge?

Newsgroup: comp.sys.atari.st
Date: 1993-11-06 20:59:24 UTC
From: palm_erd@csusys.ctstateu.edu
Message-ID: <1993Nov6.155924.1@csusys.ctstateu.edu>
Source record: 198851

I am posting this for a friend who does not have UseNet access:
My question is: What every happened to the Happy Discovery Cartridge?
I'm looking for what I was told is a French company that bought the rights to
the cartridge. I'm looking to get in touch with this company to get the
latest update to the parameters for the firmware. If anyone has this
update, please email me.
Eric
PALM_ERD@CCSUA.CTSTATEU.EDU

1375. V1.1 of MJUZAKK for Falcon! English docu!!!

Newsgroup: comp.sys.atari.st
Date: 1993-11-06 21:22:31 UTC
From: hbksjsbk@sbusol.rz.uni-sb.de
Message-ID: <2bh4inINN1r7@sbusol.rz.uni-sb.de>
Source record: 198853

```
hello!
i just uploaded MJUZAK11.ZIP to ftp.uni-erlangen.de
i hope you find it in two days or so in pub/atari/falcon/sound/misc

short description

V1.1 of the soundtracker-like musiceditor MJUZAKK for Falcon.
-Six tracks in CD-quality.
-Eight tracks using 16 Bit-25khz.
-Over 40 instruments (samples) of whatever length and quality in one song.

News in V1.1
-Extended Sampleeditor.
-You can switch off every track separately.
-!!!!ENGLISH DOCUMENTATION TOO!!!!
-etc...

LONGJON.ZIP is a large-scale MJUZAKK-song! Get it!
```

1376. Falcon040

Newsgroup: comp.sys.atari.st
Date: 1993-11-06 21:49:45 UTC
From: bunka@mibm.ruf.uni-freiburg.de
Message-ID: <2bh65p$9vt@sun8.ruf.uni-freiburg.de>
Source record: 198855

Hi,
Is a Medusa T40 a replacement for a Falcon040 ?
The swiss company has advertised her product in the German magazine
ST Computer. Since Simon Gornall asked a time ago for the address:

Medusa Computer System, Postfach 3, CH 8610 Uster
Fax: 01 940 19 49
Tel: 01 940 19 36, 01 940 92 54
Dunno if these numbers work from the UK or the States. You probably
have to dial the the country code before or ask your operator.

Andreas

1377. Re: Atari/stock prices/jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-11-06 21:58:31 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2bh6m7$etn@golem.wcc.govt.nz>
Source record: 198854

> 'I will say this again: "I have seen the future, it's 3DO!!"

Is this guy for real? Gee, I bet you're fun at parties!

The guy's a living advertising machine.

/--\
| I don't want no pickle - I just wanna ride my motorsicle! O O |
| When all else fails - Cheat! o |
| WELLS_S@KOSMOS.WCC.GOVT.NZ Wellington, New Zealand _/ |
\-------------Master of Cheats/Hints/Tips - The Mercenary-------------/

1378. An St being emulated on a Macintosh?!

Newsgroup: comp.sys.atari.st
Date: 1993-11-06 22:37:35 UTC
From: CRATAEGUS@delphi.com
Message-ID: <931106.63455.CRATAEGUS@delphi.com>
Source record: 198856

all, right, i can see why this may be needed product (i can hook my mac up to the inet and d/l easier thn i could my soon-to-be Atari, and sneaker net would be my only means of data transfer), but is it real? has nyone actually dealt with this subject be
fore?

1379. Books for sale

Newsgroup: comp.sys.atari.st
Date: 1993-11-07 00:29:11 UTC
From: gbernath@oucsace.cs.ohiou.edu
Message-ID: <1993Nov7.002911.25478@oucsace.cs.ohiou.edu>
Source record: 198860

```
$10 each:
GFA Basic Programmer's Reference Guide, with disk (Michtron)

$5 each:
GFA Basic 2.0 User's Manual (Michtron)
GFA Basic Reboot Camp, with disk (Michtron)
The Atari ST Book (Turner)
Intermediate and Advanced Atari ST Subjects (Turner)
Compute!'s Atari ST Machine Language Programming Guide (Compute!)

Free with any other order, if you want 'em:
Compute!'s 1st Book of Atari ST (Compute!)
Compute!'s 2nd Book of Atari ST (Compute!)

--
Greg Bernath gbernath@oucsace.cs.ohiou.edu
```

1380. Re: Spectrum screen grabber

Newsgroup: comp.sys.atari.st
Date: 1993-11-07 01:29:00 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CG3LGD.8Ap@sdf.lonestar.org>
Source record: 198844

All right folks, this is getting silly. Its almost impossible to do a screen capture of a spectrum picture (almost impossible that is). You see in order to do a screen capture, the computer must know what is on screen, and for a spectrum picture, that is not the case. At best you would get a 16 color picture (because Spectrum is really in ST Low, 16 color mode) that looks like Spectrum 512 when it is doing computation on the picture (the real art program itself). If you've never seen it, its a series of barely distinguishable streaks of color going horizontally across the screen. Only the special CPU intterupts and such that modify the color registers can make sense out of it.

You only other choice is to convert the RAw picture file to some other format. GEMView will do this, and convert to many other formats, with or without displaying the image (to the best of your AES supported hardware, no tricks used, but you can still produce a 256 GIF on a stock ST or other formats, you just view in 16 colors. It supports Falcon and other true-color systems though).

So, screen capture won't do it. COnvert the picture file. If you don't have access to the original picture such as a game using this technique, then you either have to break the hex data out of the game with a programmers tool or you just cry.

1381. Re: Make a CONNECTion?

Newsgroup: comp.sys.atari.st
Date: 1993-11-07 01:51:45 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.928268@cix.compulink.co.uk>
Source record: 198861

In article <C-HJR.93Nov6092621@solitude.math.utah.edu>, c-hjr@math.utah.edu (Jeffrey Ray Healey) writes:
>
>So to use Connect, all that is really needed is just CONNECT.PRG and
>the RSC? Or is more required?

There is also a CONNECT.ASC file which is 29k which you need.

>
>And what is PFXPAK? I have looked for this on wuarchive, it doesn't
>seem to be there.
>

PFXPAK is the most reliable program packer I have come across. It is based on LHARC and works under MTOS and Geneva. If you can't find it I can mail it to you.

Ofir ogal@cix.compulink.co.uk

1382. Re: Magix versus Multitos

Newsgroup: comp.sys.atari.st
Date: 1993-11-07 01:51:45 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.928270@cix.compulink.co.uk>
Source record: 198862

In article <seimet.752610999@acp5>, seimet@chemie.uni-kl.de (Uwe Seimet) writes:
>ogal@cix.compulink.co.uk (Ofir Gal) writes:
>
>>>ogal@cix.compulink.co.uk (Ofir Gal) writes:
>>>
>>>>That's true, Magix is very nice, but Cubase still doesn't work with it.
>>>
>>>Does it work with MultiTOS?
>>>
>
>>Well, sort off. Not reliably. You need to rename MROS_xxx to MROS_xxx.PRG
>>and have in the AUTO folder before MINT.
>
>Ah, sounds as if it is not the fault of Mag!X that Cubase won't run. Cubase
>seems to be the result of unclean programming methods.
>

Cubase never worked under KAOS either. Don't know about unclean
programming, but Cubase provides its own multi-tasking kernel (MROS) which
allows MIDI to carry on while the system is doing other things. TOS never
allowed for this, so Steinberg had to come up with their own solution.

Ofir ogal@cix.compulink.co.uk

1383. My complements to David T. Jarvis for Soundkey.prg

Newsgroup: comp.sys.atari.st
Date: 1993-11-07 06:56:33 UTC
From: winters@access.digex.net
Message-ID: <2bi671$9j0@access.digex.net>
Source record: 198863

I just downloaded a fun little program to play with, called soundkey.prg. The C source is included - it was out on the archives - I'm sure many of you have seen this. Question - Are there any commercial programs that expand on what this software does? I don't want a midi program, since I play the guitar and just want to fool around with getting sounds out of my ST - maybe eventually I will purchase a synthesizer and all that, but I am kind of nostalgic for seeing what a computer can do in generating it's\ "own" music, just with what comes with the stock machine. (Hey! my friend's $1300 machine would not do this, unless he spent a few hundred dollars - more than I had to spend to get this ATARI ST gear!)
Are there any PD programs that work like soundkey.prg? Are you out there somewhere, David Jarvis? I do have Current Notes ST Library 694D: Quartet Player, but this is not what I have in mind. Thanks for any thoughts you might have on this.... Oh, I have a 1040ST with 1 MB memory and a 20MB hard drive. One last blurb - has anyone hooked their guitar (I got a G&L Broadcaster), whether electric guitar or bass, up to an ST before? I am curious how you might have done that?

--- Mike Winters

1384. Troubles with some new games at atari.archive

Newsgroup: comp.sys.atari.st
Date: 1993-11-07 07:51:16 UTC
From: rdo@kynes.bison.mb.ca
Message-ID: <H.eg.mz4N5suRDjs@kynes.bison.mb.ca>
Source record: 198866
Cross-posted to: comp.sys.atari.st,umich.archives

I downloaded a few of the recent uploads to atari.archive.umich.edu and had
some trouble getting a couple of them to run. I'm running on an 1040 STe,
TOS 1.6, 4meg ram.

In <2bfbdj$ig4@terminator.rs.itd.umich.edu>, Atari Archive Robot writes:
> -rw-r--r-- lenn 296196 Oct 30 23:57 ./Ste/pacman_on_Es.lzh

Great game! Even if you hate Pac Man, download this anyway. Very well done!
One bug: I can't find any way to exit from the game short of powering off the
computer. **Not** very nice.

> -rw-r--r-- lenn 320976 Nov 1 19:10 ./Games/pushover.lzh

Can't get this game to start. When I double-click on it, a song starts playing
on a completely blank screen. And, nothing more happens. I can hit the space
bar at any time and the program quits and returns to the Desktop. For 320k,
you'd think that there is more to this game than that. :-)

> -rw-r--r-- lenn 95104 Nov 1 19:10 ./Games/prens.zip

Don't understand how this game works. I press fire to start the game up. A
grid comes up. My player appears in the top left-hand corner, but is destroyed
in less than 1 second by some sort of force field which also appears in the
top left-hand corner. No matter what I do with the joystick, I always die.
--
____
| Russell Ochocki | Our flight was late arriving because the pilot
| rdo@kynes.bison.mb.ca | in the plane ahead of us was wearing a hat.
"""

1385. Re: STORM problems...

Newsgroup: comp.sys.atari.st
Date: 1993-11-07 09:03:18 UTC
From: c-hjr@math.utah.edu
Message-ID: <C-HJR.93Nov7020319@solitude.math.utah.edu>
Source record: 198864

In article <CG35Lx.46B@usenet.ucs.indiana.edu> dvasilef@copper.ucs.indiana.edu (david alan vasileff) writes:

> Hi.. I'm having some problems getting STORM running on my system. I
> can't seem to get it to talk to my modem. I have a 1040STf, and a
> smart one 2400 baud modem.

I have a Packard Bell 2400 baud modem and a 520 ST that has been upgraded to 2.5 meg (1.0 TOS) and I cannot get it to work either. The first time I tried, I tried to change the size of the window that I was reading the doc file in and the computer hung. I tried to warmstart, but maxidisk refused to load. I had to turn off my computer (I never turn off my computer; it is was to tedious loading all the stuff I need onto my ramdisk ;-( ) to get my computer back. I was not able to reproduce this error, though.

I installed the thing just the way that was suggested in the readme file, and I set all of the modem settings, etc., but I found that I was unable to dial. I tried everything I could think of. When I switched back to FLASH I discovered that there was all kinds of stuff (some recognizable, some not) in the terminal window, and I could not dial. I had to turn off my modem to get it going again.

My best guess is that it won't run on an ST. I could not find "ST" used anywhere in the file, although it does name the TT, STE, and Falcon.

I am really disappointed, I really liked all of the features.

Jeff Healey

1386. Re: Make a CONNECTion?

Newsgroup: comp.sys.atari.st
Date: 1993-11-07 10:28:46 UTC
From: wwc@dxhrb1.cern.ch
Message-ID: <CG4AFy.4sl@dscomsa.desy.de>
Source record: 198865

In article <C-HJR.93Nov6092621@solitude.math.utah.edu> c-hjr@math.utah.edu (Jeffrey Ray Healey) writes:
>In article <memo.926274@cix.compulink.co.uk> ogal@cix.compulink.co.uk (Ofir Gal) writes:
>
>So to use Connect, all that is really needed is just CONNECT.PRG and
>the RSC? Or is more required?

You will need CONNECT.ASC, too. This is an ASCii Resource file containing german and english textes. Using an English version, you can detelet the german textx out of it to decrease size by nearly 50%. CoNnect.Hlp is not needed but very helpful. There are other files (CONNECT.NUM) CoNnect will complain if it does not find them, but they are small and don't contribute to size
>And what is PFXPAK? I have looked for this on wuarchive, it doesn't
>seem to be there.

The unregistrated version of CoNnect is not compressable with pfxpak. This is a limitation which is no longer valid in Version 2.50. PFXPAK is no solution yet.

Wolfgang

1387. TOS 5.01???

Newsgroup: comp.sys.atari.st
Date: 1993-11-07 11:09:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cdcd768@troed.ct.se>
Source record: 198878

I heard from a friend who had talked to a guy in USA (Florida?) that TOS 5.01 is out .. this guy had bought his Falcon just a few days ago, and he had TOS 5.01 installed when he got it!

Anyone have any more info?

This TOS is supposed to have half MultiTOS in ROM etc, freeing up memory ... why hasn't Atari said anything???

+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

1388. Re: STORM problems (solved) by the author

Newsgroup: comp.sys.atari.st
Date: 1993-11-07 11:47:59 UTC
From: dvasilef@copper.ucs.indiana.edu
Message-ID: <CG4E3z.1nt@usenet.ucs.indiana.edu>
Source record: 198867

```
from the author, alan page:
------------------------------
There was a goof in the first release that wasn't caught by the
beta testers or myself. You need SERFX20.PRG with older versions of
TOS. It's file #27506 in the ST sig on GEnie, or I can mail you the
UUEncoded version (about 15K) if you wish.
All of the beta testers and myself were either using the serial patch
program, or had TOS versions 1.4 or newer. I apologize for the
inconvenience.
Sincerely,
Alan Page
```

1389. Anomaly demo???

Newsgroup: comp.sys.atari.st
Date: 1993-11-07 12:53:35 UTC
From: dmcdulin@cs.uct.ac.za
Message-ID: <CG4H5C.7tG@cs.uct.ac.za>
Source record: 198868

Umm, I just downloaded the anomaly demo from src.doc.ic.ac.uk (the a.a mirror)
.. so far it seems great, but I can't get disk 2 to work. I ftp'd the stuff in
binary mode, so that isn't the problem. Any ideas? Hints?
Anybody willing to msa a working copy of disk 2 and post it or mail it???

Thanks
Cheers
Barry
--

__ __ _ |
|__) | | / |\/| |\ / |/ Email: dmcdulin@cs.uct.ac.za
|__) _/ /_ | | |~\ _ |\ (Got engaged on Sat 8th May 1993!)

Aquarius: destined for greatness, or madness. I figure I've landed
in the latter region.

1390. Re: Falcon040

Newsgroup: comp.sys.atari.st
Date: 1993-11-07 15:45:49 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <121999@hydra.gatech.EDU>
Source record: 198869

In article <CG2592.2rz@world.std.com> Lexicor@world.std.com (Yat W
Siu) writes:

>The TT Clone from Germany called the Eagle will be a 68030/50 and the Medusa
>is the 68040/32 (64 doubled).....

I wonder if there is any chance that these will make it accross the
Atlantic. Is there any word on that?
--
Opinions expressed are my own.

1391. Re: Atari/stock prices/jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-11-07 17:17:13 UTC
From: asmith@zero.cypher.com
Message-ID: <1993Nov7.171713.12671@nuchat.sccsi.com>
Source record: 198870

In article <2bh6m7$etn@golem.wcc.govt.nz> wells_s@ix.wcc.govt.nz writes:
>> 'I will say this again: "I have seen the future, it's 3DO!!"
>
>Is this guy for real? Gee, I bet you're fun at parties!
>
>The guy's a living advertising machine.

"I have seen the past. It's him!" heheheh... Just my two cents. :)

--

\/ SysOp of the Restaurant \Andrew Smith/ Chief Science Officer \/
\ at the End of the Universe \ Zap030 / Shuttle Texas /
/ Atari 16-64bit Support \ on IRC / NCC-1892-02 \

1392. Chameleon

Newsgroup: comp.sys.atari.st
Date: 1993-11-07 17:19:25 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.929548@cix.compulink.co.uk>
Source record: 198872

Thanks for the replies regarding the Chameleon. It turns out it was another acc that caused the problem. So the Chameleon does work on a Falcon and survives res-changes.

Ofir ogal@cix.compulink.co.uk

1393. Re: STORM problems...

Newsgroup: comp.sys.atari.st
Date: 1993-11-07 17:20:47 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <CG4tIn.LLv@mailer.cc.fsu.edu>
Source record: 198873

Jeffrey Ray Healey (c-hjr@math.utah.edu) wrote:
>
> My best guess is that it won't run on an ST. I could not find "ST"
> used anywhere in the file, although it does name the TT, STE, and
> Falcon.

You might be correct, but I did manage to get it to dial and connect once on my Mega2ST (not really sure how). It appears that it processed a "dial" click that I had performed several seconds before (I was in another menu experimenting with settings when it actually dialed). Thus, I conclude that it is either a bug or a configurational (i.e. pilot) error. Some of the features do look neat (I especially like the "one mouse click" switching between the capture buffer and terminal screen, which was one of my favorite features of Flash).

On the other hand, I have not really read the doc file yet, just poked-and-prayed. I intend to rectify this shortly. If someone can get it to work reliably on a plain Jane ST, let us know!

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1394. Re: Make a CONNECTion?

Newsgroup: comp.sys.atari.st
Date: 1993-11-07 17:26:06 UTC
From: asmith@zero.cypher.com
Message-ID: <1993Nov7.172606.12814@nuchat.sccsi.com>
Source record: 198871

In article <CG4AFy.4sI@dscomsa.desy.de> wwc@dxhrb1.desy.de (Wolfgang Wander) writes:
>The unregistrated version of CoNnect is not compressable with pfxpak.
>This is a limitation which is no longer valid in Version 2.50. PFXPAK
>is no solution yet.

I have packed CoNnect 2.20 with ICE Pack 2.40 and it works fine. I also have
packed all the data files with AFX, although they end up big again every time.

--

```
_____________________________________________________________________________
\/ SysOp of the Restaurant \Andrew Smith/ Chief Science Officer \/
_\ at the End of the Universe \ Zap030 / Shuttle Texas /_
/ Atari 16-64bit Support \ on IRC / NCC-1892-02 \
```

1395. Re: CHKDISK3 question.

Newsgroup: comp.sys.atari.st
Date: 1993-11-07 17:39:28 UTC
From: Laurent_Zimmerli@temptation.alphanet.ch
Message-ID: <Laurent_Zimmerli.0813@temptation.alphanet.ch>
Source record: 198624

Hello!

In a message dated Sat 7 Nov 93 18:45, Cf580@city.ac.uk (wright T J)
wrote:

CTJ> Does anyone know whether the compress disk option in CHKDISK3
CTJ> actually
CTJ> defrags the files, or if it just pushes all the clusters together,
CTJ> so
CTJ> to speak? And if the former, anyone know a decent (PD) defragger?

YES,it does.The only thing it doesn't do is re-organise the fat.
So,the 2nd file in the FAT could be the latest on physical disk.
But...no more frag files.
And it's more secure than Diamond Edge (which often crash my ST)

It's a good stuff,keep it.

Greetings from Switzerland,

-- Via DLG Pro v0.995

Laurent Zimmerli | paw-pp@alphanet.ch | (+41) (0) 39.26.70.37
Jacob-Brandt 81 | | FAX: 7-12am (CET)
CH-2300 La Chaux-de-Fonds | FIDO 2:301/609 | TEL: Other Hours

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1396. 68040 Upgrade...

Newsgroup: comp.sys.atari.st
Date: 1993-11-07 18:17:44 UTC
From: asmith@zero.cypher.com
Message-ID: <1993Nov7.181744.15462@nuchat.sccsi.com>
Source record: 198877

Are there any 68040 upgrades (whether through cards or otherwise) for the Falcon030? If so, from where and how much? Thanks!!

--

_____
\/ SysOp of the Restaurant \Andrew Smith/ Chief Science Officer \/
\ at the End of the Universe \ Zap030 / Shuttle Texas /
/ Atari 16-64bit Support \ on IRC / NCC-1892-02 \

1397. Re: Sinclap

Newsgroup: comp.sys.atari.st
Date: 1993-11-07 18:25:32 UTC
From: leo@dcs.warwick.ac.uk
Message-ID: <1993Nov7.182532.21005@dcs.warwick.ac.uk>
Source record: 198875

In article <1993Nov5.194822@helix.nih.gov> rvenable@helix.nih.gov (Richard M. Venable) writes:
>In article <memo.915586@cix.compulink.co.uk>, ogal@cix.compulink.co.uk (Ofir
>Gal) writes:
>|> I am still mailing sinclap every message. I hope others continue as well.
>|>
>|> Ofir ogal@cix.compulink.co.uk
>
>You might also try sending *politely* worded complaints about
>Mr. Sinclair's extremely antisocial behavior to:
>
>postmaster@uni.edu

I did this when his postings first started appearing.

Since I got no reply I suppose the postmaster is either automated, very busy or just neglecting his duties.

So I am mailing sinclap every pointless message he posts instead in the hope that if everybody does this his mailbox will be flooded.

I'd like to take this oppotunity to point out to sinclap that any email from him is now automatically discarded, so there is no point in sending me crap back like he did the other day.

BRING BACK ROGER - ALL IS FORGIVEN!

- Leo

1398. Re: STORM problems...

Newsgroup: comp.sys.atari.st
Date: 1993-11-07 18:58:16 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2bjgg8$nc9@golem.wcc.govt.nz>
Source record: 198876

Well, Storm *does* work on an ST, as I'm using it on the original! (TOS 1.0)

Lessee, where's that file....

this is what my serial setup is in the STORM.INI file:/

```
[Serial Ports]
SerialMask=127
PortMap=6,-1,-1,-1,-1,-1
COM0:=1,0,0,1,2
Port=0
```

This works fine with my 2400 MNP 4 modem (Set to 9600 with RTS/CTS!).
Just change 9600 to 2400, and change flow control to none, and it should
work!

I did have a bit of hassle with the autodialler, but very few programs
autodiallers ever work properly with this thing. (The simpler they are,
the better they work!)

```
/-----------------------------------------------------------------------\
| I don't want no pickle - I just wanna ride my motorsicle! O O |
| When all else fails - Cheat! o |
| WELLS_S@KOSMOS.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\-------------Master of Cheats/Hints/Tips - The Mercenary-------------/
```

1399. Emulation Questions

Newsgroup: comp.sys.atari.st
Date: 1993-11-07 22:19:27 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <7NOV93.17192748@cc4.crl.aecl.ca>
Source record: 198874

In the very near term I may be forced to abandon my TT in my full time job and get a PC. I can avoid completely giving up the TT by running Spectre (which I own) and by getting a PC harware emulator.

Question 1: Just installed 4 megs of TT RAM in the TT and NeoDesk, Geneva and the standard Atari desktop see all 8megs now in the machine. However, Spectre only sees the ST RAM (even at the Spectre config menu). Anyone know why Spectre cannot see the TT RAM (I've installed TT RAM in several TT's and each one of those could see the TT RAM when running Spectre; what makes my personal TT different?)

Question 2: I could use a minimum 386SX 25MHz harware board for the TT. What are the current options. Will they work with the TTM195 1280x960 mono monitor I have or do they only support VGA?

I have not kept up-to-date on emulation because my TT with GEM software has been a fantastic tool. However, I have to have compatibility with current versions of WordPerfect (intend to run latest versions of Word or WordPerfect) and with MS Project (nothing compatible in the GEM world).

Please, no die-hard Atari enthusiast postings. I want honest PC emulator answeres based on experience, not hype.

1400. Re: TOS 5.01???

Newsgroup: comp.sys.atari.st
Date: 1993-11-07 23:45:01 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2bk19t$3ns@darkstar.UCSC.EDU>
Source record: 198879

In article <2cdcd768@troed.ct.se> rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
>I heard from a friend who had talked to a guy in USA (Florida?) that TOS 5.01
>is out .. this guy had bought his Falcon just a few days ago, and he had TOS
>5.01 installed when he got it!
>
>Anyone have any more info?
>
Not more concrete info, but I don't think TOS 5.0 has been released. If it were, I probably would have heard about it, since I have access to the developers RT on GEnie. AFAIK, the latest version is still 4.04, since that was on the floopy disk with the "lastest TOS version" when I picked up my developer Falcon from Atari.

~Chris
>This TOS is supposed to have half MultiTOS in ROM etc, freeing up memory ...
>why hasn't Atari said anything???
>
>+ _______/ --------SiG(tm)------------ rickard.troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
>+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
>+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
>+ SYNC -------- Opinions expressed are definitely not my own! -------+
>

1401. Re: Adios Atari!

Newsgroup: comp.sys.atari.st
Date: 1993-11-08 00:27:02 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.Np4xLNNr29c@semprini.waterloo-rdp.on.ca>
Source record: 198688

In <1993Nov4.004521.10256@alw.nih.gov>, Rick Venable writes:
> As the clueless poster of the original article, perhaps you can explain
> why you persist in comparing a chipset with a game console in a newsgroup
> devoted to neither? If that's your idea of "imagination", you may need a
> dose of reality, or at least netiquette. What does ANY of this have to do
> with ST/TT/Falcon computers? Your own reasoning suggests the Jaguar and
> PowerPC have little relevance to each other; or are you so thick as to not
> understand your own posts? Check your skull for inward bone growth, and
> go sheesh yourself...

How very short the flamer's memories are. _I_ didn't inject the PowerPC into this discussion, somebody else did. I suspect the original offender (?) was talking about the RISC chips in the Jaguar, and the PowerPC chip that will be in new computers.

I _was_ explaining how the Jaguar and PowerPC had little to do with each other; you can't see the content for the flames.

Obviously, a pointless thread. Pity GUS doesn't have a real KILL feature.

--
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cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1402. Re: Atari Falcon Forsale

Newsgroup: comp.sys.atari.st
Date: 1993-11-08 00:30:16 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.ZOvHccJPiDQ@semprini.waterloo-rdp.on.ca>
Source record: 198686

In <CFyn46.26n@cs.uct.ac.za>, Barry McDuling writes:
> In <A55308@SL.maus.de> Stefan_Damerau@sl.maus.de (Stefan Damerau) writes:
> >No thanks, I have a Game Boy
>
> Wot a pity!
> Thanks, I got meself a Lynx.
> I'll stick to Atari guys...

It's not like you could attach a GameBoy to a Jaguar... (IMHO, one of the greatest indications of the potential of this thing... being able to attach a bunch of Lynxs to it for group play... Imagine, if you will, a role-playing game, where each person playing gets to be a character in the group of adventurers, or maybe each person runs a competing group of people...)

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cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1403. Re: Atari whinge

Newsgroup: comp.sys.atari.st
Date: 1993-11-08 00:34:58 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.3DGGf_3WQEQ@semprini.waterloo-rdp.on.ca>
Source record: 198685

In <js10039.5.000F4486@hermes.cam.ac.uk>, J. Sullivan writes:
> Windows is now VERY robust - I have difficulty crashing it if I try.

That's the first time I've ever heard _that_!

[....]

> I think Mac's hardware is more dodgy, (I've seen one systems SCSI interface
> need repair 3 times in a couple of weeks - devices just kept blowing each
> other up) and they are forced to do everything slower than it needs to be
> done by virtue of the OS, but they just handle so nicely when they're
> running.

I guess you've never tried to attach 3-4 SCSI devices (from different
manufacturers, naturally) to a PC.

[...]

> The net works, MS-DOS works (V6) Windows is
> armour plated (V3.1, I know 3.0 was easier to crash but even then you could
> usually say 'This bit of software did it when I tried to do x') and the
> number of times I've crashed a PC here must be in single figures.

Lucky you. I think the number of days that DOS/Windoze didn't crash for
me is in the single figures. Luckily, I found OS/2...

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cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1404. Re: ATARI _DROPS_ THIER COMPUTER LINES!

Newsgroup: comp.sys.atari.st
Date: 1993-11-08 00:37:48 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.cjKA8o1yGRg@semprini.waterloo-rdp.on.ca>
Source record: 198689
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1993Nov4.112844.12340@gw.wmich.edu>, x91mikowski@gw.wmich.edu writes:
> >>I was given this information by my broker who constantly checks the
> >>Atari news for me. ^^^^^^^^^
>
> Scuze me, Who in the H*LL is your broker, Pee Wee Herman?

Hey, smile when you say that! PeeWee RULEZ! (The _ultimate_ cameo in
Batman Returns...)

> I think that this is just hilarious! My broker would have called me too and
> I had no such call. Also, if it was a major announcement it would have shown
> up in Compuserves ENS (Exec. News Service)--and it didn't. Also, would Ataris
> stock risen to over $10 if this was announced--I don't think so...

This'd be a sure way of reducing their stock value; after all, there are
many more people with Atari computers now than there are with Atari game
consoles.

--
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cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1405. Re: 32k pictures

Newsgroup: comp.sys.atari.st
Date: 1993-11-08 01:29:47 UTC
From: warwick@cs.uq.oz.au
Message-ID: <16238@uqcspe.cs.uq.oz.au>
Source record: 198880

Carsten_Tolkmit@ki.maus.de (Carsten Tolkmit) writes:

>But I think *.PIC is just a format for monochrome 640x400 pix that just
>mirrors the screen to disk and "forgets" the palette -> there is no
>palette in monochrome...

Note that you SHOULD have a palette for monochrome. CrackArt's CA3 format
is brain-dead, because it doesn't. Sure ST-high on an ST is black and
white, but on a TT or falcon, it can be any two colours.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library
/ * <- Computer Science Department, |||||| GEM++ = C++ GEM library
_.-._/ University of Queensland, _// || _ Both are Free Software
_____ v ___ Brisbane, Australia. ______ |_/ || _| ________________________

1406. Re: GNU C++ on a Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-11-08 01:50:37 UTC
From: warwick@cs.uq.oz.au
Message-ID: <16240@uqcspe.cs.uq.oz.au>
Source record: 198883

teh@unix.brighton.ac.uk (Tom Haines) writes:

>I've got gcc to work, but not g++ (can't find __main or something)

This may indicate that you're using incompatible (old) libraries, as
the start-up style changes for GCC 2.4. It was actually done to REDUCE
the problems!

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library
/ * <- Computer Science Department, |||||| GEM++ = C++ GEM library
_.-._/ University of Queensland, _// || _ Both are Free Software
_____ v ___ Brisbane, Australia. ______ |_/ || _| ________________________

1407. Re: Background File Transfer?

Newsgroup: comp.sys.atari.st
Date: 1993-11-08 01:51:00 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.9KbPtT4yeHE@semprini.waterloo-rdp.on.ca>
Source record: 198687

In <2b9bbj$t2t@usenet.INS.CWRU.Edu>, jaszcz writes:
> i've been meaning to ask... is rz (this version you're talking about)
> a tos program? i tried running the gem version of rz, but it pretty much
> takes over the system... and loses characters. so, is there an rz that
> behaves well with mint/multitos, and is able to handle 9600 bps?

Actually, I use the program "xyz.ttp"; I think Starfall did it (he's on GEnie). It's not bad, but it seems to seriously hog the system at 2400 baud on an ST... its not at all MiNT-aware. It also uses all of your available RAM, so I've got these aliases:

```
alias sz "limit -M 524288 xyz201 -z -u"
alias rz "limit -M 524288 xyz201 -z -r25"
```

Half a meg is serious overkill, especially if you want that RAM for other programs... -r25 (allow 25 errors before aborting) is overkill too; the system at school used to give me an error every 32k, like clockwork.

I hope to dig up some real unix sz/rz sources one of these days (when I'm not busy doing other things), and do a decent MiNT version... Unless some other kind soul does it before then! ;-)

--
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cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1408. Re: Emacs 19.xx anyone ...?

Newsgroup: comp.sys.atari.st
Date: 1993-11-08 01:58:14 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.2Tu2RctTSvw@semprini.waterloo-rdp.on.ca>
Source record: 198693

In <CHRISTOF.93Nov3174418@wowbagger.pc-labor.uni-bremen.de>, Christoph Koerner writes:
> > Dunno; I've been trying to get the MicroEMACS 3.12 sources to try to
> > graft the GEM routines from Mutt onto it...
>
> My, what a feat, let us know if you succeed. (Given the ... hmmm
> ... let's say adventurous structure of the ME sources, this might not
> be the easiest of all tasks - but by no means let that stop you.)

Hmm, maybe I'll just use it for a reference then... ;-) Luckily,
Warwick's done a lot of work lately in the field of C++ GEM interface
programming... I've got the easy job (learning C++ and OOP/OOD!).

> > Mutt's the 2nd fastest GEM
> > text editor I've ever seen (Tempus is the only faster one).
>
> Tempus is certainly faster, but can hardly be called an editor. :-)

It's a text editor, and that's it... Nothing else. GNU EMACS might as
well be an operating system... ;-)

> If you have learned the MicroEMACS and the Mutt editor, you are as
> close to the EMACS as you can probably get. Definitely pays off to be
> aquainted with it, if only for being able to judge what a good editor
> is and what not. :-)

I don't really know Mutt at all; I grabbed it to check it out one day
and was impressed with the speed of the GEM verison. All the naughty
hackers at work use GNU EMACS...

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1409. Spectre GCR For Sale (please buy it :-)

Newsgroup: comp.sys.atari.st
Date: 1993-11-08 02:08:15 UTC
From: bmaraldo@watserv1.uwaterloo.ca
Message-ID: <CG5Hxr.EpD@watserv1.uwaterloo.ca>
Source record: 198882

I have been trying to sell my Spectre GCR on the net for sometime now.
Is my $220 price too high? I am speculating that this is the case. So, I will
drop the price...

Spectre GCR v3.0 - includes the original box, hardware, cable, mac roms and
disks and manuals. I will also include a mac boot disk so you can start running
Spectre immediately.

I have been an atari user for 8 years and about 6 months ago I bought a Spectre
GCR. I found myself in 'mac mode' most of the time and finally liquidated my
atari system for a mac system. I am still going to keep my spare 1040 for music
(CLAB Notator - it doesn't seem reasonable to pay and extra $500 just to run
it on the mac - the atari makes a better music computer I think).

Asking $180US plus shipping (around $8).

brett maraldo

--
-------- Unit 36 Research ---------
"Alien Technology Today"
bmaraldo@watserv1.UWaterloo.ca
{uunet!clyde!utai}!watserv1!bmaraldo

1410. Atari Fax System For Sale

Newsgroup: comp.sys.atari.st
Date: 1993-11-08 02:12:17 UTC
From: bmaraldo@watserv1.uwaterloo.ca
Message-ID: <CG5I4I.Evp@watserv1.uwaterloo.ca>
Source record: 198886

Again, I am going to assume my price was too high for the fax system in my previous posts. Here goes again...

STraight FAX + PP 2400/9600 modem - ready to run on any atari st computer. Requires min 1M. The software has all the features you would want including a scheduler, phone book, logs, fax view, cover page, multi-fax, etc. The modem is a Practical Peripherals 2400fx9600sa external in immaculate condition. I would like $135US plus shipping.

brett maraldo

--
-------- Unit 36 Research ---------
"Alien Technology Today"
bmaraldo@watserv1.UWaterloo.ca
{uunet!clyde!utai}!watserv1!bmaraldo

1411. Re: Magix versus Multitos

Newsgroup: comp.sys.atari.st
Date: 1993-11-08 02:18:50 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.XggL2cl3dkA@semprini.waterloo-rdp.on.ca>
Source record: 198694

In <2bb7ne$7c8@sun8.ruf.uni-freiburg.de>, Andreas Bunkahle writes:
> Hi, Chris
>
> >MiNT has library support
>
> that's right but Magix includes also a library for programmers

I've never seen a program that requires Magix to run, or even one that advertised that it used Magix features if Magix was loaded.

> a) the system runs quite stable (Magix does so, MiNT doesn't)

MiNT is stable too; otherwise, it wouldn't have been suitable for Atari to use as a kernel for MultiTOS.

> b) you are able to run singletasking programs since you don't want to
> miss your favourite program under the new TOS. You don't want to
> wait until your singletasking program is multitaskable. Maybe your
> favourite program is PD and is not being further developed. So what
> do you do ?

Any program is multitaskable under MiNT. If you're running a GEM program, you can open a TOSWIN window and run any TOS/TTP programs you feel like. No extra programming is required, no waiting is required. Very, very few real programs are incompatible with MiNT (some things built with GFA-BASIC have problems, like the uucico that comes with Hermes).

> c) you are not wasting time. Magix is definitely faster and furthermore
> you don't have to waste time in improving MiNT which is actually not
> your task but the programmer's. You are free to do so but in this case
> your spending time on something which is getting a purpose of itself.
> You want to use your computer to make your life easier - now it's getting
> harder since you are spending time on something what you wouldn't do
> if you hadn't a computer.

Huh? MiNT improves all the time; you don't have to wait for someone to release a new commercial version, send in your upgrade fee, wait for the new version to come, etc.

> Just because everybody is using MiNT you think it would be better to use it ?
> OK in this case I would have to sell my Atari since actually almost every-
> body is using DOS-PCs. But I don't because I love the advantages of my
> Atari and don't want to miss them so I stick to my ST. I also love the
> advantages of Magix.

That's what I absolutely LOVE about this newsgroup. "If you disagree
with me, you might as well buy a PC, 'cause you're an idiot."

> At the moment I have installed 4 OSsytems on my ST. These are Gemini,
> MiNT, Magix& Ease and just Ease. Since I have Magix I have never ever used
> MiNT once again, Gemini once or twice and Magix and Ease all the time.
> It's also a question of testing and experiencing the systems. If you like
> UNIX-shells on a single-user computer stick to MiNT, if you want to work
> seriously with your system, try Magix.

Gemini isn't an OS; Ease probably isn't either (I'm guessing it's
another desktop replacement)...

MiNT can be used as a multi-user system using Stephen Usher's init
package. Suggesting that you can't work seriously on a system with MiNT
installed is just plain stupid; I doubt Magix would let me work on
anything while my UUCP software was running.

(That's not really fair; it's _possible_, and other people do it, but I
can't... Hermes UUCP is probably the only program I use that is
incompatible with MiNT.)

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1412. Re: Curved Text (Correct Posting!)

Newsgroup: comp.sys.atari.st
Date: 1993-11-08 02:28:49 UTC
From: warwick@cs.uq.oz.au
Message-ID: <16242@uqcspe.cs.uq.oz.au>
Source record: 198881

ehood@convex.com (Earl Hood) writes:

>One thing that is nice is that PageStream 2.2 will readin CVG
>files.

Last time I saw this, PageStream didn't do a very good job. It appeared
to be suffering SEVERELY from round-off errors to the point where you
would have to be very careful about the scale of the original CVG file.

Not to mention that since PageStream doesn't cache anything, using outline
graphics is abysmally slow.

And ANOTHER thing. PageStream has some very small limits on the number of
point, or the area of the pieces in the CVG [not sure which].

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library
/ * <- Computer Science Department, |||||| GEM++ = C++ GEM library
_.-._/ University of Queensland, _// || _ Both are Free Software
_____ v ___ Brisbane, Australia. ______ |_/ || _| ________________________

1413. Re: STORM problems...

Newsgroup: comp.sys.atari.st
Date: 1993-11-08 02:32:30 UTC
From: vbcsc09e@VAX.CSUN.EDU
Message-ID: <1993Nov8.023230.28489@huey.csun.edu>
Source record: 198888

> >I have a Packard Bell 2400 baud modem and a 520 ST that has been
> >upgraded to 2.5 meg (1.0 TOS) and I cannot get it to work either.

Storm works fine on my 1040st with Tos 1.2, I wrote a note to Alan and he said that ALL systems regardless of what type of modem must use a flow control patcher or else it doesn't work.

I'm using Storm right now, and although there are a couple of little bugs, it's GREAT!

Justin

1414. Re: STORM problems...

Newsgroup: comp.sys.atari.st
Date: 1993-11-08 02:44:57 UTC
From: slyster@outb.wimsey.bc.ca
Message-ID: <slyster.0flu@outb.wimsey.bc.ca>
Source record: 198802

I have Storm working on my plain-jane 520 ST with 1 meg and TOS 1.4. What's the problem out there?

--
Stuart A. Lyster * Since everyone is so paranoid about their dis-
White Rock, B.C. * claimers... and since I am a Canadian...
CANADA * "The views expressed in the above message do not
s.lyster@genie.geis.com * necessarily reflect the views of the Government
slyster@outb.wimsey.bc.ca * of Canada, or any other Canadian." There.

1415. Re: STORM problems...

Newsgroup: comp.sys.atari.st
Date: 1993-11-08 02:49:55 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2bkc4j$prl@golem.wcc.govt.nz>
Source record: 198885

In article <C-HJR.93Nov7020319@solitude.math.utah.edu>, c-hjr@math.utah.edu (Jeffrey Ray Healey) writes:
>In article <CG35Lx.46B@usenet.ucs.indiana.edu> dvasilef@copper.ucs.indiana.edu (david alan vasileff) writes:
>
>> Hi.. I'm having some problems getting STORM running on my system. I
>> can't seem to get it to talk to my modem. I have a 1040STf, and a
>> smart one 2400 baud modem.
>
>My best guess is that it won't run on an ST. I could not find "ST"
>used anywhere in the file, although it does name the TT, STE, and
>Falcon.
>
>I am really disappointed, I really liked all of the features.
>
>Jeff Healey

I have used it with out changing any modem settings at all on a 2.5 Meg ST with TOS 1.4 and a Supra Fax modem, no problems with the modem at all..

But there is a Problem with VT100 emulation, it drops charaters when scrolling over a menu, but they come back when you scroll the other way...

Flash 1.6 does not do this...

May be you need to send in your ShareWare Fee and get the real support and updates...

Or contact Alan Page on GEnie via Internet...??

Roger..... sheppard_r@kosmos.wcc.govt.nz

1416. Re: Stupid...don't read/reply/answer/etc.

Newsgroup: comp.sys.atari.st
Date: 1993-11-08 03:03:55 UTC
From: CRATAEGUS@delphi.com
Message-ID: <931107.79435.CRATAEGUS@delphi.com>
Source record: 198884

speaking of the 3DO, i've seen an ad for this, but no ad yet for the Jaguar.
anyone in NY or SF seen any yet....

1417. Jimmy White's Snooker for Atari ST's

Newsgroup: comp.sys.atari.st
Date: 1993-11-08 03:22:42 UTC
From: martinho@acs.ryerson.ca
Message-ID: <2bke22$1148@hermes.acs.ryerson.ca>
Source record: 198887

Hello everyone! I've got a mistakenly bought copy of the above
program and was wondering if any ST owners out there wanted it. It's in
mint condition (only removed the plastic from the box). Never used (since
I own an Amiga! :^)). Asking $15.00 Cdn for it. But make offers, I'll
listen to anything reasonable (Free just doesn't cut it. :^)). Reply by
e-mail please. I'd prefer a buyer in the Greater Toronto Area as I have
no means of transportation other than of the public kind! :^) If the
buyer can pick it up, that would be fine too.
Remember, e-mail only, as I don't read this group at all. Thanks.
C ya.

--
-Pav. (a.k.a Elio Martinho)

&&&

1418. Atari ST(E)uff for Sale!

Newsgroup: comp.sys.atari.st
Date: 1993-11-08 04:26:15 UTC
From: asmith@zero.cypher.com
Message-ID: <1993Nov8.042615.22917@nuchat.sccsi.com>
Source record: 198892

I'm posting this for a friend. Reply via email to me and I'll pass
your stuff along to him.

FOR SALE: Atari 520STE Computer (1 meg RAM)
JVC style Atari SC1224 monitor excellent condition
about 30 magazine cover disks
about 400 game disks (ok, most are pirated, so sue me)
all necessary cables
SYSTEM GOES TO FIRST GOOD OFFER
WOULD CONSIDER TRADING FOR ANY
IBM COMPATIBLE HARDWARE (CD ROM,
HARD DRIVE, RAM, MODEM, ETC.)

ALSO FOR SALE: Future GTS-100X DS/DD Disk Drive (external)
excellent condition
reliably formats 85/11
all cables included.....$80
Microdeal ST Replay sound digitizer
all software included.....$30
--
[illegible]
[illegible]
[illegible]

1419. Re: Curved Text (Correct Posting!)

Newsgroup: comp.sys.atari.st
Date: 1993-11-08 05:31:36 UTC
From: ehood@convex.com
Message-ID: <1993Nov8.053136.26782@news.eng.convex.com>
Source record: 198889

In article <16242@uqcspe.cs.uq.oz.au>,
Warwick Allison <warwick@cs.uq.oz.au> wrote:
>ehood@convex.com (Earl Hood) writes:
>
>>One thing that is nice is that PageStream 2.2 will readin CVG
>>files.
>
>Last time I saw this, PageStream didn't do a very good job. It appeared
>to be suffering SEVERELY from round-off errors to the point where you
>would have to be very careful about the scale of the original CVG file.
>

I imported circled text into PageStream (the "Outline Art, The Vector
Program for the St" one generates when going thru the tutorial for
Outline Art), and it came in fine. The only problem that arised is
when I starting doing several twists and scews of the object
multiple times. PageStream lost track of the orginal form. However,
if I do not do too much warping of the object within PageStream, it
comes out fine on a PostScript printer.

If Calumus supported PostScript by default and was a little less cryptic,
then there would be no problem.

BTW, is there a program that converts PostScript Type 1 fonts to
Calamus fonts?

--ewh
--
Earl Hood | CONVEX Computer Corporation
ehood@convex.com | 3000 Waterview Parkway
Phone: (214) 497-4387 | P.O. Box 833851
FAX: (214) 497-4500 | Richardson, TX 75083-3851

1420. Atari Falcon For Sale

Newsgroup: comp.sys.atari.st
Date: 1993-11-08 05:35:37 UTC
From: Rob-G@cup.portal.com
Message-ID: <95163@cup.portal.com>
Source record: 198890

I am posting this for someone on GEnie, who doesn't have Usenet
access. Please do not reply to this mesage. Please send inquiries to
e.cristofich@genie.geis.com instead.

- Atari Falcon030
4 meg RAM
No internal hard drive
includes MultiTOS and ICD SCSI Pro utilities
includes SCSI-2 cable
includes VGA monitor adapter

$850 including shipping FIRM.

Please direct inquiries to e.cristofich@genie.geis.com -- do no reply to
this message. Thanks!

1421. 1040STf + SC1224 color monitor forsale

Newsgroup: comp.sys.atari.st
Date: 1993-11-08 06:15:48 UTC
From: jaszcz@donald.EEAP.CWRU.Edu
Message-ID: <2bko6k$qep@usenet.INS.CWRU.Edu>
Source record: 198891

1040STf, 1 meg ram, sc1224 color monitor, good condition, atari mouse
for sale, $250, reply via e-mail. reason for selling, i bought another atari.

--Bart

1422. Atari "ST" WANTED

Newsgroup: comp.sys.atari.st
Date: 1993-11-08 06:51:02 UTC
From: cornhead@netcom.com
Message-ID: <cornheadCG5v12.IIL@netcom.com>
Source record: 198893
Cross-posted to: comp.sys.atari.st,ba.market.computers,misc.forsale.computers.other,rec.music.makers.marketplace

I bought a weird old direct-to-hard drive digital recording system today.
It requires an "ST" series Atari to operate.

Here's the quote on system requirements:

o An Atari ST series computer with a minimum of 2M of RAM.... Color or
Monochrome monitor and 1 double-sided disk drive.

Later in the manuals, TOS 1.4 or above is recommended.

A little blurb sheet thrown into the box mentions "520 and 1040 STE models and
MEGA STE ..... MEGA 4". I would guess the "520" is a mis-print for "512".
I would assume these machines are compatible if they meet the stipulations
above (have been upgraded). I know a DMA and cartridge port are required.

Hoping to pay between $150 for a complete system (512 based) which meets the
minimum requirement and maybe $300 for, say, a color system with 4 megs
RAM. A small bootable hard drive with system software and the like
might sweeten the deal but I've got a number of drives I can use. I might be
interested in accelerators and math-co hardware to accelerate the mixing
and time-compression operations, but I'm not looking at this machine
as a replacement for my Sun SS2 :)

I actually have 2 of these systems and I hear they can be sync'd via SMPTE
but that each will require a seperate ST :(so I might be interested in a
second machine. As it will be a slave system it will not need a monitor,
in fact if it can auto-boot off one of my hard drives the floppy drive
need not even work. Also I tend to come across monitors for these systems,
and don't mind installing SIMMs or ROMS if sockets are provided.... my point
being if it's cheap enough and can be applied toward my little project
pass it across my bow....

E-mail me if you've got a system or a machine. I'll probably settle on
an offer (or decide to scrap the project) in a week or two.

Thank you!

-cornhead

1423. ORCS - New Version?

Newsgroup: comp.sys.atari.st
Date: 1993-11-08 07:09:42 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.eg.ng5cJIEWl1o@elfhaven.ersys.edmonton.ab.ca>
Source record: 198566

Hi,

A few days ago I tried to load a resource file into memory that came
with an archive I had downloaded (the index file and .H file were
there) and ORCS told me that the index file (.HRD) had been created
by a newer version of ORCS.

Could someone E-Mail me with a message saying where I can get the newest
version of ORCS? Please do not post, since news takes (sometimes) about
seven days to reach me.

--
() ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ () ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ()
() Michel Forget / Electric Storm Software () Dragons? Why not "The ()
() mforget@elfhaven.ersys.edmonton.ab.ca () Tweety-Bird Reborn"? ()
() ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ () ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ()

1424. Re: STORM problems (solved) by the author

Newsgroup: comp.sys.atari.st
Date: 1993-11-08 08:14:23 UTC
From: c-hjr@math.utah.edu
Message-ID: <C-HJR.93Nov8011424@solitude.math.utah.edu>
Source record: 198894

Excellent, excellent, exellent! Having downloaded serfx20.prg from wuarchive and run it from my auto folder, I can now run storm!!!

supercalifradgilisticexpialidoshus!!!

However, I have noticed something I don't like, but it is so obvious that I am sure that it is not a bug, but...

When I use my arrow keys to move the curser back along my line of text, the text DISAPPEARS! How annoying!!!

Anyone know how to fix this?

Jeff Healey

1425. Re: Any Speedo-Fonts in the Public Domain???

Newsgroup: comp.sys.atari.st
Date: 1993-11-08 08:40:36 UTC
From: CASTAN@cip.physik.uni-stuttgart.de
Message-ID: <2bl0m4$15fj@info2.rus.uni-stuttgart.de>
Source record: 198895

In <H.eg.R_zpV75aLfY@semprini.waterloo-rdp.on.ca> cherborth@semprini.waterloo-rdp.on.ca writes:

> In <CFuz9A.3MM@bernina.ethz.ch>, CHRISTEN,BEAT ALBERT writes:
> > Since my Falcon030 came along with Speedo, I asked myself if there
> > are any Speedo-Fonts or a True-Type or Type 1 to Speedo converter available in
> > the public domain.
>
> Nope. That's one of the "advantages" of Bitstream's Speedo format. :-(
FontMonger should do it. It works on MACs and PCs.
But I didn't try it so far.

Gerd

---
internet: CASTAN@cip.physik.uni-stuttgart.de G.Castan@physik.uni-stuttgart.de

Real Name: | Drei Dinge muss ein Mann in seinem Leben tun:
Gerd Castan | Einen Editor schreiben.
Hoehbergstr. 16 | Ein Kind zeugen.
D-70327 Stuttgart | Und sterben.

1426. STORM auto-logon?

Newsgroup: comp.sys.atari.st
Date: 1993-11-08 09:05:26 UTC
From: c-hjr@math.utah.edu
Message-ID: <C-HJR.93Nov8020526@solitude.math.utah.edu>
Source record: 198896

Hello!

I would like help getting an auto-logon file made for the storm program. I loved the .do files that FLASH used - STORMS macros seem so much more difficult. However, as Bill Wickes, one of the creators of the HP48 has said, easy to learn translates to completely useless. I can see already how much better STORMS macros are, but I am not quite sure how to start.

I used to use basic and it should come back pretty quickly. I would just like to see an example of an auto-logon file. The .docs are very large and I have read them the best I could (nodding off tends to occur when reading large doc files). I also used the Find option in storm to search for specifics of making a logon macro, but to no avail. There is a storm.doc and a basic.doc; what I need is a basiclogon.doc.

Thanks!

Jeff Healey

73061.2223@compuserve.com
spirit@physics.utah.edu
c-hjr@math.utah.edu
akcs.spirit@hpcvbbs.external.hp.com

1427. Re: Magix versus Multitos

Newsgroup: comp.sys.atari.st
Date: 1993-11-08 10:15:58 UTC
From: djs@jet.uk
Message-ID: <1993Nov8.101558.27199@jet.uk>
Source record: 198804

In <memo.928270@cix.compulink.co.uk> ogal@cix.compulink.co.uk (Ofir Gal) writes:

>Cubase never worked under KAOS either. Don't know about unclean
>programming, but Cubase provides its own multi-tasking kernel (MROS) which
>allows MIDI to carry on while the system is doing other things. TOS never
>allowed for this, so Steinberg had to come up with their own solution.

Sequencers are notoriously incompatible. This is due, largely, to the
notoriously bloody useless MIDI handling routines in TOS; everyone ends
up having to rewrite their own MIDI/keyboard interrupt handlers. Some
of the copy protection methods (eg in Notator, I am told) are timing dependent
too, and fail with some system enhancements.
--
- Due to British Government restrictions, this message has been typed
by an actor.

- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

1428. Re: Atari Works, SpeedoGDOS, and Word Perfect 6.0 fonts

Newsgroup: comp.sys.atari.st
Date: 1993-11-08 10:33:37 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <CG65C1.2q9@cs.bham.ac.uk>
Source record: 198897

In article <1993Nov02.204007.199824@zeus.aix.calpoly.edu> mbaffoni@flute.aix.calpoly.edu (Juxtaposer) writes:
>In article <118899@hydra.gatech.edu>,
>David Forrai <gt1448b@prism.gatech.EDU> wrote:
>>Hello!
>>
>>I finally installed Atari Works, Speedo, plus the Bitstream Word
>>Perfect 6.0 Font Pack fonts on my Mega STE. The problem is that
>>certain fonts from the WP pack cause Works to hang when selected.
>>Has anyone else experienced this?
>
> I have checked FGOS behavior with the Facelift GDOS fonts and all
>seemed to work properly in the AW program. Have you been able to isolate
>certain fonts?
>

I have the WP 6.0 font pack also, and Speedo hangs whenever any of the
Geometric Slabserif faces (aka Rockwell) are selected, also one of the
Freehand faces hangs. It isn't Works, it is SpeedoGDOS (I wrote a
small program to test it).

>>I have 4M of RAM and have dedicated 100k to each of the SpeedoGDOS
>>caches. I doubled those caches but received the same results.
>>

The cache sizes don't appear to stop the freezing.
I have Speedo version 4.1

--Chris

1429. Re: Curved Text (Correct Posting!)

Newsgroup: comp.sys.atari.st
Date: 1993-11-08 10:38:23 UTC
From: djs@jet.uk
Message-ID: <1993Nov8.103823.27332@jet.uk>
Source record: 198805

In <1993Nov4.125612.3689@vax.sbu.ac.uk> clarkep@vax.sbu.ac.uk writes:

>CURVING TEXT
>I would very much like to be able to fit text to shapes... at the very
>least to a circle.
>Either I need a tool to support a graphics package or dtp
>Or one of these which can cope with the problem.

>So......
>Is there something available over the network or am I going to have to spend
>my hard earned?
>Please post your thoughts on this ..... I will be very pleased to see any
>replies/postings and I am sure others will be interested as well.

Don't know about freeware, but if you are prepared to pay, then DA's Vektor
will do this (and much more, of course). Calligrapher also has the ability
to fit text to a circular or Bezier path, but is generally crap (especially
if using PostScript output), and is not supported.
--
- Due to British Government restrictions, this message has been typed
by an actor.

- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

1430. Re: British Falcon owners unite!

Newsgroup: comp.sys.atari.st
Date: 1993-11-08 10:39:45 UTC
From: PostMaster@barclays.co.uk
Message-ID: <CG65M9.EA@barclays.co.uk>
Source record: 198900

There is also a very active Falcon section on CIX with many files available for downloading.

```
--
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-----------------------------------------------------------+
```

1431. Re: Magix versus Multitos

Newsgroup: comp.sys.atari.st
Date: 1993-11-08 10:58:58 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <2bl8piEqat@uni-erlangen.de>
Source record: 198898

seimet@chemie.uni-kl.de (Uwe Seimet) writes:

>mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) writes:

>>Well, yes for the last 2 months nothing happend. But what happend to MagiX
>>in the last 2 months? It still does not even work on the Falcon!

>A lot happened to Mag!X in the last two months. Wait for the results.

But for the public nothing happened...

>About the Falcon: I don't understand why some people don't realize that
>Mag!X is a system on its own i.e. especially the XBIOS has to be completed
>to support the DSP etc. This can't be done in a single day, don't you agree.

Yes, but wouldn't it be more sensible to program some applications for
the Falcon than the OS once again?

--
Harald Schoenfeld (IRC Nick: Equinoxe) | If he's your friend
Harald.Schoenfeld@rzmail.uni-erlangen.de | you don't need enemies

1432. Re: Magix versus Multitos

Newsgroup: comp.sys.atari.st
Date: 1993-11-08 11:12:03 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <2bl9i3Eri8@uni-erlangen.de>
Source record: 198899

ogal@cix.compulink.co.uk (Ofir Gal) writes:

>In article <CG0Luu.GJH@newcastle.ac.uk>, Craig.Graham@newcastle.ac.uk (Craig Graham)
writes:
>>
>>But, unfortunately, the long and short of it is that Magix is not available
>>outside germany, even in the rest of Europe (I live in the UK).
>>
>>MiNT/MultiTOS is available here, now (I have it & occasionally actually use it).
>>
>>Perhaps I would use Magix if I could get it. I'll probably just wait & get
>>Neodesk 4 + Geneva instead.......that is sure to receive a UK release.
>>

>Magix will be available in the UK very shortly. The current version does
>not work on the Falcon.

Hey, that's really wonderful!

For the first time ATARI did something good: Buying the very good MINT
to give a new and powerful OS to the ATARI community with Pipes, Signals,
loadable file systems...

Then ATARI rewrites the AES gigving it such nice (and for same tasks)
very important features like window gadgets that can be used in the
background, build in PopUp menus, color icons and so on.

And what are the user's doing?

Flame On

Instead of using that powerful OS, they take other OS versions that lack
all the new features of ATARI's official OS!

Why should any programmer use the features, as the public obviously is happy
with the functions from 1985?

And the reason for using the other oS versions?

- It's faster - ok that's true - but is it so important? Isn't MTOS fast enough
on TT/Falcons?. Should ATARI really use an OS for the next years that works
fine on an 260ST instead of one that works good on an TT/Falcon?

- It allows bad programmed programs to work. So instead of changing the
bad programs and using Gem-like programs one changes the OS. Very sensible!

And the consequences are clear: Whatever ATARi implements to MTOS in the
next years: No program will use it as the development in the ATARI

community is stopped by incompatible OS versions like Magix and Geneva.

Would you have used KAOS is it had not been fully TOS compatible?

Shouldn't the few programmers that are left in the ATARI market program
applications instead of different OS versions?

Flame off
--
Harald Schoenfeld (IRC Nick: Equinoxe) | If he's your friend
Harald.Schoenfeld@rzmail.uni-erlangen.de | you don't need enemies

1433. Re: Upgrading a 1040STf?

Newsgroup: comp.sys.atari.st
Date: 1993-11-08 11:59:02 UTC
From: vctec@westminster.ac.uk
Message-ID: <CG69AF.Iyz@westminster.ac.uk>
Source record: 198801

In article <1993Nov5.134912.12368@gw.wmich.edu> x91mikowski@gw.wmich.edu writes:
>Hi,
> Currently I have TOS 1.04 and would like to upgrade my 1040STf memory-wise
>and OS-wise. What's the best way to do this and cost of doing this?
>
>Thanx,
>Bernard

A 1040 STf with TOS 1.04? Then I'd say to go for TOS 2.06 definitely, instead of TOS 1.62(if this is available). Keep both your old and new TOS, using a switcher (either hardware or software), to keep maximum compatability with programs old and new. I have TOS 2.06 and 1.06 in my STe, and the new TOS does make life a lot more easier, especially with a hard disk.

About memory, you can either go and have an upgrade soldered in, but then to upgrade further, you haver to get rid of the older one and buy a completely new unit. Your best bet might be to go and buy a kit which allows the STf to take in SIMMS, from where you'll be able to upgrade to 2Mb then add another 2Mb at a later date when you can afford it, if you are not able to go the whole hog now. Also with TOS 2.06, you may be able to upgrade your machine to 12 Mb. The choice is yours.

I can't tell from your address where you are from, but I guess it is North America. From what I have read over the past few months, everyone mentions TOAD as a supplier of ST Stuff. Try them. If you want a list of UK suppliers, then mail me for a list.

I think that the new TOS with switcher would cost around 60 UKpounds (approx US$90) and a SIMM kit without SIMMS would cost about 20 UKPounds (approx US$30). SIMMS are quite expensive at the mo, costing nearly 30 pounds here.

I hope this helps.

DB

--
<==>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

1434. Re: Magix versus Multitos

Newsgroup: comp.sys.atari.st
Date: 1993-11-08 12:08:59 UTC
From: sanders@sci.kun.nl
Message-ID: <CG69qz.JpF@sci.kun.nl>
Source record: 198806

So Mag!X sounds to be nicer and faster than MultiTOS. And so does Geneva. But will they still be supported in the future? And will documentation become available, libraries, etc? Please note these are genuine questions, not flames. If a better and/or faster alternative to MultiTOS comes available, I would surely be interested. Nobody objects to using NVDI instead of the original Atari (slow) routines, so why wouldn't one use an alternative to the OS that would be faster and compatible to the official one? But it sounds as if for example Geneva gets its extra speed by not having MiNT installed. Now suppose I like using TeX a lot, I wouldn't benefit from cooperative multitasking a lot, would I?

Sander SToks
sanders@sci.kun.nl

1435. Re: Brodie conference

Newsgroup: comp.sys.atari.st
Date: 1993-11-08 12:11:11 UTC
From: sanders@sci.kun.nl
Message-ID: <CG69un.Jrs@sci.kun.nl>
Source record: 198807

In <CG0q22.3oB@sci.kun.nl> I wrote:

>Hi,

>I just edited the Brodie Roundtable transcript to make it more
>readable - should I post it here? (I thought I'd better ask first,
>since it is such a huge file)

Well, I could've spared me the work as I found out it was already
done.

Oh well...

Greetings,

Sander STOks
sanders@sci.kun.nl

1436. Re: WOW - Falcon Games...

Newsgroup: comp.sys.atari.st
Date: 1993-11-08 12:12:35 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CG69wz.CoA@newcastle.ac.uk>
Source record: 198803

In article <1993Nov5.212048.13810@nuchat.sccsi.com>, asmith@zero.cypher.com (Andrew Smith) writes:
>In article <CFxDMD.EFx@newcastle.ac.uk> Craig.Graham@newcastle.ac.uk (Craig Graham) writes:
>>By the way - has anyone managed to get VERTICAL to work yet? I cann't find an
>>archive with a working copy on it.
>
>Yes... ftp.uni-kl.de /pub3/atari/incoming filename vertical.zip is
>(finally) a working copy and it's a great game!

I downloaded that - it doesn't work.......

Craig.

1437. Re: Downloading From Unix

Newsgroup: comp.sys.atari.st
Date: 1993-11-08 12:15:36 UTC
From: PostMaster@barclays.co.uk
Message-ID: <CG6A20.4w5@barclays.co.uk>
Source record: 198810
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2ba34iINN4f4@xsa04.gl.umbc.edu>, rbrand1@gl.umbc.edu (brandon robert) writes:
|>
|> I have an Atari 520st, but i need a terminal emulator with vt100
|> emulation. I ftped Uniterm from clausthal, but I have no way to download it
|> from my school's unix server. i am currently using the harlekin desktop
|> utility emulator, but it only supports xmodem. My school only supports Kermit
|> (and no, Zmodem isn't installed). I've tried Capturing the files and editing
|> out the garbage with a hex editor, but this doesn't work. If anybody has any
|> suggestions, please post or email me at rbrand1@gl.umbc.edu
|>
The proverbial chicken & egg. Why not grab it from a BBS somewhere or order it
from a PD library? It's a very common program and will be available just about
anywhere.

Are there no PCs attached to the Unix server that you could dump the file from?

--
+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

1438. CPS > 960 with MinT

Newsgroup: comp.sys.atari.st
Date: 1993-11-08 13:00:04 UTC
From: akinobu@ue.ipc.hiroshima-u.ac.jp
Message-ID: <1993Nov8.130004.10353@ue.ipc.hiroshima-u.ac.jp>
Source record: 198808

As the title sais, is it possible to get more tham 960 cps on a 'stock'
ST under mint? If so, HOW?
Thanks.

~~~
"So I unloaded the bike, removed the rear wheel, extracted the tube, found and
patched a tiny hole, put the tube back in, pumped up the tire, realized I
pinched the tube during installation, extracted the tube again, found and
patched a much bigger hole, put the tube back in, pumped up the tire, realized
I pinched the tube during installation...
Did I mention how much I HATE changing tires?"
~~~

1439. Re: Atari in S.J Mercury-News

Newsgroup: comp.sys.atari.st
Date: 1993-11-08 13:09:16 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1538@usdtsg.DaytonOH.NCR.COM>
Source record: 198814

In article <93308.34980.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
L676791@LMSC5.IS.LMSC.LOCKHEED.COM writes:
>This morning's (11-4-93) San Jose Mercury-News had a major article about Atari
>and the Jaguar rollout in the business section, and amazingly, a color "teaser"
>about the article on the front page of the newspaper.

Also, in last Thursday's USA Today (November 7th) on page 1D was an
article on the "next generation of video games" (point being that
Sega and Nintendo aren't gonna be the only ones on the block), and
there was a color photo of the Jaguar console, controller, and box
right there. Always helps to be "advertised" in a national newspaper :-)

Rob

1440. Re: WOW - Falcon Games...

Newsgroup: comp.sys.atari.st
Date: 1993-11-08 13:28:46 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <CG6DFz.Fw8@cen.ex.ac.uk>
Source record: 198816

In article <CG69wz.CoA@newcastle.ac.uk> Craig.Graham@newcastle.ac.uk (Craig Graham) writes:

>Yes... ftp.uni-kl.de /pub3/atari/incoming filename vertical.zip is
>(finally) a working copy and it's a great game!
I downloaded that - it doesn't work.......

If you are referring to Vertical Mayhem, then not only do I have a working copy, but I have a working copy hacked to work on SVGA monitors.
{{{ Dan }}}

1441. Re: CPS > 960 with MinT

Newsgroup: comp.sys.atari.st
Date: 1993-11-08 13:47:15 UTC
From: wwc@dxhrb1.cern.ch
Message-ID: <CG6EAr.1wp@dscomsa.desy.de>
Source record: 198812

In article <1993Nov8.130004.10353@ue.ipc.hiroshima-u.ac.jp>
akinobu@ue.ipc.hiroshima-u.ac.jp (Akinobu Watanabe) writes:
>As the title sais, is it possible to get more tham 960 cps on a 'stock'
>ST under mint? If so, HOW?

It is. 1900 cps on a normal ST is possible using CoNnect and its internal
Z-Modem.

Wolfgang

1442. Re: STORM problems...

Newsgroup: comp.sys.atari.st
Date: 1993-11-08 13:50:28 UTC
From: slyster@outb.wimsey.bc.ca
Message-ID: <slyster.0fo6@outb.wimsey.bc.ca>
Source record: 198818

To contact Alan Page via Internet, so that he will recieve mail on GEnie, simply use the address....

a.page3@genie.geis.com

That is the Internet link that GEnie uses. The poor guy, though... here he writes a genius-prorgram, and the whole world is throwing e-mail at him.

--
Stuart A. Lyster * Since everyone is so paranoid about their dis-
White Rock, B.C. * claimers... and since I am a Canadian...
CANADA * "The views expressed in the above message do not
s.lyster@genie.geis.com * necessarily reflect the views of the Government
slyster@outb.wimsey.bc.ca * of Canada, or any other Canadian." There.

1443. Unix Paper

Newsgroup: comp.sys.atari.st
Date: 1993-11-08 13:52:41 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Nov8.135241.16735@apgea.army.mil>
Source record: 198770
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello, I need some help with a term paper. I'm doing a 10 page paper on
UNIX for PCs. So far, the only pc unix I have played with is SCO and being
a beginner unix person, I really can't say if its better than any other
unix. So I was woindering if some of you kind souls could email me
some information. Such as requirements and abilities, and personal
opinions would also be appircate it. I have some information on SCO,
Solarous, Unixware, and BSD.
I presently run os/2 at home and use a sun station at work so comparsons
to these would be helpful.
Also if you have any information on the Unixes for non IBM clone pcs
such as the Amiga and Atari St, I'm more than happy to here that too!

Thank you very much.

Rob Merritt
email:rcmerrit@cbda9.apgea.army.mil**Disclaimer: My opinions are mine alone,
Sysop of Moon Base Tycho BBS. **not of my employer, of my friends and
(410)391-6291, Running Renegade **family, nor of a co-worker.
"Nostalgia isn't what it used to be" -unknown

1444. Re: Falcon DSP libraries?

Newsgroup: comp.sys.atari.st
Date: 1993-11-08 13:59:12 UTC
From: BACH@EZINFO.VMSMAIL.ETHZ.CH
Message-ID: <CG6Euo.7I8@bernina.ethz.ch>
Source record: 198811

In <1993Nov5.174854.4798@arizona.edu> jeff@leda.arizona.edu writes:

> So far the ONLY DSP compiler I've been able to get has been the one Atari
> offers to developers for about $80. I do not know of any C compilers offering
> DSP high level subroutines. If you do go the assembler route, I recommend getting
> the 56000 programming guide from Oregon research.

I think there is a GNU C Compiler for the DSP on ftp.uni-kl.de

- Beat Christen

1445. Need Help with ELFBACK!!

Newsgroup: comp.sys.atari.st
Date: 1993-11-08 14:05:02 UTC
From: andi@gmd.de
Message-ID: <andi.752767502@gmd.de>
Source record: 198809

Hello Atarians,

I installed ELFBACK last weekend on my 520 ST+ (4 MB, TOS 2.06, Overscan). Unfortunately it reported an adress error during compression (according to ANTIBOMB). The error occured sometimes after compressing 1/4 of the data, mostly after half of the data and one time after 3/5.

ELFBACK pops up an alertbox and says that Lharc reported errorcode #1, which is 'Bad Table' according to the documentation. IMHO this doesn't make too much sense here. Right after that ELFBACK asks, if it should write the so far compressed stuff to disk, but when you confirm, it only says: 'File not found'

The first thing, I tried then was rebooting without any accs or autofolder goodies and try again, but without luck. It still didn't work. So I switched to TOS 1.4 and restarted the procedure. Still no success. Then I tried different versions of Lharc (1.13 to 2.30). Bad luck again.

This really is too bad, because ELFBACK seemed to be exactly the backup program I was looking for.

My question is now: does anyone use ELFBACK successfully and can tell me, what I have to do to bring it to life on my ST? Any suggestions are welcome.

Thanx in advance,

Andreas.

Andreas Rohrschneider
GMD - I5.SKS
German National Research Center for Computer Science
Schloss Birlinghoven phone: (+49 2241) 14-2541
53757 Sankt Augustin, FRG email: rohrschneider@gmd.de

1446. floppy-controller

Newsgroup: comp.sys.atari.st
Date: 1993-11-08 14:22:00 UTC
From: an36841@anon.penet.fi
Message-ID: <142309Z08111993@anon.penet.fi>
Source record: 198813

Hi,

HELP !!!
Wanted desperately:

WD-1772 Floppy-controller to fix my non-functional ST.

To find out more about the anon service, send mail to help@anon.penet.fi.
Due to the double-blind, any mail replies to this message will be anonymized,
and an anonymous id will be allocated automatically. You have been warned.
Please report any problems, inappropriate use etc. to admin@anon.penet.fi.

1447. Re: Storm and upgrades

Newsgroup: comp.sys.atari.st
Date: 1993-11-08 14:38:33 UTC
From: slyster@outb.wimsey.bc.ca
Message-ID: <slyster.0foh@outb.wimsey.bc.ca>
Source record: 198819

Another message from Alan Page about Storm.. from GEnie.

* * * * * * * * * * *

Atari-ST RoundTable
Category 8, Topic 2
Message 86 Mon Nov 08, 1993
A.PAGE3 at 01:46 EST

I am still working on Zmodem. I found a few bugs, and seem to have
introduced some new ones! I am working on one with debug code so I can
print messages to a file. The Storm bugs are pretty much fixed and I hope
to upload a patch tomorrow evening.
5658 bytes is the correct size for SERLFIX.
You can experiment with various Rows= values, but if you specify a value
which will make the terminal window larger than the screen, you may like
the result!
I have tried to put the ability to personalize stuff into Storm. That is
why, outside of the menu bar, I have avoided assigning fixed functions to
keys. e.g. in my sample STORMKEY.INI I show how to set Control-S and
Control-R to do forward/reverse searches. That happens to be how my
Windows programming editor does it. But other people may prefer something
completely different, e.g. control-F.
The various .INI files are very flexible. Using the Basic SET command
will automatically create new sections for you. Many programs have
configuration files that are binary and cannot be messed with.
Once I get the initial bugs out of the way, I am going to go back to the
Basic and start adding more commands. e.g. setting the size and position of
windows from Basic.
Another sample key macro: IF ALERT(1,"[1][Clear Window][Yes|No]") = 1
then menu 1,4
This will pop up an alert, and if you select yes, clears an editor
window.
Note that non-Basic key macros will enter text as if you typed it in at
the keyboard. This works both for the terminal AND editor windows. e.g.
put your name or logo into a function key.
- Alan

--
Stuart A. Lyster * Since everyone is so paranoid about their dis-
White Rock, B.C. * claimers... and since I am a Canadian...
CANADA * "The views expressed in the above message do not
s.lyster@genie.geis.com * necessarily reflect the views of the Government
slyster@outb.wimsey.bc.ca * of Canada, or any other Canadian." There.

1448. For Sale!!

Newsgroup: comp.sys.atari.st
Date: 1993-11-08 15:02:08 UTC
From: Lexicor@world.std.com
Message-ID: <CG6HrM.H7C@world.std.com>
Source record: 198815

Oki Doki, I have for sale again:

3 Matrix COCO Boards (for VME Bus), one Crazy Dot's 32k Board, one SANG Megavision Board, all of them are graphics boards.

I still have one Didot LineArt, Retousche Professional and Sherlook Pro for sale.

Anyone interested just drop me a note :)

Yat

1449. Re: 3 word game/Scriba Communis Responsi

Newsgroup: comp.sys.atari.st
Date: 1993-11-08 15:41:33 UTC
From: imeslsl@Msu.oscs.montana.edu
Message-ID: <009753D6.33701800@Msu.oscs.montana.edu>
Source record: 198839
Cross-posted to: alt.prose,alt.prose.d,rec.arts.prose,rec.arts.poems,alt.startrek.creative,comp.sys.atari.st

In article <1993Nov5.174136.3139@ugle.unit.no>, ga@mrih.no (Gard Abrahamsen) writes:
>Scriba Communis Responsi Volume 2 Issue 2 is just about to be released (coming
>soon to an ftp site near you. ;-)) And we would like to announce a 3 word
>story/poetry game. We would like you creative people out there to participate
>and send submissions to this email address (ga@mrih.no). As we don't have
>_any_ economy at all, the only price we can give is that you will get your
>story/poem "printed" in Scriba Communis Responsi.
>
>The three words are: magic, darkness, triumph

As there is this game, there will be
no regular Three Word Story Game for
this week. I encourage you all to
participate in this one. :]

Leprican

1450. Re: Gemulator & Magic Sac

Newsgroup: comp.sys.atari.st
Date: 1993-11-08 15:50:21 UTC
From: gbennett@friendly.sim.es.com
Message-ID: <2blprt$ev9@cnn.sim.es.com>
Source record: 198817

In article <LANCER.93Nov4192142@wpi.WPI.EDU>, lancer@wpi.WPI.EDU (Stephe Lewis Foskett) writes:
> 0{{ On 4 Nov 1993 23:19:56 GMT, gbennett@friendly.sim.es.com (Greg Bennett) said:
> gbennett> Maybe some kind soul in Net Land can help me out. Recently
> gbennett> I upgraded my Gemulator to version 3.0. This version will
> gbennett> also support the Magic Sac so naturally I dug around and
> gbennett> obtained a (legitimate) copy of the Magic Sac hardware and
> gbennett> software. Now here's my problem, I have version 5.9 of the
> gbennett> Magic Sac and apparently the Gemulator doesn't like this
> gbennett> version. I talked to Darek Mihoka and he has been using
> gbennett> version 3.0 of the the Sac software and it appears to work
> gbennett> fine.
>
> Are you sure he wasn't referring to version 3.0 of Spectre? Spectre
> was the replacement for Magic Sac, for those just tuning in... *grin*

No, I am referring to Magic Sac (see below)
>
> Also, I had read that Gemulator emphatically DOES NOT support Dave
> Small's Mac emulators! That was a major gripe in the Gemulator
> article in Current Notes a while back...
>
This is why I want the Magic Sac, apparently Dave Small is being kind of a weinie about the Gemulator. He threatened to sue Darek Mihoka if he provided support for the Spectre cartridge. Personally, I think Dave is making a big mistake, there are a lot of PC users out there who would like to run Mac software. Darek is currently working on his own Mac emulator that will utilize the Gemulator board, but will run from DOS. He should be releasing an Atari 8-bit emulator to be run specifically from DOS also.

BTW, I am still looking of version 3.0 of the Magic Sac software in case anyone wants to give me a copy. This way I'll be able to run some Mac software until the Gemulator Mac is finished.

Greg Bennett

--

Greg Bennett A.K.A. 'The Friendly User' (.).) { Belgium! *}
gbennett@friendly.sim.es.com ^ '
Evans & Sutherland Simulation Division ___/

1451. gulam

Newsgroup: comp.sys.atari.st
Date: 1993-11-08 16:03:08 UTC
From: t150315@lehtori.cc.tut.fi
Message-ID: <2blqjs$3rl@cc.tut.fi>
Source record: 198826

I loaded my Gulam (old unix style shell) from sol.cs.ruu.nl.
Example batch files that came with it doesn't work as they should.

For example:

```
if { -e filename.ext }
this is never true!!!
endif
```

```
set number 2 + 1
sets number to 2
```

```
set number { 2 + 1 }
says: missing }
and sets number to 2
```

Does anybody know where I could get a correctly working copy of
Gulam (you can use all it's features from GFA programs: mv,
'microemacs' etc...) ?

- Eero -

Eero Tamminen # Man is a missing link between
t150315@cc.tut.fi # an ape and a human being.

1452. Re: Magix versus Multitos

Newsgroup: comp.sys.atari.st
Date: 1993-11-08 16:55:44 UTC
From: BRARDA@VXCLIA.CERN.CH
Message-ID: <BRARDA-081193175443@128.141.55.213>
Source record: 198820

In article <2berav$6td@titan.ucs.umass.edu>, stewart@titan.ucs.umass.edu
(Bob Stewart) wrote:
>...
> NeoDesk 4 and Geneva will both be distributed by Compo Software Ltd in the UK.
>...
> --
> Bob Stewart stewart@titan.ucs.umass.edu
> Gribnif Software Phone: 10-6 EST (413) 247-5620
> Customer Service FAX: (413) 247-5622

Is there a distributor for the french market ?

1453. mail order houses

Newsgroup: comp.sys.atari.st
Date: 1993-11-08 17:24:29 UTC
From: quaver@stein3.u.washington.edu
Message-ID: <2blvcd$4a3@news.u.washington.edu>
Source record: 198827

I haven't a clue as to the best mail order houses.. my
local dealer doesn't have a single copy of any word processors
in stock. Per usual...

Can someone post a few numbers for me?
Thanks.

If this is a FAQ, you may want to email quaver@stein.u.washington.edu

1454. GDOS fonts

Newsgroup: comp.sys.atari.st
Date: 1993-11-08 17:30:05 UTC
From: thopman@herman.cs.uoguelph.ca
Message-ID: <2blvmt$8sd@nermal.cs.uoguelph.ca>
Source record: 198822

Where can I get some good PD/ freeware GDOS fonts, preferably at 180 or 360 dpi (300 will do), with mono screen fonts>? I'm looking for decorative and symbol fonts, mainly...

THeo

1455. Re: Make a CONNECTion?

Newsgroup: comp.sys.atari.st
Date: 1993-11-08 17:31:13 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1541@usdtsg.DaytonOH.NCR.COM>
Source record: 198825

In article <C-HJR.93Nov5104846@solitude.math.utah.edu> c-hjr@math.utah.edu (Jeffrey Ray Healey) writes:
>Hello,
>
>I have an ST with 2.5 megs of ram, no hard-drive, and only a ss/sd floppy.
>I would like to know if it is possible for me to try CONNECT.

It'll be quite a tight squeeze.

>The .lzh file is 420 megs.

420k. 420 megs would be frightening :-)

>How much of this file is absolutely necessary?
>Is there a smaller part that I could send to my ramdisk so that I can
>try this program out? Is it possible to have my floppy and my ramdisk
>share the effort?

I believe all the files in conn220i.lzh (zip) are necessary. In the earlier release, conn210i.lzh (zip), some of the files could be skipped (mainly the ones in the subdirectories for the most part).

Assuming it's set up for English, then you could probably skip the CONNGER.HLP and CONNGER.RSC files (the german resource and help files) - this might free up enough space to put an *archived* copy on the floppy. You then could make a ramdisk of around 600k (just a guess) and uncompress the archive to the floppy, and work from there.

Another possibility would be to uncompress the main program, CONNECT.PRG, and then use one of the "executable file packers" (like Pack-ICE) which will cut down on the disk space taken up.

Personally, I'd get a bigger floppy (not just for Connect, but everything else as well). Considering high-density mechanisms are only like $50, you could probably pick up a double-density mechanism for less than that (I don't think it would require too much to swap the mechanisms, except for the different shape of the front panel (a particular pain with the internal floppy)). I mention getting the mechanism and doing the swap primarily because it might be cheaper than getting an external DD/DS, but it is trickier to do...

Hope this helps...

Rob

"oh no, we're heading straight for the sun!"
"what is it, captain?"
"it's a large fiery ball in the middle of the galaxy, but that's

not important right now..."

1456. Re: Make a CONNECTion?

Newsgroup: comp.sys.atari.st
Date: 1993-11-08 17:34:10 UTC
From: gbennett@friendly.sim.es.com
Message-ID: <2blvui$frk@cnn.sim.es.com>
Source record: 198824

In article <C-HJR.93Nov5104846@solitude.math.utah.edu>, c-hjr@math.utah.edu (Jeffrey Ray Healey) writes:
> Hello,
>
> I have an ST with 2.5 megs of ram, no hard-drive, and only a ss/sd floppy.
> I would like to know if it is possible for me to try CONNECT.
>
> The .lzh file is 420 megs. How much of this file is absolutely necessary?
^^^^^^^ Man! that's one big archive :)
I think you mean 420K.

> Is there a smaller part that I could send to my ramdisk so that I can
> try this program out? Is it possible to have my floppy and my ramdisk
> share the effort?

Actually I don't know why you can't run the whole thing from a RAM disk.
You would have to copy the entire disk to RAM, butyou would have to use
more than one floppy. The .LZH standard should be the same for PC and
ST, so you could un-archive it on a borrowed PC.

BTW, e-mail me if you still have problems, I'm at SLC also.

--

Greg Bennett A.K.A. 'The Friendly User' (.).) { Belgium! *}
gbennett@friendly.sim.es.com ^ '
Evans & Sutherland Simulation Division ___/

1457. Re: Atari in S.J Mercury-News

Newsgroup: comp.sys.atari.st
Date: 1993-11-08 17:40:34 UTC
From: scruggs@cis.ohio-state.edu
Message-ID: <2bm0ailNN6k8@pike.cis.ohio-state.edu>
Source record: 198821

In article <1538@usdtsg.DaytonOH.NCR.COM> anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:
/In article <93308.34980.L676791@LMSC5.IS.LMSC.LOCKHEED.COM/
L676791@LMSC5.IS.LMSC.LOCKHEED.COM writes:
//This morning's (11-4-93) San Jose Mercury-News had a major article about Atari
//and the Jaguar rollout in the business section, and amazingly, a color "teaser"
//about the article on the front page of the newspaper.
/
/
/ Also, in last Thursday's USA Today (November 7th) on page 1D was an
/article on the "next generation of video games" (point being that
/Sega and Nintendo aren't gonna be the only ones on the block), and
/there was a color photo of the Jaguar console, controller, and box
/right there. Always helps to be "advertised" in a national newspaper :-)
/
/
/ Rob
/
/
Do you think that anyone will get confused by the SG pic above it
and think it that it was a capture from the Jag? '-)

1458. Re: V1.1 of MJUZAKK for Falcon! English docu!!!

Newsgroup: comp.sys.atari.st
Date: 1993-11-08 18:02:32 UTC
From: hbksjsbk@sbusol.rz.uni-sb.de
Message-ID: <2bm1jolNN43t@sbusol.rz.uni-sb.de>
Source record: 198823

Bernhard Kirsch (hbksjsbk@sbusol.rz.uni-sb.de) wrote:

: hello!
: i just uploaded MJUZAK11.ZIP to ftp.uni-erlangen.de
: i hope you find it in two days or so in pub/atari/falcon/sound/misc

hello again
big problem.
i just saw a big bug in the sample-editor of MJUZAK11
the sample-editor is nearly impossible to use in this version.
so don't throw away your version 1.0 too quickly.
the bug's correction will take maybe a week or so.
sorry.
bye bern

1459. Re: WOW - Falcon Games...

Newsgroup: comp.sys.atari.st
Date: 1993-11-08 18:46:23 UTC
From: asmith@zero.cypher.com
Message-ID: <1993Nov8.184623.8982@nuchat.sccsi.com>
Source record: 198829

In article <CG69wz.CoA@newcastle.ac.uk> Craig.Graham@newcastle.ac.uk (Craig Graham) writes:
>I downloaded that - it doesn't work.......
>
>Craig.
>

Works great for me. What does (or doesn't) it do?

--
[illegible]
[illegible]
[illegible] Andrew Smith aka Hawkeye aka Zap030 [illegible] I don't need an Amiga. [illegible]
[illegible] Happy Atari Falcon030 User! [illegible] I do serious things. [illegible]
[illegible]
[illegible]

1460. Atari STuff STill for Sale!

Newsgroup: comp.sys.atari.st
Date: 1993-11-08 18:49:25 UTC
From: asmith@zero.cypher.com
Message-ID: <1993Nov8.184925.9145@nuchat.sccsi.com>
Source record: 198830

```
STILL AVAILABLE! THIS SYSTEM _MUST_ GO!

Approx. Value
================================================================================
- Atari MEGA ST 4 with $400.00
- 4 megabytes RAM :
- Gadgets by Small SST Accelerator 500.00
68030 running at 33MHz :
68882 math coprossesor also 33MHz :
TOS 2.06 :
Room for 8 more megabytes fastram (total 12 megs) :
- JRI Genlock System 200.00
Overlay computer graphics on moving video :
has: video in :
video out :
computer out (to SC1224) :
genlock out (to SC1224) :
remote control :
- Practical Solutions Tweety Board 25.00
3 channel stereo sound :
--------------------------------------------------------------------------------
TOTAL APPROX. VALUE: $1125.00
--------------------------------------------------------------------------------
WILL SELL FOR: $800.00
(or best offer)

-= NOT AS FAST AS A MEDUSA, BUT IT DOESN'T COST $4K!--FASTER THAN TT! =-
-= MAKE AN OFFER! IF IT'S NOT CRAZY, I'LL TAKE IT! =-
-= EXCELLENT SYSTEM FOR THE DESKTOP VIDEO ENTHUSIAST! =-
```

ALSO FOR SALE:
- RATSoft/ST version 2.0f bulletin board software $ 40.00
the BEST bulletin board software available for the ST
includes the new FIDO message module
includes hardcover bound manual
- Magnavox CDB-266 6 disc CD player $ 70.00
perfect condition (obo)
includes one 6 disc cartridge
wireless IR remote control
- Future GTS-100X DS/DD external disk drive $ 80.00
very fast, extremely quiet drive
includes all cables
reliably formats 85/11!

ALL ITEMS MUST GO - PLEASE RESPOND VIA EMAIL asmith@cypher.com

All hardware is 110v 60hz AC (US)

--

□□□

1461. Re: PI Contest - The Winner

Newsgroup: comp.sys.atari.st
Date: 1993-11-08 19:14:16 UTC
From: sourada@iastate.edu
Message-ID: <sourada.752786056@pv0c02.vincent.iastate.edu>
Source record: 198828

In <slyster.0eby@outb.wimsey.bc.ca> slyster@outb.wimsey.bc.ca (Stuart Lyster) writes:

>For your copy of this and the other programs (Freeware - they are still
>*owned* by their authors) send 2 International Reply Coupons to:

>Stuart A. Lyster
>13800 Blackburn Avenue,
>White Rock, B.C.
> CANADA V4B 2Y8

>or call GEnie... and ask for "S.LYSTER". (without the quotes).

...or get them from atari.archive.umich.edu, after they've made their way out
of the New directory. (Maybe I'll stick 'em on ftp.uni-kl.de, too.)

Later,
Steven Ourada

--
Steven Ourada --- sourada@iastate.edu
Avoid conformity. Embrace change. Resist oppression. Think freely.
Ignore me.

1462. Re: Atari/stock prices/jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-11-08 19:14:27 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <2bm5qj$824@vishnu.jussieu.fr>
Source record: 198836

> The reality is that Atari will never have a strong hold on the video game
> market. Atari needs to produce at least a million Jaguars this year, not next
> year. As usual Atari has screwed the Jaguar as well as the Lynx, Falcon and
> the TT. History repeats itself and Atari is no exception. I will say this
> again: "I have seen the future, it's 3DO!!"
>

Here is a bloody happy man, who knows what the future will be made of !!!
I just think the best attitude is to wait and see. The fight Jaguar/3DO promises to
be very interesting.

>
> Peter Sinclair-Day
> Univ. of Northern Iowa
>
>
> >
> > --
> > --
> > Greg Bennett A.K.A. 'The Friendly User' (.).) { Belgium! *}
> > gbennett@friendly.sim.es.com ^ '
> > Evans & Sutherland Simulation Division ___/

```
_____________________________________________________________________________
- -- -------_______ Marc BOURLON
__________ o\\__ Universite Pierre et Marie Curie
__/ _____\ Paris 6
__________/ _____/ ` DESS de Genie Logiciels Applicatifs
_ ____ __________ __
__// /_/__
/__ \ __ E-mail: bourlon@gla.ecoledoc.ibp.fr
// \\\ /_/ /
V /// ____
Z/ /___/
```

1463. text utility program wanted!

Newsgroup: comp.sys.atari.st
Date: 1993-11-08 19:44:03 UTC
From: hallvart@ifi.uio.no
Message-ID: <2bm7i3$hlf@holmenkollen.ifi.uio.no>
Source record: 198831

I'm in search of an ACCessory that will allow me to access foreign characters and symbols that my keyboard doesn't have, without having to redefine the keyboard layout each time.

Let me explain; I have a database where I store addresses and names etc. Some of the names/addresses
have accented or foreign characters. The ST has these in it's ASCII character set, but my keyboard
layout hasn't been assigned to access ALL characters. I know I can get to some of them by pressing
CTRL or ALT combinations, but that might call a function in the program, so I can't use that.

It would be nice to have an ACCessory where I could get an ACII table and use my mouse pointer to
get those special characters that my keyboard doesn't have.
Is there such a program available (preferrably in the Public Domain)?

Hallvard Tangeraas, Oslo, Norway

1464. Re: Curved Text (Correct Posting!)

Newsgroup: comp.sys.atari.st
Date: 1993-11-08 19:45:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cdea1c4@troed.ct.se>
Source record: 198653

In a message of 05 Nov 93 14:50:42, Magnus Thylander wrote:

MT> I'm afraid your hard earned might fly off... but DA's Vektor only costs
MT> around 1400 UKPounds...

140, right?

Or was it 1400 SEK? :-)

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

1465. Re: text utility program wanted!

Newsgroup: comp.sys.atari.st
Date: 1993-11-08 19:56:03 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <2bm88j$hs6@charm.magnus.acs.ohio-state.edu>
Source record: 198832

In article <2bm7i3$hlf@holmenkollen.ifi.uio.no> hallvart@ifi.uio.no (Hallvard T
anger�s) writes:
>
>I'm in search of an ACCessory that will allow me to access foreign characters
>and symbols
>that my keyboard doesn't have, without having to redefine the keyboard layout
>each time.
>

Look for the programs Extakey and Accent. They should be on one of the
Atari ftp sites.
--
Vice | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
President | P.O.BOX 29103 | 8-bit
of: | COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *

1466. Trackball (Alfa Data TKB-MT-AC)

Newsgroup: comp.sys.atari.st
Date: 1993-11-08 19:56:58 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <2bm8aaINN16ve@rs1.rrz.Uni-Koeln.DE>
Source record: 198834
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi folks,

I recently bought a trackball made by Alfa Data, the type name is TKB-MT-AT. Unfortunately, it turns out that the ball itself as well as the axles for the x- and y-direction have smooth, hard surfaces, and they tend to slip past each other. This makes precise control of the mouse pointer quite difficult. Especially moving the mouse in a direction that has a small angle with respect to one of the axes is next to impossible.

I have tried coating the axles with pieces of rubber tube of various kinds, without any satisfactory result. Does any of you know a trick how to fix this problem? Does any of you have experiences with this type of trackball, or another one?

Greetinx & thanx in advance, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

1467. IMG to GIF converter?????

Newsgroup: comp.sys.atari.st
Date: 1993-11-08 20:02:54 UTC
From: hallvart@ifi.uio.no
Message-ID: <2bm8le$kor@holmenkollen.ifi.uio.no>
Source record: 198833

Is there a program for the ST that will allow me to convert .IMG pictures to .GIF?
If there is, where can I find it?

Hallvard Tangeraas, Oslo, Norway

1468. Re: mail order houses

Newsgroup: comp.sys.atari.st
Date: 1993-11-08 20:48:15 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1993Nov8.154815.19084@cobra.uni.edu>
Source record: 198838

In article <2blvcd$4a3@news.u.washington.edu>, quaver@stein3.u.washington.edu (rick phillips) writes:
> I haven't a clue as to the best mail order houses.. my
> local dealer doesn't have a single copy of any word processors
> in stock. Per usual...
>
> Can someone post a few numbers for me?
How about MacConnection, MacWarehouse and MacZone. All have over night shipping for $3.00 on any item and or order.

Peter Sinclair-Day

> Thanks.
>
> If this is a FAQ, you may want to email quaver@stein.u.washington.edu
>
>

1469. ST wordprocessors *summary*

Newsgroup: comp.sys.atari.st
Date: 1993-11-08 21:10:36 UTC
From: jackson@phobos.sscl.uwo.ca
Message-ID: <JACKSON.93Nov8161036@phobos.sscl.uwo.ca>
Source record: 198835

A couple of weeks ago, I (jackson@phobos.sscl.uwo.ca) wrote:

>I would like to find a word processor (pd, shareware, or
>reasonably priced commercial), for others in my family to use. The
>wordprocessor should:
>
>- be robust
>- support multiple font sizes and types
>- be easy / intuitive to use
>- support epson 9 pin printer with good nlq as well as postscript file
>output
>- have a spell checker built in
>- preferably wysiwyg
>- be reasonably quick at scrolling, etc.
>- inclusion of graphics (.pi*, .img, .eps, etc.) would be a plus

I have received several replies, which I promised to summarize. It
sounds like Atari Works, That's Write, Write On, Script, Papyrus,
Tempus, Signum, Calligrapher, and Word-Up will do what I want. Does
anyone have any supplementary comments?

Here are some of the replies I recieved: (Thanks to all those who
wrote!)

==========

From: Lexicor@world.std.com

Script 3.0 and Papyrus are definately the best I think for what you are looking
but Atari Works does also what you want..but it's SLOW!!! and the graphics
are not shown, but can be placed on the page...

==========

From: Derek Fountain <FOUNTAD@VAX.SOUTHBANK-UNIVERSITY.AC.UK>

I've been considering the same problem (right down to machine spec) for the
last few months. In short, you're asking too much. There are very few PD/SW
programs available with a spelling checker - the only one I know of is
dbWriter. This looks good and has plenty of features - including mailmerge,
database, etc. Unfortunately, in my experience, it is not at all robust. It
forgets parts of your files and crashes quite a bit.
There are a few about which do some of the things you want, but I've found none
that do them all - or even enough to justify using. I gave up and brought a
copy of LeRedactuer.
Sorry to be negative - good luck with your search!

==========
From: jkreth@lonestar.utsa.edu (Jeffrey A. Kreth)

Most people probably agree that Calligrapher and Atari Works are the only
worthwhile ST wordprocessors that perform to the specifcations you mentioned.

==========
From: moacs11!walra@relay.NL.net (Waldi Ravens)

Calligrapher Pro, That's Write 3, Signum 3. They all meet your demands,
but all 3 are commercial packets. The postscript versions are still rather
expensive. Calligrapher Pro is by all means the best, but also very, very
expensive! That's Write is easy to use, actively supported, and reasonably
priced (the normal version that is, postscript costs $$$).

==========
From: aspect@cats.ucsc.edu

One word: AtariWorks. Great Word Processor, Spreadsheet & simple Database.
I don't know the proce, but see if there is a version that comes with the new
SpeedoGdos. I think it's about $120 for the pair. If you haven't heard about
it, Speedo is the new standard for outline fonts on the ST, allowing unlimited
point sizes and no Screen font vs Printer font confusion. There are more
powerful Word Processors, but Works is easy to use, completely standard as
far as the interface is concerned, and _WILL_ be supported. It is written
by Atari themselves and comes with every Falcon030 purchased, so there are
quite a few copies out there.

==========
From: error@stack.urc.tue.nl (Erlend Nagel)

you
will need Signum or something that uses signum fonts, like Script or
Papyrus. Signum printing is *SLOW* by the way. The only wordprocessor I
know for the atari that supports postscript printing is That's write in
its special postscript version.

==========
From: =?iso-8859-1?Q?Hallvard_Tanger=E5s?= <hallvart@ifi.uio.no>

"Write on", "That's Write" and "Tempus" are a few good WP packages I can come to think of.
There are probably others too.

You can write to Compo Software and ask about "That's Write", "Write On" etc.

Compo Software Ltd.,
7 Vinegar Hill,
Alconbury Weston,
Huntingdon,
Cambridgeshire,
PE7 5JA,
England

Write also to the ST club and ask for their free catalog! They have some really
good and cheap commercial software packages i.e. "Tempus" for wordprocessing etc.

they also sell PD software, and their catalog is really informative.

The ST Club,
2 Broadway,
Nottingham,
NG1 1PS,
England

==========

Peter.
--
==========
Peter Jackson | UWO Geography | phone (519)679-2111x5024 | fax 661-3750

1470. Re: Sampler/Video Digitiser for ST in Oz

Newsgroup: comp.sys.atari.st
Date: 1993-11-08 21:33:00 UTC
From: alex@falcon.demon.co.uk
Message-ID: <752794380snz@falcon.demon.co.uk>
Source record: 198840

In article <7488.1288.uupcb@nezuld.com> dirk.vandenheuvel@nezuld.com writes:

>>(In case this makes no sense, I work for HiSoft in the UK who also own
>>AVR, 2-Bit systems & Microdeal who were/are the suppliers of VideoMaster)
>>
>>--
>>Alex Kiernan
>>alex@falcon.demon.co.uk
>
>Alex, have you guys (at Hisoft) picked up Papyrus for distribution?
>And if so what is the availabilty and price of the English language version?

Yes, don't know and don't know (in that order!). I've forwarded your message
to the hisoft@cix.... account so you can have a reaction from there.

--
Alex Kiernan
alex@falcon.demon.co.uk

1471. Storm: changing bs to del

Newsgroup: comp.sys.atari.st
Date: 1993-11-08 21:47:52 UTC
From: selick@csa.bu.edu
Message-ID: <2bmeq8$cgq@news.bu.edu>
Source record: 198837

How do I change the Backspace key to send a Delete character in Storm, with
VT100 emulation?
Thanks,
Steven
selick@csa.bu.edu

1472. Re: floppy-controller

Newsgroup: comp.sys.atari.st
Date: 1993-11-08 22:07:43 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenCG71Gw.K4v@netcom.com>
Source record: 198841

In article <142309Z08111993@anon.penet.fi> an36841@anon.penet.fi writes:
>HELP !!!
>Wanted desperately:
>
>WD-1772 Floppy-controller to fix my non-functional ST.

I've got one. Leave me e-mail.

>--
>To find out more about the anon service, send mail to help@anon.penet.fi.
>Due to the double-blind, any mail replies to this message will be anonymized,
>and an anonymous id will be allocated automatically. You have been warned.
>Please report any problems, inappropriate use etc. to admin@anon.penet.fi.

Kinda strange your use of the anonymous service when you're looking to
purchase something. Makes it difficult to reply directly via e-mail.
--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

1473. Re: Troubles with some new games at atari.archive

Newsgroup: comp.sys.atari.st
Date: 1993-11-08 22:25:39 UTC
From: erkamp@titan.arc.ab.ca
Message-ID: <1993Nov8.162541.1752@janus.arc.ab.ca>
Source record: 198847

In article <H.eg.mz4N5suRDjs@kynes.bison.mb.ca>, rdo@kynes.bison.mb.ca (Russell Ochocki) writes:
>I downloaded a few of the recent uploads to atari.archive.umich.edu and had
>some trouble getting a couple of them to run. I'm running on an 1040 STe,
>TOS 1.6, 4meg ram.
>
>In <2bfbdj$ig4@terminator.rs.itd.umich.edu>, Atari Archive Robot writes:
>> -rw-r--r-- lenn 296196 Oct 30 23:57 ./Ste/pacman_on_Es.lzh
>
>Great game! Even if you hate Pac Man, download this anyway. Very well done!
>One bug: I can't find any way to exit from the game short of powering off the
>computer. **Not** very nice.
>
>> -rw-r--r-- lenn 320976 Nov 1 19:10 ./Games/pushover.lzh
>
>Can't get this game to start. When I double-click on it, a song starts playing
>on a completely blank screen. And, nothing more happens. I can hit the space
>bar at any time and the program quits and returns to the Desktop. For 320k,
>you'd think that there is more to this game than that. :-)
>
>> -rw-r--r-- lenn 95104 Nov 1 19:10 ./Games/prens.zip
>
>Don't understand how this game works. I press fire to start the game up. A
>grid comes up. My player appears in the top left-hand corner, but is destroyed
>in less than 1 second by some sort of force field which also appears in the
>top left-hand corner. No matter what I do with the joystick, I always die.

This happened to me...I copied all the files to the a floppy and ran it from the floppy just fine. Not a bad game.

Bob Erkamp A L B E R T A
--> It Could Happen <-- R E S E A R C H
erkamp@arc.ab.ca C O U N C I L

1474. 1040ST motherboard wanted

Newsgroup: comp.sys.atari.st
Date: 1993-11-09 00:03:45 UTC
From: braner@newton.emba.uvm.edu
Message-ID: <1993Nov9.000345.5054@emba.uvm.edu>
Source record: 198843

If anybody's got a 1040ST they'd like to get rid of,
please tell me. I only need the motherboard, so if you
have one with a blown power supply or disk drive, or
with a broken case or keyboard, that's fine. I'll buy
a whole CPU unit, though, as long as it's cheap. Thanks!

- Moshe
--

Moshe Braner braner@emba.uvm.edu
47 McGee Road, Essex, VT 05452 (802) 879-0876

1475. Re: Magix versus Multitos

Newsgroup: comp.sys.atari.st
Date: 1993-11-09 00:10:10 UTC
From: stewart@titan.ucs.umass.edu
Message-ID: <2bmn52$fm1@titan.ucs.umass.edu>
Source record: 198842

In article <BRARDA-081193175443@128.141.55.213>,
Lo&#65533;c BRARDA <BRARDA@VXCLIA.CERN.CH> wrote:
>
>Is there a [Geneva] distributor for the french market ?

As of yet, we have not arranged for a French version or distributor for Geneva.
We probably will in the near future, however.

Bob Stewart stewart@titan.ucs.umass.edu
Gribnif Software Phone: 10-6 EST (413) 247-5620
Customer Service FAX: (413) 247-5622

1476. Re: gulam

Newsgroup: comp.sys.atari.st
Date: 1993-11-09 01:31:33 UTC
From: swhatley@blkbox.COM
Message-ID: <CG7Awo.Jy8@NeoSoft.com>
Source record: 198849

t150315@lehtori.cc.tut.fi (Tamminen Eero) writes:

>I loaded my Gulam (old unix style shell) from sol.cs.ruu.nl.
>Example batch files that came with it doesn't work as they should.

[stuff deleted...]

>Does anybody know where I could get a correctly working copy of
>Gulam (you can use all it's features from GFA programs: mv,
>'microemacs' etc...) ?

> - Eero -

>Eero Tamminen # Man is a missing link between
>t150315@cc.tut.fi # an ape and a human being.

Is there a way to access Gulam features from GFA BASIC? I would like to
know! Please post answer.

Thanks,
Steven Whatley
email: swhatley@blkbox.COM

1477. Re: mail order houses

Newsgroup: comp.sys.atari.st
Date: 1993-11-09 01:48:50 UTC
From: rcollins@magnus.acs.ohio-state.edu
Message-ID: <2bmsu2$ip5@charm.magnus.acs.ohio-state.edu>
Source record: 198845

Mailorder Atari:

D & P Computer 1-800-535-4290

Toad Computers 1-800-448-8623

Micro Computer Depot 1-800-845-3070

Computer Studio 1-800-253-0201

Front line support for the Atari platform.

RAYMOND COLLINS

Signed --|Z|--
Master Z

1478. 1040 for sale

Newsgroup: comp.sys.atari.st
Date: 1993-11-09 01:51:30 UTC
From: pbr@carson.u.washington.edu
Message-ID: <2bmt32$fa8@news.u.washington.edu>
Source record: 198846

FOR SALE 1040f, spare drive, color monitor, 2400 baud modem, SMPTE interface with Hybrid Arts SMPTETRACK gold software. Emacs, tons of other software. Voiceeditors for Roland d50, Yamaha TX7, Oberheim MAT1000.

Make me an offer over $600.

1479. spinning platters and other such nonsense part II

Newsgroup: comp.sys.atari.st
Date: 1993-11-09 02:12:19 UTC
From: msteve@magnus.acs.ohio-state.edu
Message-ID: <2bmua3$iqr@charm.magnus.acs.ohio-state.edu>
Source record: 198848

Well, the last time I came to this group with a question it was about a single-sided drive which wouldn't stop spinning. I got great information...

Ironically, I have the exact opposite problem. I was gifted with a harddrive which won't spin when turned on. I was told that once I started spinning the drive, the mechanism would kick in, and keep the platter spinning, until the power turns off. The drive will work, but needs to be jump-started manually.

The drive is in a SH204 case and the drive is a Seagate ST-138N .

Question 1:
How would I go about manually spinning the drive?

Question 2:
How practical would it be to fix this problem. Since the drive motor can't start the drive, could the motor be replaced? I know that I will eventually replace the drive, but until then, is it feasable to temporarily fix it?

~^~^~^~~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^^^^^~^^~^~~^~^^~^~~^~^~^~~^~^~~^~^~^^~^~^~~~

Proud member of A.C.E.C |_ |_ |_ Michael Steve jr.
The Atari Computer Enthusiasts of Columbus |_ |_ |_ The sequel
|_ |_ |_
8bits, ST's, and Falcons /_ |_ _
/_ |_ _
Oh MY! |__ |_ ___

1480. Is there an archiver...

Newsgroup: comp.sys.atari.st
Date: 1993-11-09 02:26:28 UTC
From: rrice@netnews.upenn.edu
Message-ID: <160931@netnews.upenn.edu>
Source record: 198656

Hear ye, ye prrr--oo-gramming ty-ypes!

Ze French, with zeir magnifique archiver, ST Zip v. 2.30, are currently leading ze archiving world, n'est pas? Le interface, le compression--tres bon! But, we hear zat les Allegmaignes are still working on zeir trusty LHA software! Bon chance, Allegmaignes! BUT, ye overseas persons...I have ze one question:

(Stops insulting the continent of Europe)

Does anybody have an archiver that will turn an entire directory (say, a folder within a folder) into separate archives of the separate files as a single operation? I used to put dozens of files into single huge archives, and then one went bad and I lost the works. All a program would have to do is to strip the extenders from each filename (possibly with a query if there's a conflict) and present me with the finished archives at the end of the dull, repetitive work.

A note of explanation--quite literally hundreds of Atari Deluxe Paint block and art files, classified and divided into folders. I'd like to archive the lot of them, but must it be one-at-a-time, or all into a single big archive?? Well, French? Well, Germans? Anybody else brilliant out there?

Thank you!

rrice@mail.sas.upenn.edu

1481. Re: STORM problems...

Newsgroup: comp.sys.atari.st
Date: 1993-11-09 02:39:52 UTC
From: ETAT@delphi.com
Message-ID: <931108.77992.ETAT@delphi.com>
Source record: 198850

I didn't have any trouble getting Storm to run on my Mega2, however, when calling a IBM Pc bbs the Ansi Color didn't kick in.

1482. Re: text utility program wanted!

Newsgroup: comp.sys.atari.st
Date: 1993-11-09 03:27:45 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Nov9.032745.19747@bradford.ac.uk>
Source record: 198655

Hallvard Tangeres (hallvart@ifi.uio.no) wrote:

: I'm in search of an ACCessory that will allow me to access foreign characters and symbols
: that my keyboard doesn't have, without having to redefine the keyboard layout each time.

I have come across (and overcome) exactly this problem. There are, I
believe three possible solutions:-

1) If you only place the occasional extended character, the accessory
called EXTAKEY.ACC will do exactly the job you are looking for. I ftp'd
the latest version of this only a few days ago (probably from ftp.uni-kl.de).

2) Define a data file for DC-FKEYS which defines F1-F5 as \ accented
characters, Shift F1-F5 as / accented characters, CTRL F1-F5 as " umlaut
characters, etc etc. You can of course tailor this to your exact needs.
This is the method I currently use.

3) JAMES.ACC has this built in as one of its many useful features. It
allows you to get eg. / accented e by typing:
'e' followed by CTRL-/. This is the same with , ~ " \ / etc.
Reading the DOC gives good examples.

If you (anyone) wants, I will send them a UUE'd copy of my DCFKEYS.DAT
file with most foreign characters covered.

Steve Taylor. |||
Long Live / | \, if they don't shoot themselves in the foot.

1483. Re: Curved Text (Correct Posting!)

Newsgroup: comp.sys.atari.st
Date: 1993-11-09 03:27:51 UTC
From: Lexicor@world.std.com
Message-ID: <CG7GAG.JKt@world.std.com>
Source record: 198654

>I'm afraid your hard earned might fly off... but DA's Vektor only costs around
>1400 UKPounds...

Bad typo there :) it's 149 UK Pounds I would assume :), 1400 is a little
much is it not? *grin*

It really depends on your result and what you want to do, you can do REAL
3D Text and Morphing and Cycles, transformation, bnend and skew etc. also
with Chronos.....now are you looking for a pseudo 3D? or real 3D?

1484. Re: Trackball (Alfa Data TKB-MT-AC)

Newsgroup: comp.sys.atari.st
Date: 1993-11-09 04:54:03 UTC
From: aa728@Freenet.carleton.ca
Message-ID: <CG7KA4.Jos@freenet.carleton.ca>
Source record: 198657

In a previous article, aeg03@rrz.uni-koeln.de (Jan T. Kim) says:

>I recently bought a trackball made by Alfa Data, the type name is
>TKB-MT-AT. Unfortunately, it turns out that the ball itself as well as
>the axles for the x- and y-direction have smooth, hard surfaces, and
>they tend to slip past each other. This makes precise control of the
>mouse pointer quite difficult. Especially moving the mouse in a
>direction that has a small angle with respect to one of the axes is next
>to impossible.
>

Have you contacted the Alfa Data people about this? They may be able to
help. Of course they should _know_ about such problems with their
products. Of course, if no one has ever said anything...

Later
--
Blair Dean | aa728@freenet.carleton.ca | |||
Ottawa, Canada | bdean@hpb.hwc.ca | / | \ 4meg 1040 STe
o My opinion has been held over from a previous life time.
o It really pisses me off when I can't tell where people are from!

1485. Re: anon service (used to be: floppy-controller)

Newsgroup: comp.sys.atari.st
Date: 1993-11-09 05:08:12 UTC
From: aa728@Freenet.carleton.ca
Message-ID: <CG7Kxp.K0n@freenet.carleton.ca>
Source record: 198658

In a previous article, ekrimen@netcom.com (Ed Krimen) says:

>In article <142309Z08111993@anon.penet.fi> an36841@anon.penet.fi writes:
.
.
.
>
>>--
>>To find out more about the anon service, send mail to help@anon.penet.fi.
>>Due to the double-blind, any mail replies to this message will be anonymized,
>>and an anonymous id will be allocated automatically. You have been warned.
>>Please report any problems, inappropriate use etc. to admin@anon.penet.fi.
>
>Kinda strange your use of the anonymous service when you're looking to
>purchase something. Makes it difficult to reply directly via e-mail.
>--
>

S/he is a closet Atari owner. Too shy to proclaim his/her Atariness to the
world in this newsgroup. he he * :) *

Later
--
Blair Dean | aa728@freenet.carleton.ca | |||
Ottawa, Canada | bdean@hpb.hwc.ca | / | \ 4meg 1040 STe
o My opinion has been held over from a previous life time.
o It really pisses me off when I can't tell where people are from!

1486. Re: GFA for a PC? (Was: Re: GFA and Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-11-09 07:17:54 UTC
From: schaerer@isi.ee.ethz.ch
Message-ID: <CG7qxv.LMH@bernina.ethz.ch>
Source record: 198659

John Hutchinson (hutch@bellman.lanl.gov) wrote:
: Well by _my_ account, GFA for Windows is a very powerful language and the
: ONLY BASIC for PC's that you can create DLL's with! GFA for DOS is OK, but
: not as good as GFAW. Both GFA products suffer from poor documentation.
: Visual Basic has a very nice (spiffy!) GUI design tool but the language
: itself is weak.

What is a DLL? What is better with GFAW? What is the weakness of Visual-Basic
against GFA-Basic? Can you tell something more. I think it is interesting
for much programmers.

MfG Thomas

1487. vertical mayhem (was WOW - Falcon Games...)

Newsgroup: comp.sys.atari.st
Date: 1993-11-09 08:29:41 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <2bnkdl$3f5@vishnu.jussieu.fr>
Source record: 198660

The game works fine, and is very good. BUT, you may have problems while trying to launch it : M.GRIFF - the author - forgot to get enough memory for the screen (xbios((int) 5, (long) 0, (long) 0, (int) 3, (int) 0x23) is MUCH better than xbios(88,0x23) without malloc & setscreen first !!!!). So, to play with this game, you must first choose a resolution which need at least 64 Kb of memory (320x200x256,640x200,16,320x200xTC,640x200xTC,etc...)

Have fun !


```
_____________________________________________________________________________
- -- -------_______ Marc BOURLON
__________ o\\__ Universite Pierre et Marie Curie
__/ _____\ Paris 6
__________/ _____/ ` DESS de Genie Logiciels Applicatifs
_ ____ __________ __
__// /_/__
/__ \ __ E-mail: bourlon@gla.ecoledoc.ibp.fr
// \\\ /_/ /
V /// ____
Z/ /___/
```

1488. Hi-speed JPEG viewer for the Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-11-09 08:58:36 UTC
From: oldcornd@cs.man.ac.uk
Message-ID: <1993Nov9.085836@cs.man.ac.uk>
Source record: 198661

I'd like to announce the availability of JPEGV, the Volume 11 Software Development JPEG viewer. This comes in two forms, 030 and DSP versions. Both are written to take full advantage of the Falcon's video hardware. The 030 version is entirely public domain, and can be copied without restriction. The DSP version is NOT, and can be obtained for five pounds from the address given in the program.

A speed comparison: on a colour JPEG about 640x320-ish:
030 version: 13.2 seconds
Another available DSP viewer: 10.3 seconds
V11 DSP version: 5.04 seconds

On large files the DSP version is relatively slightly faster because of the 1s overhead on startup - for a 1700x1700 colour picture:
030 version: 3 minutes
Another DSP viewer: wouldn't load (too big)
V11 DSP version: 50 seconds

It can (theoretically... I've never actually seen one this size) handle pics up to about 2000x2000 - it can perform a supersampled zoom on very big pictures to allow them to fit in even a 4 Meg Falcon.

It's VGA capabilities are limited by the 320-wide restriction.

It should be available froms atari.archive.umich.edu and its mirrors. Please grab a copy, and copy it around as much as possible

Believe me it's impressive.

Dave Oldcorn (V11 software).

1489. Atari 520ST aquired, need information.

Newsgroup: comp.sys.atari.st
Date: 1993-11-09 09:29:10 UTC
From: falcor@netcom.com
Message-ID: <falcorCG7x0n.B91@netcom.com>
Source record: 198673

I just purchased and atari 520ST for real CHEAP.
Now, this has a few problems.
1. The mouse cable is broken. I can prolly put a new connector on it,
but, are new mice available anywhere?
2. The disk drive is broken. It's a MASTER drive clone of some sort.
Can I just put my IBM's 1.44meg floppy in there to test things?
Also, I don't expect HD support... all the software I have is on SS
disks.
3. Anyone want to make me an offer for the 520ST, 2 trays of blank disks,
(well, maybe not so blank...), and a SC1224 monitor?

Also, if and when I get this working, what is it good for other than
collecting dust?

-Howard J. Poe
falcor@netcom.com
hpoe@nyx.cs.du.edu

1490. Upload to a.a.u.e

Newsgroup: comp.sys.atari.st
Date: 1993-11-09 09:39:28 UTC
From: kuehn@math.uni-muenster.de
Message-ID: <2bnogg$pjh@obelix.uni-muenster.de>
Source record: 198663

I just uploaded a new version of my game traps to atari.archive.umich.edu.
It should show upo in a few days in to file traps12.zoo in the games dir.
For those who cannot wait, it is now in New :-) and it is already on
ftp.uni-muenster.de in the right place.

Have fun,
Ulrich

1491. Re: WOW - Falcon Games...

Newsgroup: comp.sys.atari.st
Date: 1993-11-09 10:12:00 UTC
From: andrew@minster.york.ac.uk
Message-ID: <752839919.12208@minster.york.ac.uk>
Source record: 198552

Has anyone managed to get MiniF1 to work? I ran the TOS program on my Falcon and it says something about not finding AES and leaves me with about 10k of free memory. I gave up after two tries.

-Andrew

1492. crossassembler z80

Newsgroup: comp.sys.atari.st
Date: 1993-11-09 10:35:18 UTC
From: geiger@sun1.rz.fh-heilbronn.de
Message-ID: <2bnrp6$73g@risc1.rz.fh-heilbronn.de>
Source record: 198662

```
i need a crossassembler for z80 processor on my atari st
on which ftp site in europe is it available?

Ralf Geiger (geiger@sun1.rz.fh-heilbronn.de)
```

1493. Re: Magix versus Multitos

Newsgroup: comp.sys.atari.st
Date: 1993-11-09 11:04:21 UTC
From: tskuenne@cip.informatik.uni-erlangen.de
Message-ID: <2bntflE5k4@uni-erlangen.de>
Source record: 198664

sanders@sci.kun.nl (Sander Stoks) writes:
>objects to using NVDI instead of the original Atari (slow) routines,
Well obviously because NVDI does not force the programmer to change his techniques. NVDI 2.5 for instance does provide some new features such as offscreen bitmaps. Now tell me how many hands you need to count the applications that take advantage of this feature.
Leaving out some minor changes the programmer can do absolutely the same under plain Atari VDI and for instance NVDI.
Concernung Multitasking AES this strategy won't fit.

Regards
Tommi

||| Thomas_Kuenneth@N.maus.de
/|\ tskuenne@cip.informatik.uni-erlangen.de
TT030 ...and nothing else...

1494. Buy ST FORMAT, Was: ST wordprocessors *summary*

Newsgroup: comp.sys.atari.st
Date: 1993-11-09 11:17:53 UTC
From: error@stack.urc.tue.nl
Message-ID: <2bnu91$rfu@tuegate.tue.nl>
Source record: 198665

jackson@phobos.sscl.uwo.ca (Peter L. Jackson) writes:

>>I would like to find a word processor (pd, shareware, or
>>reasonably priced commercial), for others in my family to use. The

Well it looks like ST FORMAT is giving us almost everything you or
anyone else will need (except for postscript). Wordflair on the
coverdisk, and with a cheap offer to upgrade to Wordflair II with Speedo
(which is the combination I use, and I am very happy with it).

SUmmary of Wordlflair functions.
GDOS support (Speedo/FSM in Wordflair II)
SUpport of both GEM vector graphics and IMG bitmap graphics
SPellchecker and good thesaurus
Extensive mailmerge facilities
Calculating in documents

SOrry for the commercial flavor of the post, but I thought that this
opportunity was too good for anyone to be missed.

Erlend, happy Wordflair user.
--
Erlend Nagel \ | / Phone: +31 73 123532
Technical writer... \|/ Address: J. Schofferlaan 9,
in 11 months... /|\ 5212 RE, Den Bosch,
I hope :-) / | \ the Netherlands.

1495. [Answer] Entering foreign language chars

Newsgroup: comp.sys.atari.st
Date: 1993-11-09 11:35:14 UTC
From: error@blade.stack.urc.tue.nl
Message-ID: <2bnv9i$ri0@tuegate.tue.nl>
Source record: 198666

hallvart@ifi.uio.no (Hallvard Tangeres) writes:

>an ACCessory that will allow me to access foreign characters and symbols
>that my keyboard doesn't have

>an ACCessory where I could get an ACII table and use my mouse pointer to
>get those special characters that my keyboard doesn't have.
>Is there such a program available (preferrably in the Public Domain)?

I use a program that does something like this all the time, but easier.
It only gives the foreign language characters, not the entire ascii
table. The name of the program is accnt206.lzh (I think it is on
ftp.cs.ruu.nl , at least I sent it there (to Ate)).
It comes with a handy cpx so it does not take an accessory slot. It is
extremely reliable. I have yet to find a program that does not work with
this installed. And should you encounter such a program, via the control
panel you can easily disable the program.
This is the way it works. YOu type the alt key and some other key, like
alt ^ and then the character you want the circumflex above. Or type
alt , and then the c to get a c cedille. Or alt ' and an e to get an e
with the forward pointing accent. Alt ! and alt ? will give the upside
down exclamation mark and question mark from SPanish.
You can also use the CPX to switch on another feature which is built-in
in TOS 2.06 but not present on earlier versions. With my TOS 1.4 I can
still have this feature. With this function you can type *ANY* character
using the alt key and the number keys on the numeric keypad. E.g. if you
hold alt down and type 65 on the numeric keypad you get an a (did I get
the ASCII code right?). For this last trick you need either a good
memory or you take the Atari manual and look up the numbers of the
character codes. But probably you will mostly only use the alt ' and alt
` etc. codes.

If you cannot find the program give me a hint and I'll send it. It is a
must have for every Atari User.

Erlend.
--
Erlend Nagel \ | / Phone: +31 73 123532
Technical writer... \|/ Address: J. Schofferlaan 9,
in 11 months... /|\ 5212 RE, Den Bosch,
I hope :-) / | \ the Netherlands.

1496. Re: Atari ST(E)uff for Sale!

Newsgroup: comp.sys.atari.st
Date: 1993-11-09 11:49:18 UTC
From: c2sgy@dmu.ac.uk
Message-ID: <1993Nov9.114918.1752@dmu.ac.uk>
Source record: 198667

```
FOR SALE: Atari 520STE Computer (1 meg RAM)
JVC style Atari SC1224 monitor excellent condition
about 30 magazine cover disks
about 400 game disks (ok, most are pirated, so sue me)
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

Print up your name and address and I'm sure there will be some takers ...

--
Simon
c2sgy@dmu.ac.uk
```

1497. Packers...

Newsgroup: comp.sys.atari.st
Date: 1993-11-09 12:25:39 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Nov9.122539.10177@bradford.ac.uk>
Source record: 198670

I just wondered if anyone else had had/overcome the following problem, which occurs on most packers (Sentry,Ice,Jam,Atomik etc.) and also MegaDepack, when you try to save the packed/unpacked file back to its original filename automatically. It happens even more when you use a wildcard (? or *) in the selection line.

The problem is that the program saves the packed file back onto the disk, but then packs it again and again and again, because it still matches the given mask. This usually results in a number of files of the same name appearing in the directory, which can fortunately be deleted.

Steve Taylor. |||
Long Live / | \, if they don't shoot themselves in the foot.

1498. Re: 800x600?

Newsgroup: comp.sys.atari.st
Date: 1993-11-09 12:28:06 UTC
From: seibert@Informatik.TU-Muenchen.DE
Message-ID: <1993Nov9.122806.6272@Informatik.TU-Muenchen.DE>
Source record: 198668

In article <H.eg.SyGyXBiS94c@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
|> In <1993Oct28.152745.4782@arizona.edu>, Jeff Diamond writes:
|> > Just a quick point towards those people complaining that UNIX would be untolerable
|> > under Blow Up's 800x600x256 color mode... What's wrong with UNIX under
|> > 1280x960x16 color mode? I've noticed that the pixels are so fine, that a 16
|> > color dithered picture is indistinguishable from the 256 color version, just as
|> > 640x480x256 color is virtually indistinguishable from TC.
|> > (Honest... I've seen it with my own eyes)
|>
|> What's the scan rate? If it's not at least 72Hz and non-interlaced, I
|> really don't want to be staring at it for too long. That might be fine
|> for looking at pictures, but not for working...

I always work with 1024*768 103Hz inerlaced ... on big CDK files, letters,
bills ... and its fine.

--
==========
seibert@informatik.tu-muenchen.de ist
Ewald Seibert, Herschelstr.1 85057 Ingolstadt, 0841-86480
Dont't blame ATARI for things, the GURU told you from the ARABIAN NIGHTS

1499. Re: Is there an archiver...

Newsgroup: comp.sys.atari.st
Date: 1993-11-09 12:33:19 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Nov9.123319.10720@bradford.ac.uk>
Source record: 198671

Rob S. Rice (rrice@netnews.upenn.edu) wrote:

a load of bollocks, followed by...

: Does anybody have an archiver that will turn an entire directory
: (say, a folder within a folder) into separate archives of the
: separate files as a single operation? I used to put dozens of
: files into single huge archives, and then one went bad and I lost
: the works. All a program would have to do is to strip the
: extenders from each filename (possibly with a query if there's a
: conflict) and present me with the finished archives at the end
: of the dull, repetitive work.

It sounds to me like what you actually need is a packer, rather than an archiver. There are dozens of these around, doing much the same job. I actually use Sentry Packer, having found it the most compatible of all those I have tried, but I know many other users who are using all the other packers quite happily. Some of the other ones are:-

Jampacker, Pack Ice, Atomik Packer, Automation Packer, PFXPAK, Pompey Packer, etc. (I must have forgotten loads)

Steve Taylor. |||
Long Live / | \, if they don't shoot themselves in the foot.

1500. Re: Magix versus Multitos

Newsgroup: comp.sys.atari.st
Date: 1993-11-09 12:35:26 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <CG85n3.9oK@hpbbrd.bbn.hp.com>
Source record: 198513

Harald Schoenfeld (mppi76@cd4680fs.rrze.uni-erlangen.de) wrote:
> And the reason for using the other oS versions?
>
> - It's faster - ok that's true - but is it so important? Isn't MTOS fast enough
> on TT/Falcons?. Should ATARI really use an OS for the next years that works
> fine on an 260ST instead of one that works good on an TT/Falcon?

I don't like this particular kind of reasoning. System software should
always be ultra-fast, regardless of the machine type. I really like
what MiNT/MTOS offer me, and I use MTOS even on my 8 MHz Mega, but
I'd really like to see a 2- to 3-fold speed increase even on my TT.

> - It allows bad programmed programs to work. So instead of changing the
> bad programs and using Gem-like programs one changes the OS. Very sensible!

MiNT also is full of hacks that allow old-style or bad-mannered programs
to work. I wouldn't count this as a specific con regarding MagiX!.

> And the consequences are clear: Whatever ATARi implements to MTOS in the
> next years: No program will use it as the development in the ATARI
> community is stopped by incompatible OS versions like Magix and Geneva.

I think the whole problem will settle down once it is clear whether
Atari will be successful with the Jaguar project or not. If they are,
they will be able to hire new people for systems programming
and free Eric of his Jaguar support tasks. Then we will probably
see major steps in the TOS development, and MagiX! won't be able
to follow. (Well, maybe the Behne/Kromke team *can* follow - fine
with me!)

Personally, I'd like to see a merger between MTOS and MagiX! -
MTOS with the speed of MagiX would make a killer OS!

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>--

1501. PGP 2.3A Help for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1993-11-09 12:51:32 UTC
From: mclambl@eoas1.pafb.af.mil
Message-ID: <9311091251.AA01322@eoas1.pafb.af.mil>
Source record: 198672
Cross-posted to: comp.sys.atari.st,alt.security.pgp

I recently FTPed pgp23ab.lzh from ftp.tu-clausthal.de. I've read all the docs and tried setting up the config.txt file. The problem is that when I select pgp.ttp the program won't load and I'm returned to the desktop. I've tried entering kg, -kg, and pgp -kg into the parameters dialog box. I've also tried h, -h, and pgp -h with no luck.

Any help or suggestions would be appreciated. If there is an atari specific doc file out there it wasn't included in the archive.

Follow-up to E-mail please.

Thanks again

Lee | mclambl@eoas1.pafb.af.mil

1502. Atari ST+HD For Sale

Newsgroup: comp.sys.atari.st
Date: 1993-11-09 13:19:07 UTC
From: bmaraldo@watserv1.uwaterloo.ca
Message-ID: <CG87nw.1oI@watserv1.uwaterloo.ca>
Source record: 198677

Atari 520ST upgraded to 1M with an external DS drive and SM124 mono monitor:
asking $170US

Quantum 85Mb Hard Disk complete in case (complete = drive+controller+power
supply+case+cable)
asking $150US

brett maraldo

--
-------- Unit 36 Research ---------
"Alien Technology Today"
bmaraldo@watserv1.UWaterloo.ca
{uunet!clyde!utai}!watserv1!bmaraldo

1503. Re: Atari Falcon Forsale

Newsgroup: comp.sys.atari.st
Date: 1993-11-09 13:21:55 UTC
From: gc85@hrz.uni-giessen.de
Message-ID: <CG87sJ.DGM@muster.hrz.uni-giessen.de>
Source record: 198674

In article <A36406@AC.maus.de>, Arne_Rudolph@ac.maus.de (Arne Rudolph) writes:
|> In article <A37043@K0> Anthony Reeves wrote:
|>
|> A>: In article <2aqfd6$lm2@news.delphi.com>, bryedewa@news.delphi.com
|> A>(BRYEDEWAARD@DELPHI.COM) writes:
|> A>: >
|> A>: > For Sale:
|> A>: > =========
|> A>: >
|> A>: > Atari Falcon030 Computer
|> A>: > - 4 megs RAM
|> A>: > - TOS 4.04
|> A>: > - 120 MEG quantum internal IDE hard drive
|> A>: > - All original packaging, manuals, software
|> A>: >
|> A>: > Purchased: May 1993
|> A>: >
|> A>: > Asking $950 plus shipping.
|> A>: >
|> A>: > Email to: BRYEDEWAARD@DELPHI.COM
|> A>: >
|> A>
|> A>: No thanks. I can get a new 040 Mac LC475 for $848.00
|> A>
|> A>
|> A>: Peter Sinclair-Day
|> A>: Univ. of Northern Iowa
|> A>
|> A>: >
|> A>
|> A>No thanks, I can get new 386/33 for $699
|>
|> No thanks, I can get a new C=64 for $169
|>
|> Ciao,
|> Arne

No thanks I can get an ZX81 slightly used for $20

Ciao Konstantinos XONIS

1504. Re: text utility program wanted!

Newsgroup: comp.sys.atari.st
Date: 1993-11-09 13:22:00 UTC
From: axel_johannesson@p2.troed.ct.se
Message-ID: <2cdfa11a@p2.troed.ct.se>
Source record: 198766

In a message of <08 Nov 93 20:44:03>, Hallvard Tanger.s writes:

> From: hallvart@ifi.uio.no (Hallvard Tanger.s)
>
> It would be nice to have an ACCessory where I could get an ACII table
> and use my mouse pointer to
> get those special characters that my keyboard doesn't have.
> Is there such a program available (preferrably in the Public Domain)?
>
> Hallvard Tangeraas, Oslo, Norway

Harlekin 3.04; the Danish miracle, not PD/SW but an excellent accessory...
...has everything you want and much more. Keep the money in Scandinavia and buy
it through:
Indigo 2
Montanagade 29E
DK-8000 Aarhus C
tel. (+45)86 20 16 55
fax. (+45)86 20 12 04
PG Norway: 1 99 56 04
Harlekin 3: 556 DKK

"""
.... knifmelti ....
. .
. axel_johannesson@p2.troed.ct.se .
. Haessleholm, Sweden .
. .
.... the cut of a northerner ......

1505. Re: Pure Pascal Demo.....

Newsgroup: comp.sys.atari.st
Date: 1993-11-09 13:34:34 UTC
From: gc85@hrz.uni-giessen.de
Message-ID: <CG88DM.9MK@muster.hrz.uni-giessen.de>
Source record: 198675

In article <2bc9rb$5r6@news.dmpe.CSIRO.AU>, karlm@highett.mel.dbce.csiro.au (Karl Meyland) writes:
|> Anyone remember where the demo of Pure Pascal is? I had a copy of the one with
|> the demo programs, etc., but somehow killed it, and have to get a new copy. I
|> managed to get the earlier version with no demo files, etc. But I would much
|> rather the new version. Anyone know where it is?
|>
|> Thanx!
|>
|> Karl.
|>
|> BTW I think it was on a site in Germany ....
|> --
>	Karl Meyland CSIRO Division of Building, Construction and Engineering
>	Post Office Box 56, Highett, Victoria, Australia 3190
>	Internet: karlm@mel.dbce.csiro.au
>	Work: +61 3 252 6222 Fax: +61 3 252 6244 Home: +61 3 853 9622
you can get it from
ftp.uni-paderborn.de
I think its somewhere in the /atari/lang/ subdirectories, best you can do is
to get the INDEX file in /atari/ and look for "Pure" to find the correct location

Hope this helps !

Ciao Konstantinos XONIS
(XAKChaos of XAK-Design Wetzlar FR Germany)

1506. ataridsk.zip

Newsgroup: comp.sys.atari.st
Date: 1993-11-09 13:34:43 UTC
From: ae-a@minster.york.ac.uk
Message-ID: <752852082.16493@minster.york.ac.uk>
Source record: 198553

I have tried uploading a program from atari.archive.umich.edu
called ataridsk.zip This program is suposed to let PCs read ST disks that
have not been formatted to be read by PCs.
Even when I list the directory from the ftp arhive, it is only 47 bytes
long. Is this supposed to be so. I have tried unzipping it, and it sais that
part of the file is missing.

Does anyone have a complete version of the file, and does anyone know
if it lets you read non standard disks on PCs (eg more than 9 sectors
or more than 80 tracks)

1507. Re: Falcon040

Newsgroup: comp.sys.atari.st
Date: 1993-11-09 13:38:52 UTC
From: gc85@hrz.uni-giessen.de
Message-ID: <CG88Ks.9Iq@muster.hrz.uni-giessen.de>
Source record: 198676

I think up to now it is to be declared a roumour, that ATARI will
release a F040 in the next 6 months. Although it would be very nice !

I like to see a machine with external keyboard !!
(thats for you at Sunnyvale ;-))

Bye
Konstantinos XONIS
(XAKChaos of XAK-Design Wetzlar FR Germany)

1508. Atari floppy controller

Newsgroup: comp.sys.atari.st
Date: 1993-11-09 13:59:55 UTC
From: falcor@netcom.com
Message-ID: <falcorCG89Jv.56G@netcom.com>
Source record: 198678

I posted earlier about my 520ST not having a working floppy.
I don't have much experience with the ST series, so I don't know whether
the system accesses the disk drive or not when the system powers up.
I have tested the circuit board and drive cable that I have, and they check
out. Does the floppy drive in an external enclosure need to be set to any
particular drive number? The 1.44meg I was using to test was set to drive 1.
Also, the Chinon stock disk drive from the MASTER enclosure doesn't light up
either with the system powered up. So, do I have a blown floppy controller?
If so, does anyone know where I can get the chip cheap?
I realize when I replace it, I should socket it. =)
-Howard J. Poe
falcor@netcom.com
hpoe@nyx.cs.du.edu

1509. Re: QWK offline newsreaders

Newsgroup: comp.sys.atari.st
Date: 1993-11-09 14:27:11 UTC
From: Hurn@cup.portal.com
Message-ID: <95272@cup.portal.com>
Source record: 198683

a09651@giant.rsoft.bc.ca (Robert LeBlanc)
writes:

>A friend of mine has asked me to look around on the net for
>recommendations about QWK offline message readers for the ST. Does
>anyone know of any such beasts they'd be willing to recommend?

>Thus far I've managed to find only two: Mountain QWK and Captain's
>QWK. I've heard rumours about one called "Maximiser" or somesuch, but
>are there others out there? He's not terribly concerned whether these

Well, I've tried every one I could get my hands on, and most of them
couldn't handle the QWK packets from IBM systems. MMST, Maximiser and
Mountain QWK either couldn't load them or bombed. I found that v.2.2
of Captain's QWK _will_ work, but woe betide you if you want to delete
or edit a reply once it's been saved. I watched in horror as the BBS
informed me it was tossing 9 replies when I had deleted 4 of them.
Sleazy (and doubly embarrassing since I moderate that particular echo).

I now use SLMR or OLX while running PC Ditto (slow but reliable). Wish
I knew of other options.

- Nancy hurn@cup.portal.com

1510. Re: Re:ATARI _DROPS_ THIER COMPUTER LINES!

Newsgroup: comp.sys.atari.st
Date: 1993-11-09 14:28:24 UTC
From: PostMaster@barclays.co.uk
Message-ID: <CG8AvC.2sw@barclays.co.uk>
Source record: 198680
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Nov4.153133.19594@mks.com>, ignac@mks.com (Ignac Kolenko) writes:

|> btw: anyone have any concrete sales figures as to how many Falcon's are in
|> the hands people in the world?? any big name software houses doing any
|> software development for it??
I keep hearing numbers around 15,000 which isn't very much but better than nothing! FWIW, Hisoft, in a magazine article recently said something to the effect that they know exactly how many Falcons have been sold and they are happy to support it based on those figures. They certainly have a lot out/on the way at the moment.

--
+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

1511. I don't C a SHIP!!!

Newsgroup: comp.sys.atari.st
Date: 1993-11-09 14:38:44 UTC
From: c-hjr@math.utah.edu
Message-ID: <C-HJR.93Nov9073844@solitude.math.utah.edu>
Source record: 198679

I have a request of the programmers out there. Would someone *please*
(pretty please, with a falcon on top) compile ship on an atari? I
have looked all over for a ship program, but to no avail. I can't
be the only one who wants ship/unship can I?

Jeff Healey

1512. Re: Downloading From Unix

Newsgroup: comp.sys.atari.st
Date: 1993-11-09 15:29:44 UTC
From: PostMaster@barclays.co.uk
Message-ID: <CG8DpK.3vB@barclays.co.uk>
Source record: 198681
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
In article <1993Nov4.170507.5016@nosc.mil>, healy@nosc.mil (Mike Healy) writes:
|> What's wrong with kermit? Are you running it in
|> binary mode? I use kermit all the time from
|> Suns and Vaxes running Unix.
|>
|> Mike Healy
|>
|> healy@nosc.mil
He only has x-modem according to his post.

--
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-----------------------------------------------------------+
```

1513. Re: Atari ST(E)uff for Sale!

Newsgroup: comp.sys.atari.st
Date: 1993-11-09 16:07:30 UTC
From: asmith@zero.cypher.com
Message-ID: <1993Nov9.160730.27969@nuchat.sccsi.com>
Source record: 198684

In article <1993Nov9.114918.1752@dmu.ac.uk> c2sgy@dmu.ac.uk (SG Yardley) writes:
>FOR SALE: Atari 520STE Computer (1 meg RAM)
> JVC style Atari SC1224 monitor excellent condition
> about 30 magazine cover disks
> about 400 game disks (ok, most are pirated, so sue me)
> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>
>Print up your name and address and I'm sure there will be some takers ...

Aha.. well that's why I'm posting it for a friend. No, actually he does not
have Usenet access.

--

□□□

1514. USR modem for sale

Newsgroup: comp.sys.atari.st
Date: 1993-11-09 16:37:43 UTC
From: 59044898T@servax.fiu.edu
Message-ID: <CG8Guw.93q@fiu.edu>
Source record: 198751

Us Robotics Courier HST 14.4k with v.42 bis for sale. $250.

1515. AtariWorks

Newsgroup: comp.sys.atari.st
Date: 1993-11-09 16:52:28 UTC
From: d3hq@jupiter.sun.csd.unb.ca
Message-ID: <1993Nov9.165228.10239@jupiter.sun.csd.unb.ca>
Source record: 198682

I am presently using WordPerfect, WordFlair and LDW Power as
my document processing tools, what does AtariWorks have to
offer me that these packages can not? Is Speedo GDOS better
than FSM GDOS?

1516. Re: CPS > 960 with MinT

Newsgroup: comp.sys.atari.st
Date: 1993-11-09 17:00:30 UTC
From: Jan_Willekens@p12.f202.n281.z2.fidonet
Message-ID: <2cdfcd0d@p12.f202.n281.z2.fidonet>
Source record: 198711

In a message of <Mon 8 Nov 93 14:00>, Akinobu Watanabe (2:281/202.0)
writes:

AW> As the title sais, is it possible to get more tham 960 cps on a
AW> 'stock' ST under mint? If so, HOW?

Try FSER096 (Auto folder program with it's own serial routines) and CoNnect
2.20 (also shareware). My CPS rates are only a few digits lower than under
normal TOS. (using a TT, reaching 2230CPS at 19k2).

Greetings... - Jan -
FidoNet: 2:281/202.12 InterNet: jan@nextjk.wlink.nl

--- ZapMail 1.32
* Origin: Gate's favourite pet is a turtle... (2:281/202.12)

1517. JAGUAR.GIF

Newsgroup: comp.sys.atari.st
Date: 1993-11-09 17:02:08 UTC
From: sebestyenzol@ludens.elte.hu
Message-ID: <1993Nov9.180208.866@ludens>
Source record: 198692

I've heard about a picture called JAGUAR.GIF showing the Atari Jaguar.
I kindly ask anybody possessing the picture to e-mail it to me. My e-mail
address is : szoli@tomx.elte.hu .

Thanks in advance
Zoltan Sebestyen

1518. Re: Atari 520ST aquired, need information.

Newsgroup: comp.sys.atari.st
Date: 1993-11-09 17:23:47 UTC
From: mrsma@uno.edu
Message-ID: <1993Nov9.172347.9986@cs.uno.edu>
Source record: 198691

FALCOR@NETCOM.COM WRITES:

ALSO IF AND WHEN I GET THIS WORKING (ST), WHAT IS IT GOOD FOR OTHER
THAN COLLECTING DUST?

USE IT TO CONNECT TO A MAINFRAME.
ALSO I HAVE AN EXTRA MOUSE IF YOU ARE INTERESTED.

1519. Storm

Newsgroup: comp.sys.atari.st
Date: 1993-11-09 17:32:56 UTC
From: EMERSON_EMI@bdt.COM
Message-ID: <CG8JEx.H8q@bdt.com>
Source record: 198699

I wrote a note to Alan and he said
that ALL systems regardless of what type of modem must use a flow control
patcher or else it doesn't work.

NOTE::::::It won't work with 1.2 and HSMODEM1, works great with serfix2.0
though..
/s

1520. Re: Atari Works, SpeedoGDOS, and Word Perfect 6.0 fonts

Newsgroup: comp.sys.atari.st
Date: 1993-11-09 17:34:39 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <122441@hydra.gatech.EDU>
Source record: 198690

In article <CG65C1.2q9@cs.bham.ac.uk> C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:

>I have the WP 6.0 font pack also, and Speedo hangs whenever any of the >Geometric Slabserif faces (aka Rockwell) are selected, also one of the >Freehand faces hangs. It isn't Works, it is SpeedoGDOS (I wrote a >small program to test it).

I originally posted this query. I have since resolved the problem. Since my Mega STE doesn't have an AJAX (but it does have a HD drive), I decided it was safest to transfer the files to DD disks via my PC. This seems to be the source of my problem. I decided to let my WD1772-02 heat up a little by copying the HD disks. Several font files on disk #2 wouldn't copy (disk error reported). All fonts that did copy worked. I am going to call Bitstream to see about getting a replacement disk.

Interestingly, the fonts mentioned are the very ones I was having trouble with earlier.
--
Opinions expressed are my own.

1521. Re: Wanted: Deskjet Driver for GCR

Newsgroup: comp.sys.atari.st
Date: 1993-11-09 17:48:51 UTC
From: moebius@apoll
Message-ID: <1993Nov9.174851.1456@olymp.informatik.uni-bonn.de>
Source record: 198695

Jeffrey A. Kreth (jkreth@lonestar.utsa.edu) wrote:
: In article <2b3u1j$r1l@vixen.cso.uiuc.edu> wmagro@baron.ncsa.uiuc.edu (William Magro) writes:
: >Dirk Moebius (moebius@apoll) wrote:
: >: Hello there!
: >
: >: I'm searching for a HP Deskjet-driver for the Spectre GCR. The original
: >: DeskWriter driver from Macintosh doesn't work (system hangs up).
: >
: >: Thanks in advance,
: >
: >The DeskWriter is a different beast entirely, so its drivers will never
: >work with a deskjet. Deskjet speaks HP laserjet language; deskwriter
: >speaks quickdraw.
: >
: >Ftp to a mac site and download the deskjet drivers by Ollie Arnxxx and
: >another guy, whose name I remember even less. It is at version 3.0
: >and works with almost all software. You can search for it in archie
: >using DJ3.0 as a search pattern I believe. If you get really desperate
: >and can't find it, mail me. I will point you to a site.
: >--
: >William Magro NeXTMail welcome
: >wmagro@uiuc.edu

: Or if it REALLY gets bad, e-mail me, and I'll send you the driver on a floppy
: disk. I use it. It's great.

Does anybody know the exact location of this printer driver.
Archie is one of the many things I'm not allowed to do here.

--
Dirk Moebius | this space intentionally
moebius@athene.informatik.uni-bonn.de | left blank

1522. Looking for educational software at FTP sites

Newsgroup: comp.sys.atari.st
Date: 1993-11-09 18:16:13 UTC
From: foreilly@ccvax.ucd.ie
Message-ID: <1993Nov9.181613.52580@ccvax.ucd.ie>
Source record: 198757

Hi ST-ers,

I need to know if there's any educational software out there on FTP
sites for the 3 to 6 year old bracket. You know, reading, mathematics,
that sort of stuff.
I'm looking specifically for software that runs on 520st or 1040st.

If there's enough replies, I'll post the list.
Oh, and please reply to my e-mail address rather than posting.

Thanks in advance,

Fran O'Reilly
University College Dublin
Ireland

foreilly@ccvax.ucd.ie

1523. Re: mail order houses

Newsgroup: comp.sys.atari.st
Date: 1993-11-09 18:44:09 UTC
From: dsb@duke.cs.duke.edu
Message-ID: <752870648@amazon.cs.duke.edu>
Source record: 198696

From the Holy Book of <1993Nov8.154815.19084@cobra.uni.edu>
as spake by sinclap2954@cobra.uni.edu :
>In article <2blvcd$4a3@news.u.washington.edu>, quaver@stein3.u.washington.edu (rick phillips) writes:
>> I haven't a clue as to the best mail order houses.. [...]
>> Can someone post a few numbers for me?

>How about MacConnection, MacWarehouse and MacZone. All have over night
>shipping for $3.00 on any item and or order.

They sell Atari stuff now? Man, I'd heard about the corporate shakeup
at Apple, but I had no idea things were _that_ bad... ;)

-sbigham
--
Scott Bigham | (-: (-: (-: (-: (-: :-) :-) :-) :-) :-)
dsb@cs.duke.edu | This Article is Smiley-Captioned(tm)
| for the Humor-Impaired
| (-: (-: (-: (-: (-: :-) :-) :-) :-) :-)

1524. Re: Virus

Newsgroup: comp.sys.atari.st
Date: 1993-11-09 19:09:10 UTC
From: ps1908@scitsc.wlv.ac.uk
Message-ID: <2bopsm$45b@scitsc.wlv.ac.uk>
Source record: 198698

wells_s@ix.wcc.govt.nz (Steve W) writes:

>Could one of the virus-killer writers contact me, as I've found one
>that nothing I have can identify (UVK thinks it is a harmless MS-DOS
>disk, but MS-DOS compatible disks don't copy boot-sectors onto other
>disks). I have isolated the code into a file. It *may* mutate, but
>I haven't done sufficiant tests on that yet as my virus-killer I was
>using for the job (Chasseur 2 which is good for this type of thing),
>was destroyed when my ^&*(% disk corrupted! (Moral - Backup!)

>Are there any recent *english* virus killers?

> /--\
> | I don't want no pickle - I just wanna ride my motorsicle! O O |
> | When all else fails - Cheat! o |
> | WELLS_S@KOSMOS.WCC.GOVT.NZ Wellington, New Zealand _/ |
> \-------------Master of Cheats/Hints/Tips - The Mercenary-------------/

May be the Beilstein(?) virus - imitates MSDOS boot sector, defeats even
'this disk is virus free' boot message type protection, 65k different mutants.

UVK v5.9(GB) knows and recognises all variants (cures/destroys).
:w
:f
:q
!
:w

UVK 5.9 (GB)

1525. Re: Wanted: Deskjet Driver for GCR

Newsgroup: comp.sys.atari.st
Date: 1993-11-09 19:16:25 UTC
From: moebius@apoll
Message-ID: <1993Nov9.191625.3895@olymp.informatik.uni-bonn.de>
Source record: 198775

William Magro (wmagro@baron.ncsa.uiuc.edu) wrote:
: Ftp to a mac site and download the deskjet drivers by Ollie Arnxxx and
: another guy, whose name I remember even less. It is at version 3.0
: and works with almost all software. You can search for it in archie
: using DJ3.0 as a search pattern I believe. If you get really desperate
: and can't find it, mail me. I will point you to a site.

O.K.,
I *GOT* the file at last,
CONVERTED it from atari to mac (luckily I got StuffIt),
INSTALLED it in the system folder (system 6.0.5) and...

it doesn't work!!

Just what do I do wrong? Is it the mac doesn't like me?
The mac starts printing, print... print... and is ready
and I got no pages of output. My print data went to nirvana.

Shall I sell it and forget the whole thing?

Dirk, very tired... :-(((

--
Dirk Moebius | this space intentionally
moebius@athene.informatik.uni-bonn.de | left blank

1526. Re: Trackball (Alfa Data TKB-MT-AC)

Newsgroup: comp.sys.atari.st
Date: 1993-11-09 19:37:00 UTC
From: jesper_kock@kockens.ct.se
Message-ID: <2cdff21a@kockens.ct.se>
Source record: 198767

In a strange ;-) little letter Jan T. wrote:

JT> From: aeg03@rrz.uni-koeln.de (Jan T. Kim)
JT>
JT> Hi folks,
JT>
JT> I recently bought a trackball made by Alfa Data, the type name is
JT> TKB-MT-AT. Unfortunately, it turns out that the ball itself as well as
JT> the axles for the x- and y-direction have smooth, hard surfaces, and

hhmm..There must be something wrong with your trackball..
I have a similar and it works great.. I never noticed the trouble's you
described.. Go to the shop and get a new one..

Grtz from Sweden:

```
_____________________________________________________________________
/______ | \
|( ST ) jesper_kock.@kockens.ct.se | "Old women should not |
| |____| | seek to be perfumed" |
|< oo > Wizard on -*-Kockens BBS-*- | |
| |\__/| | - Archilochus |
| \____/ ATARI ONLY +46-46-250256 | |
\_____________________________________|_____________________________/
```

1527. Falcon demo - Wed Nov 10/93

Newsgroup: comp.sys.atari.st
Date: 1993-11-09 20:29:02 UTC
From: daroloso@math.uwaterloo.ca
Message-ID: <CG8rKG.8K3@undergrad.math.uwaterloo.ca>
Source record: 198700
Cross-posted to: ont.micro,kw.micro,uw.sys.atari,comp.sys.atari.st

In November, the Kitchener-Waterloo Eight Sixteen Thirty-two (KWEST)
Atari user group will have a general meeting with the spotlight on
the Falcon.

Our 16-bit library currently has over 400 disks of public domain
and shareware software.
In addition, there will be our updated catalog disk and our
disk-of-the-month.
Our 8-bit library is also available at this meeting.

As well as our own newsletter "The Hard Copy", we will also give
attendees the October issue of AtariUser.

The group welcomes new members and visitors with
8-bits, 16-bits, or those just curious.

Meetings held at the University of Waterloo in the
Math & Computer Building.

Room opens at 7:00 pm. Meeting starts at 7:30 pm.

Wednesday, November 10, 1993
DCS Course Room, Room 2009 (2nd floor)

Call 725-2068 for more information.

Hope to see you there,
Dani Roloson

1528. STorm

Newsgroup: comp.sys.atari.st
Date: 1993-11-09 21:10:25 UTC
From: gbennett@friendly.sim.es.com
Message-ID: <2bp101$ur@cnn.sim.es.com>
Source record: 198752

Forgive me, for I have sinned. I forgot to write down the archive that contains the new terminal program STORM. Could someone please repost the archive name and where it's located in wuarchive?

Thanks in advance,

Greg Bennett
--

Greg Bennett A.K.A. 'The Friendly User' (.).) { Belgium! *}
gbennett@friendly.sim.es.com ^ '
Evans & Sutherland Simulation Division ___/

1529. Re: JAGUAR.GIF

Newsgroup: comp.sys.atari.st
Date: 1993-11-09 21:48:08 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Nov9.214808.15042@bradford.ac.uk>
Source record: 198753

sebestyenzol@ludens.elte.hu wrote:

: I've heard about a picture called JAGUAR.GIF showing the Atari Jaguar.
: I kindly ask anybody possessing the picture to e-mail it to me. My e-mail
: address is : szoli@tomx.elte.hu .

The only file like this I have found was in ftp.uni-kl.de and called
JAG_LOGO.GIF. It is just a red on black logo. I have converted this to a
full-screen PI1 file, mainly so that I can have it automatically displayed
by SUPERBOOT. I have uploaded the converted version and the original GIF
back to ftp.uni-kl.de, and called it JAG_LOGO.ZIP.

As a special treat, I will mail this ZIPfile to the writer.

Steve Taylor. |||
Long Live / | \, if they don't shoot themselves in the foot.

1530. Geneva and Cubase?

Newsgroup: comp.sys.atari.st
Date: 1993-11-09 22:51:09 UTC
From: glennd@pioneer.arc.nasa.gov
Message-ID: <1993Nov9.225109.2815@news.arc.nasa.gov>
Source record: 198754

Has Geneva been tested with Cubase 3.0x? Does it work OK? Ideally, I'd like to run Cubase and X-oR, without putting either to sleep, so I can audition patches with X-oR while my Cubase sequence is running.

Also, given the revised (February) anticipated release date of Neodesk 4, is there any chance of getting Geneva now, and getting a "coupon" for Neodesk 4, such that the total is $100 (US) (the cost for the package deal)?

- Glenn

1531. Re: IMG to GIF converter?????

Newsgroup: comp.sys.atari.st
Date: 1993-11-09 23:16:54 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.941338@cix.compulink.co.uk>
Source record: 198755

In article <2bm8le$kor@holmenkollen.ifi.uio.no>, hallvart@ifi.uio.no (Hallvard Tangeres) writes:
>
>Is there a program for the ST that will allow me to convert .IMG pictures to .GIF?
>If there is, where can I find it?
>

ImageCopy 2 from The ST Club
2 Broadway
Nottingham
NG1 1PS
UK
+44 602 410241

Ofir ogal@cix.compulink.co.uk

1532. Re: Atari/stock prices/jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-11-09 23:16:56 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.941340@cix.compulink.co.uk>
Source record: 198756

In article <2bm5qj$824@vishnu.jussieu.fr>, bourlon@gla.ecoledoc.ibp.fr (Marc BOURLON) writes:
>Here is a bloody happy man, who knows what the future will be made of !!!
>I just think the best attitude is to wait and see. The fight Jaguar/3DO promises to
>be very interesting.
>

Please STOP responding to Sinclair.

Ofir ogal@cix.compulink.co.uk

1533. Re: JAGUAR.GIF

Newsgroup: comp.sys.atari.st
Date: 1993-11-10 02:15:27 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2bpirv$o0@darkstar.UCSC.EDU>
Source record: 198758

In article <1993Nov9.214808.15042@bradford.ac.uk> S.P.Taylor@bradford.ac.uk (S.P.Taylor) writes:
>The only file like this I have found was in ftp.uni-kl.de and called
>JAG_LOGO.GIF. It is just a red on black logo. I have converted this to a
>
>Steve Taylor. |||
> Long Live / | \, if they don't shoot themselves in the foot.
>
Actually, there is one called Jaguar.GIF that is a pic of the Jag itself with a pair of hands holding a controller. You might have seen it in one of the ads. I have this picture, but I seem to not be able to upload anything to my account! (STalker keeps getting NAK from server) if someone can help me with this, I'd be happy to mail it to anyone or upload it to a server...

~Chris

1534. Atari 1040STE and hard drive, printer, for sale

Newsgroup: comp.sys.atari.st
Date: 1993-11-10 03:11:27 UTC
From: Rob-G@cup.portal.com
Message-ID: <95315@cup.portal.com>
Source record: 198759
Cross-posted to: comp.sys.atari.st,misc.forsale,misc.forsale.computers.other

--- PLEASE DO NOT REPLY TO THIS MESSAGE! ---

My friend is selling his STE system for a Falcon...

Atari 1040STE
- 4 meg RAM
- AdSpeed STE 16 MHz accelerator
- Mouse, box, original manuals
- Near perfect condition
- $250 or best offer

Atari Hard Drive Setup
- Generic shoebox case & power supply (holds two 5.25" drives)
- Seagate ST-296N SCSI hard drive (less than 2 years old)
- ICD Advantage Plus Host Adapter w/clock
- Original disk and manual
- $150 or best offer

Epson Action Printer 3250
- 24-pin
- 120 cps draft
- 30 cps LQ
- A few years old, but still works well (he has a DeskJet now)
- $90 or best offer

Syquest 44 meg cartridge
- New, never used (bought cartridge, but bought a Syquest 105 instead)
- $40

Prices do not include shipping.

Please send Email to t.magee1@genie.geis.com, or for best results, call
him directly at 402-733-2848, ask for Todd.

--- PLEASE DO NOT REPLY TO THIS MESSAGE! ---

1535. Re: STORM auto-logon?

Newsgroup: comp.sys.atari.st
Date: 1993-11-10 03:14:38 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CG9ACF.5z2@sdf.lonestar.org>
Source record: 198720

To create logon macros in STorm, look through the files that end in .BAS. You'll have to load them into the interpretter either through the Load menu or by typing load and the filename at the ready prompt. Use List or the editor to view the text. You can also try HELP HELP at the Ready prompt and then HELP <topic> after that.

I don't like STorm for a few reasons. First, there are less options than the original Flash. Second, VT100 has some really bad bugs and there is no direct VT52 support, although you can force the system into using it.

The basic communications facilities just weren't worked on as well as the script language. I mean, its a full-fledged BASIC interpretter that doesn't eat alot of memory. The Basic is very nice, I just can't do enough VT100 to talk to the mainframe and can't dial the local ATARI BBSs without a hassle. The font is also proprietary and after FZDS and Calligrapher I'm tired of proprietary fonts. Programmers should NEVER bypass the OS. When hardware changes will STorm by updated constantly for every weird graphic card and such? Wouldn't it be best to use GDOS and then have access to Speedo and NVDI and ... and I'm rambling. I'm still using my little TOSWIN dumb-terminal. Connect is too expensive, but nice,

.

1536. Re: Magix versus Multitos

Newsgroup: comp.sys.atari.st
Date: 1993-11-10 04:01:32 UTC
From: warwick@cs.uq.oz.au
Message-ID: <16275@uqcspe.cs.uq.oz.au>
Source record: 198760

sanders@sci.kun.nl (Sander Stoks) writes:

>Geneva gets its extra speed by not having MiNT installed.

Indeed. I'm confused as to why MultiTOS minus MiNT isn't a co-operative
multi tasking system. Surely the AES in MultiTOS is exactly that.

Any explanations?

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library
/ * <- Computer Science Department, |||||| GEM++ = C++ GEM library
_.-._/ University of Queensland, _// || _ Both are Free Software
_____ v ___ Brisbane, Australia. ______ |_/ || _| ________________________

1537. QUESTIONS!

Newsgroup: comp.sys.atari.st
Date: 1993-11-10 04:12:35 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CG9D10.73z@sdf.lonestar.org>
Source record: 198721
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Is there a compiled version of MinTLIB 35 or higher? I only have source and most of the stuff compiled, I want everything pre-compiled.

What's a good (and SMALL) version of MicroEmacs to get? Is there anything friendlier that I might want to try?

Can someone tell me about Curses? I mean specifically how to use them with TERMCAP strings and such so I can write software that can use any terminal type?

Is there a termcap based window library?

Does anyone know how to make a persistent C++ object where the functions are also saved on disk, AND the object can be re-read by other programs which do not specfically understand that object (weren't compiled with that functions header). Is this similar to dynamic linking?

Does anyone have a GEM recorder that can be comtrolled by both the user AND an application (through events or messages of some sort). Would anyone want one for either macro building or program demos?

My G++ library didn't have the delete function in it (the compiled form of delete.cc). Where can I get one that works? I've patched everything up and it seems to be working, but I don't know what else might break, so i'd like to get a working copy (patchlevel 20 or greater).

Does anyone have/use Objective C?

Does anyone have a list of the functions/objects available in G++ library and how to use them? My C++ manual doesn't go into much about iostreams and standard functions other than how to do the basics and how to overload your own functions and put your objects into the iostream. It gets into the programming and philosophy and how-to's and assumes that the compiler has a manual (bad assumption).

Where are the GCC/G++ manuals? I want ASCII, how do I get it? Or, if ASCII is not available, how much hard disk space do I have to waste in other programs just to read some docs?

Who is getting tired of all these stupid ass questions??
Thanks,
Evan Langlois
evanlang@sdf.lonestar.org

1538. HSMODEM1 (was Re: Storm)

Newsgroup: comp.sys.atari.st
Date: 1993-11-10 04:33:32 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <CG9Dzx.1A6@mailer.cc.fsu.edu>
Source record: 198761

Emerson Emi (EMERSON_EMI@bdt.COM) wrote:
> NOTE::::::It won't work with 1.2 and HSMODEM1, works great with serfix2.0
> though..

I noticed this as well. This is a bummer, as HSMODEM1 appears to allow
significantly faster Zmodem operation than serfix2.

BTW, can some kind bilingual soul translate the HSMODEM1 doc file into
English? From what I can tell, one can set several options using a config
file. I am interested in increasing buffers to see if I can get even faster
Zmodem downloads. Ger2eng produces some rather humorous results on this
file :-).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1539. Re: Re:ATARI _DROPS_ THIER COMPUTER LINES!

Newsgroup: comp.sys.atari.st
Date: 1993-11-10 04:51:32 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1993Nov9.235132.19150@cobra.uni.edu>
Source record: 198774
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <CG8AvC.2sw@barclays.co.uk>, PostMaster@barclays.co.uk writes:
> In article <1993Nov4.153133.19594@mks.com>, ignac@mks.com (Ignac Kolenko) writes:
>
> |> btw: anyone have any concrete sales figures as to how many Falcon's are in
> |> the hands people in the world?? any big name software houses doing any
> |> software development for it??
> I keep hearing numbers around 15,000 which isn't very much but better than
> nothing! FWIW, Hisoft, in a magazine article recently said something to the
> effect that they know exactly how many Falcons have been sold and they are happy

> to support it based on those figures. They certainly have a lot out/on the way
Pretty pathetic: 15,000 sold in two years. Heck, Apple shipped about that many
AV macs in one day. Come to think of it, there are more Newtons out there
than there are Falcons. The same fate will happen to the Jaguar due to Atari's
inept. Sports fans, it's time to move on.

Peter Sinclair-Day
Univ. of Northern Iowa

> at the moment.
>
> --
> +---------------+---+
> | Iain R Laskey | Atari Falcon user and very happy with it! |
> +---------------+---+

1540. Re: The Falcon040 Hoax (was Re: Increase sales of Falcon? How?)

Newsgroup: comp.sys.atari.st
Date: 1993-11-10 04:57:34 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <752904604.1@mettav.royle>
Source record: 198764

Hi Ed , on 1 Nov 93 <19:55:27> you did write :

>> Then again, there is a chance the Falcon030 price will drop after
the
>> Jaguar starts to sell; Atari won't need the higher margins on
the
>> Falcon to maintain what income they currently have (the Jaguar
should
>> pump things up quite a bit).
EK> Atari has always lowered the prices on their machines after
they've
EK> been out 10-12 months. I wouldn't be surprised if the Falcon
prices
EK> dip soon. --
Well In the UK we saw a price drop of 100UKP about 6-8 week's ago and

another further 100 has just been lopped of the price ,together with
some
additional HD space .Currently a 4M/OHD version is available at
699UKP
(sorry you'll have to do youre own currency conversion's on this :-)
)
The 1M version is now available at not much more than I paid for my
STFM
about 5 year's ago !!!

Graham

* Origin: Graham's Point at the Tavern (100:1011/0.8)

1541. needed drive SD or DD

Newsgroup: comp.sys.atari.st
Date: 1993-11-10 04:58:11 UTC
From: mrsma@uno.edu
Message-ID: <1993Nov10.045811.5104@cs.uno.edu>
Source record: 198762

```
greetings:
if anyone has a drive,
that is for sale,
please send info and price...
thanx
```

1542. Re: Falcon040

Newsgroup: comp.sys.atari.st
Date: 1993-11-10 05:04:11 UTC
From: ritz@ritz.mordor.com
Message-ID: <CG9FEz.5Hy@ritz.mordor.com>
Source record: 198769

Konstantinos Xonis (gc85@hrz.uni-giessen.de) wrote:
: I think up to now it is to be declared a roumour, that ATARI will
: release a F040 in the next 6 months. Although it would be very nice !

: I like to see a machine with external keyboard !!
: (thats for you at Sunnyvale ;-))

Well, I hate to be a party pooper. I hate even more to glorify what that Sinclair-Day person has been spouting. However, Atari cannot compete with the new Apple pricing or the new PC clone pricing. They would be fools to stay in a game that they cannot win.

At this point, I would say that all of the marbles are riding on the success of the jaguar. The falcon is stillborn. Apple is selling 68040 boxes cheaper than falcons now.

Cheers,

Chris
--
Mordor International BBS | Ask me about public access unix
Christopher Mauritz | in Northern New Jersey.
ritz@mordor.com |

1543. Re: Desk ACC limit

Newsgroup: comp.sys.atari.st
Date: 1993-11-10 05:19:16 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <752904604.2@mettav.royle>
Source record: 198765

Hi Earl , on 2 Nov 93 <18:56:43> you did write :

EH> What software is out there that will let me load more than 6
EH> desk accessories? I tried using DC Stuffer, but it seems to
EH> srew up the system path and NeoDesk will fail in it's auto
EH> execution.
Multidesk is what youre after ,seem's stable to me I
occassionally
object's to some rouge Acc's but nothing serious.

EH> I'd like something that is robust and is proven to work
on
EH> non-standard ST displays (i.e. 3rd party graphic
boards).
Not in a position to confirm this but I'd expect it too .... I beleive
there
is a demo version available if you want to try before you buy.

Graham

* Origin: Graham's Point at the Tavern (100:1011/0.8)

1544. Re: JAGUAR.GIF

Newsgroup: comp.sys.atari.st
Date: 1993-11-10 07:48:00 UTC
From: tfunkebi@hmc.edu
Message-ID: <2bq6bg$543@jaws.cs.hmc.edu>
Source record: 198763

>
>As a special treat, I will mail this ZIPfile to the writer.
>
>Steve Taylor. |||
> Long Live / | \, if they don't shoot themselves in the foot.
>

Could you please mail me the picture. I would be forever endebted (sp?).

Thanks,

Tal Funke-Bilu
tfunkebi@hmc.edu
Harvey Mudd College

1545. Re: Adios Atari! - Another Mac is released!!!

Newsgroup: comp.sys.atari.st
Date: 1993-11-10 08:39:05 UTC
From: mbaffoni@flute.aix.calpoly.edu
Message-ID: <1993Nov10.083905.135192@zeus.aix.calpoly.edu>
Source record: 198723

In article <SCOTT.93Oct27092236@wijiji.santafe.edu>,
Scott D. Yelich <scott@wijiji.santafe.edu> wrote:
>>>>>> "sinclap2954" == sinclap2954 <sinclap2954@cobra.uni.edu> writes:
>sinclap2954> The LC III 4/80 $712 (half the cost of a Falcon)
>sinclap2954> The LC475 4/80 $848 - Identical to the Quadra 605
>sinclap2954> 8/160 $1092
>
>Just so people aren't confused.... if you're buying a new system,
>you're pretty much locked into a minimum of a 14" monitor that runs >
>$500.oo ... so tack that on to your prices above.

Uh oh. You forgot to mention that that is the price that people
outside of universities will pay. He will probably whip back with a
student discount price.

That said, the new basic color monitors are basically just SVGAs with
an adapter on the end so you _could_ conceivably buy a cheap 14" and get the
adapter plug. Looking at the monitor control panel on a Centris the other
day I noticed an option to switch between VGA and SVGA.

>sinclap2954> Oh by the way, another Mac was introed yesterday. It's
>sinclap2954> called Mac TV. An integrated 14 inch color with TV
>sinclap2954> tuner, Cdrom, ports to hook upto VCR, camcorder ect.
>
>ya? and?

..and not much. Having looked at the product info sheet on it, I'm
not all that impressed. I guess it is a good deal for 1st year students and
maybe the same target crowd that the performas were aimed at (basically the
mostly -computer-illiterate masses), but not for much else. The big
dissappointment is that there is NO connection between TV and Computer
operations: No ITV, No video/sound capture, No picture in a window. It is
even worse than those VCR/TV combos because both functions cannot be on at
the same time. (however it does have that remote..wonder if you can program
it to auto-login by hitting the computer button...even turn on from the "off"
mode? dunno...). Basically it is an expensive TV that HEY LOOK comes with a
computer free (hah, nuttin's free).

>Scott
>
>
>
-MikeB

1546. Re: WOW - Falcon Games...

Newsgroup: comp.sys.atari.st
Date: 1993-11-10 09:07:23 UTC
From: zcam1121@rpool9.rus.uni-stuttgart.de
Message-ID: <2bqb0b$1o36@info2.rus.uni-stuttgart.de>
Source record: 198768

In article <CG6DFz.Fw8@cen.ex.ac.uk>,
D.L.Hastings <cs93dlh@dcs.exeter.ac.uk> wrote:
>In article <CG69wz.CoA@newcastle.ac.uk> Craig.Graham@newcastle.ac.uk (Craig Graham)
writes:
>
> >Yes... ftp.uni-kl.de /pub3/atari/incoming filename vertical.zip is
> >(finally) a working copy and it's a great game!
> I downloaded that - it doesn't work.......
>
>-----
>If you are referring to Vertical Mayhem, then not only do I have a working
>copy, but I have a working copy hacked to work on SVGA monitors.

The version on ftp.uni-kl.de ONLY works on RGB if you don't start it in
Compatibility-Modes. Switch to a screen mode like 640x480x16 and start it.
(Hm... well the game is nice but this monitor problem...)

Where can i get the hacked copy of this game?

Ciao, Heiko.

+---+
| Heiko Hartmann | MEMBERS OF |
| Internet: zcam1121@rpool9.rus.uni-stuttgart.de | GOOD TASTE (Taste-Ware) |
+---+

1547. Upgrading 520ST

Newsgroup: comp.sys.atari.st
Date: 1993-11-10 11:34:10 UTC
From: anthony@inyanga.cs.wits.ac.za
Message-ID: <37@inyanga.cs.wits.ac.za>
Source record: 198772

I have a 1/2 meg 520ST (1987 TOS (1.2))... Bought in 1989...
Now this model has the memory chips under the left side of the keyboard
and MUST be soldered... The existing (16) tiny square chips each need a
capacitor... Can someone please give me more complete info. on upgrading
this (MYSELF!!)... (are there any resistors to change... ???)etc ..
What are those chips called ????

--
-----================================-----
Anthony Spirou
anthony@concave.cs.wits.ac.za
-----================================-----

1548. megamax C wanted

Newsgroup: comp.sys.atari.st
Date: 1993-11-10 12:14:52 UTC
From: jab2@stl.stc.co.uk
Message-ID: <JAB2.93Nov10121452@bhars243.stl.stc.co.uk>
Source record: 198771

```
wanted megamax C by megamax inc (version 1.1 ish) and related
utilities
NOT laser C

contact J.A.Bray@bnr.co.uk

Jennifer
```

1549. unZOOing Mutt

Newsgroup: comp.sys.atari.st
Date: 1993-11-10 12:14:55 UTC
From: lpzssm@unicorn.nott.ac.uk
Message-ID: <2bqlvv$nu6@unicorn.ccc.nottingham.ac.uk>
Source record: 198773

I've been trying to unarchive the Mutt distribution (me2b_p17.zoo)
from atari archive and keep getting the following:

Z00: ERROR: Can't open mu_edit2/[filename] for output

for all files in the archive. If I create the sub-directories by hand they
are extracted, but this is laborious do do for all files.

It seems zoo isn't creating subdirectories for some reason, even with
the explicit -x// flag.

I'm using zoo 2.1 and haven't had trouble with this before either on
my ST or using Unix Zoo.

Any ideas anyone ?

Ta,

Sam

1550. Re: PGP 2.3A Help for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1993-11-10 12:15:17 UTC
From: bwwl@sun.rz.tu-clausthal.de
Message-ID: <1993Nov10.121517.25468@solaris.rz.tu-clausthal.de>
Source record: 198788
Cross-posted to: comp.sys.atari.st,alt.security.pgp

MCLAMBL@csr3300 (mclambl@eoas1.pafb.af.mil) wrote:
> I recently FTPed pgp23ab.lzh from ftp.tu-clausthal.de. I've read all the
> docs and tried setting up the config.txt file. The problem is that when I
> select pgp.ttp the program won't load and I'm returned to the desktop. I've
> tried entering kg, -kg, and pgp -kg into the parameters dialog box. I've also
> tried h, -h, and pgp -h with no luck.

> Any help or suggestions would be appreciated. If there is an atari specific
> doc file out there it wasn't included in the archive.

> Follow-up to E-mail please.

Hi!

Make sure your config.txt is correct. The enviroment-var PGPPATH should
point to the dir with the config file (and this dir should exists ;-)).

The next problem could be the Desktop. If you are entering options
in the dialog-box of the GEM-desktop all characters are converted to
uppercase. Use a shell (or Gemini) to start your ttp/tos prgs with
lowercase options.

Bye,
Wolfgang.
--

Wolfgang Ley email: Ley@rz.tu-clausthal.de
Teichstrasse 9
D-38678 Clausthal-Zellerfeld "With workstations you can do a lot of
(Germany) nonsense. With PC's not even that..."
Phone: +49 5323 82132

To obtain public-pgp-key use 'finger bwwl@sun.rz.tu-clausthal.de'
or query a public-key-server for 'Ley@rz.tu-clausthal.de'.

1551. Re: QWK offline newsreaders

Newsgroup: comp.sys.atari.st
Date: 1993-11-10 12:20:20 UTC
From: richie@imtired.itm.com
Message-ID: <richie.0175E2B5@imtired.itm.com>
Source record: 198777

In <95272@cup.portal.com> Hurn@cup.portal.com (Ed - Smith) writes:
I have been using MaxiMiser ST v2.09c for quite some time now to read QWK packets from the local IBM RBBS system with no problems. Shawn has v2.99 out now if you like a GEM interface. Don't know what your problem with QWK packets could be unless the boards you are calling are running QWK doors that don't adhere to the standard. The part about replies is correct though and I wish MMST would change that.

ITM Distribution (In The MeanTime)
@imtired.itm.com
509-966-3828

1552. Zee Z of zee STORM

Newsgroup: comp.sys.atari.st
Date: 1993-11-10 12:42:25 UTC
From: c-hjr@math.utah.edu
Message-ID: <C-HJR.93Nov10054226@solitude.math.utah.edu>
Source record: 198778

Has anyone out there been able to get Storm's Zmodem to work?
I have tried and tried, but I am unable to figure it out. When
I try to download a file, the most my machine can get is the
name of the file. After that, it is all errors.

I have TOS_1.0 and am using serialfix. Any help would be appreciated,
as would knowledge of others having similiar problems. Xmodem works
fine.

Jeff Healey

1553. Pad program - ftp site?

Newsgroup: comp.sys.atari.st
Date: 1993-11-10 12:44:05 UTC
From: cf580@city.ac.uk
Message-ID: <1993Nov10.124405.24075@city.ac.uk>
Source record: 198776

Hmm. After an earlier query (basically looking for a program which could edit .IMG files which were larger than the screen (2000 x 1200, for example) my only hope seems to the the drawing program Pad, but it doesn't appear to be on any major ftp sites. Could some kind person tell me where I can get it? (Hopefully not messing around with snail mail, cheques and PD libraries...)

Tim Wright - T.J.Wright@city.ac.uk

1554. Hacking a demo !!!

Newsgroup: comp.sys.atari.st
Date: 1993-11-10 13:11:22 UTC
From: c2sgy@dmu.ac.uk
Message-ID: <1993Nov10.131122.18485@dmu.ac.uk>
Source record: 198712

Is there a straight forward way of hacking a single screen from a demo ??
The screen in question is quite stunning. Its from E605 by -Light- and has
a overscan picture of the Earth with hardware scroll and many colours. It
deserves more than to be in a demo and I want it as a file!

The screen is ICE! packed and have found the location on the disk. But how
do I interpret the ICE! info to know how many bytes the file is AND how
do I grab that amount of bytes ...

Thanks in advance!

BTW: According to the adverts Frontier (aka Elite 2) will be coming out for
the ST. Even though I have an ST I'd rather see it for the Falcon with DSP
goodies on the vectors ....

--
Simon
c2sgy@dmu.ac.uk

1555. Re: Falcon040

Newsgroup: comp.sys.atari.st
Date: 1993-11-10 13:14:25 UTC
From: c2sgy@dmu.ac.uk
Message-ID: <1993Nov10.131425.18671@dmu.ac.uk>
Source record: 198713

In article <CG9FEz.5Hy@ritz.mordor.com>, ritz@ritz.mordor.com (Chris Mauritz) writes:
> Konstantinos Xonis (gc85@hrz.uni-giessen.de) wrote:
> : I think up to now it is to be declared a roumour, that ATARI will
> : release a F040 in the next 6 months. Although it would be very nice !
>
> : I like to see a machine with external keyboard !!
> : (thats for you at Sunnyvale ;-))
>
> Well, I hate to be a party pooper. I hate even more to glorify
> what that Sinclair-Day person has been spouting. However, Atari
> cannot compete with the new Apple pricing or the new PC clone
> pricing. They would be fools to stay in a game that they cannot
> win.
>
> At this point, I would say that all of the marbles are riding on
> the success of the jaguar. The falcon is stillborn. Apple is
> selling 68040 boxes cheaper than falcons now.

But who wants an Apple ??? My goal is to get a Falcon soon and a Falcon
I will have !!

--
Simon
c2sgy@dmu.ac.uk

1556. Re: STorm

Newsgroup: comp.sys.atari.st
Date: 1993-11-10 13:22:19 UTC
From: slyster@outb.wimsey.bc.ca
Message-ID: <slyster.0g1l@outb.wimsey.bc.ca>
Source record: 198789

More comments about Stom ver 1.00 from Alan Page... from GEnie.

* * * * * * * *

Atari-ST RoundTable
Category 8, Topic 2
Message 104 Tue Nov 09, 1993
A.PAGE3 at 21:10 EST

I guess the simplest way to ensure that people have a 'hangup' key is to program the ALT-H key (as mentioned in a previous message) to toggle the DTR signal. Perhaps I should have placed more of these things in the STORMKEY.INI file I included with the package.
I will be uploading a patch file later tonight that will fix some of the bugs I have found. Other bugs are harder to track down. e.g. Zmodem. Some people have no problem, other's have a lot of problems.
It is easier to find a bug with fairly specific instructions. e.g. someone said 'I see alerts and it crashed after editing a Basic program'. It took a while to figure out that it had to be after loading a tokenizes, not Ascii, Basic program, and it had to have no labels and/or no variables.
Re: two bytes in saved capture file:
When you switch to the capture buffer, does it actually contain text?
What menu option do you pick? Save ? Save As...? Save As... on the Capture menu? Save ... on the Basic menu? Did the file already exist and you got the "Append,Overwrite,Cancel" alert? Please be very specific and detailed. Another question, can you load files into the capture buffer?

I will be working on the registered version about a day or two a week from now to January. I want to add improved editor features, true ANSI color graphics, and a way for Basic to run dialog boxes, at the very least. I hope to add a lot more. I will not be shipping the registered shareware version until January I expect, so if you want to wait until it's actually shipping, that's fine.
Regarding ESC 1, ESC 2, etc. Thank you for pointing that out. It is a mistake in the way I am handling control characters in the profile files. You need to edit the STORMKEY.INI file. For ESC 1, you will see a line Key="\331". Change it to Key="\0331". That should do the trick. The fix for that will not be included in tonight's patch, but should be ready for the next patch.
However, the patch file does contain information on setting up keyboard macros for insert, clr-home, etc, which should be useful for you. Eventually, I plan to add a feature to the VT100 which will let you run a Basic command or program when VT100 is enabled and possibly also when it gets a reset command. That will assist in customizing it for your purposes.
There is some confusion regarding dialing and serial/terminal setups. In the dial editor, you can double-click on a name then set the serial settings

for that number. The dialer should switch to that baud rate, etc before it dials the board. I will check that out to see if there is a problem. If you always use the same baud rate for your modem, there is no need to setup individual serial settings.
Zmodem appears to be erratic. Some people have no problems, others can't get it to work at all. If it doesn't work for you, try to explain how to reproduce the problem. If you find yourself getting hot and bothered, stop using the program and wait till things settle down. Go back to whatever you were using before. I am not shoving the program down your throat. I have also not played the 'guilt' card and put a time limit on using the current version after which people are supposed to feel like criminals for continuing to use it. I don't believe in that approach. If I don't come up with features for the registered shareware version that tempt you, you can either continue to use the non-registered version with a clear conscience, or drop the program entirely - no hard feelings.
How to call the file selector from Storm Basic:
x$ = FSEL$("","")
x$ is required because FSEL$ returns a string and Basic syntax requires that you have something to accept that return value. If you enter that line in a keyboard macro, it will call the file selector and do nothing else. Note x$ could be any Basic string variable.

How to add modem initialization strings for individual phone numbers:
In the dial directory editor, add the command at the start of the phone number, together with the dial command. e.g. &M0DT123-4567. Then, in the modem setup, change the dial prefix to "AT".

Well, I appreciate the comments. I am tracking down and fixing the bugs as I discover them. However, I still have to put in long hours for my regular job, so Storm gets worked on late at night and for one day a weekend.
- Alan Page

Atari-ST RoundTable
Category 8, Topic 2
Message 108 Wed Nov 10, 1993
A.PAGE3 at 00:42 EST

Storm 1.00 has incorrect serial routines, which are only used if an ST has a version of TOS before 1.4. The serial fix program 2.0 by Bruce Penner has a special hook so I can use his serial routines directly on machines with TOS versions prior to 1.4. Therefore, regardless of whether you use CTS/RTS or not, Storm 1.00 will only work on TOS < 1.4 if you use Bruce's program. The CPX is irrelevant.
In case you are curious, I made a mistake in the assembly code and the MFP addresses were incorrect! The patch from 1.00 to 1.01 has been uploaded and will fix that problem.
I do not know why Zmodem is a problem for some people. I am putting debug code into the Zmodem so I can track down the problem. One possibility is that the serial buffer needs expanding. I do NOT do this in Storm because I believe it's the sort of thing that should be done by a TSR, especially in a multitasking situation. If Storm crashes with the serial buffer pointing into

its own memory, the whole system will get messed up.
- Alan

--
Stuart A. Lyster * Since everyone is so paranoid about their dis-
White Rock, B.C. * claimers... and since I am a Canadian...
CANADA * "The views expressed in the above message do not
s.lyster@genie.geis.com * necessarily reflect the views of the Government
slyster@outb.wimsey.bc.ca * of Canada, or any other Canadian." There.

1557. Re: Emacs 19.xx anyone ...?

Newsgroup: comp.sys.atari.st
Date: 1993-11-10 13:58:15 UTC
From: steve@earth.ox.ac.uk
Message-ID: <1993Nov10.135815.15694@zaphod.earth.ox.ac.uk>
Source record: 198780

```
In article <H.eg.2Tu2RctTSvw@semprini.waterloo-rdp.on.ca>
cherborth@semprini.waterloo-rdp.on.ca writes:
>It's a text editor, and that's it... Nothing else. GNU EMACS might as
>well be an operating system... ;-)

Not quite... you'd need to write the OS in emacs lisp first..

Thinks...........(Vision wobbles.. scene changes to a TT booting...)

_ __ _
||| |||
||| ||| Atari TT030 Workstation
/|| ||\ ROM Rev. 3.05
/ /| |\ \ 4MB ST-RAM, 4MB TT-RAM.
/ / | | \ \ 68881 floating point co-processor installed.
/ / | | \ \
-- --- ---

Auto boot in progress....

Boot: Loading..
Boot: c:\emacs c:\vmunix.el
Emacs: Loading vmunix.el
.
.
.
(Vision wobbles again... you are back in the "real" world....)

>--
>------------------==========================================-----------------
> cherborth@semprini.waterloo-rdp.on.ca

Steve

--
-------------------------------------------------------------------------
Computer Systems Administrator, Dept. of Earth Sciences, Oxford University.
E-Mail: steve@uk.ac.ox.earth (JANET) steve@earth.ox.ac.uk (Internet).
Tel:- Oxford (0865) 282110 (UK) or +44 865 282110 (International).
```

1558. Wanted the REAL Jaguar pictures

Newsgroup: comp.sys.atari.st
Date: 1993-11-10 14:11:32 UTC
From: dt93tn@pt.hk-r.se
Message-ID: <1993Nov10.141132.22316@nomina.lu.se>
Source record: 198779

Anyone out there know know`s where i can find the real pictures of the Jaguar Games?
I don`t want the downscaled versions that is circulating.

Tore

1559. Re: Upgrading 520ST

Newsgroup: comp.sys.atari.st
Date: 1993-11-10 15:01:29 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Nov10.150129.28114@bradford.ac.uk>
Source record: 198782

Anthony Spirou (anthony@inyanga.cs.wits.ac.za) wrote:
: I have a 1/2 meg 520ST (1987 TOS (1.2))... Bought in 1989...
: Now this model has the memory chips under the left side of the keyboard
: and MUST be soldered... The existing (16) tiny square chips each need a
: capacitor... Can someone please give me more complete info. on upgrading
: this (MYSELF!!)... (are there any resistors to change... ???)etc ..

I tried exactly this about a year ago. I bought the chips, capacitors, and resistors which were needed from a private individual, for 21UKP, and spent about a week fitting them,. When I had finished, the whole computer was dead. I had to take the machine for repair, which cost me 40UKP. After 3 months, I looked inside, and he had to change only one of the chips!

My advice to you is to get it done professionally unless you are completely competent with a soldering iron (as I thought I was). If you insist on doing it yourself, I have an article out of a very old ST User detailing the upgrade.

: What are those chips called ????

I believe the chips are called DRAM chips. You also need 16 BEAD capacitors, and about 3 resistors.

Steve Taylor. |||
Long Live / | \, if they don't shoot themselves in the foot.

1560. Re: Pad program - ftp site?

Newsgroup: comp.sys.atari.st
Date: 1993-11-10 15:05:49 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Nov10.150549.28610@bradford.ac.uk>
Source record: 198783

WRIGHT T J (cf580@city.ac.uk) wrote:
: Hmm. After an earlier query (basically looking for a program which could
: edit .IMG files which were larger than the screen (2000 x 1200, for
: example) my only hope seems to the the drawing program Pad, but it doesn't
: appear to be on any major ftp sites. Could some kind person tell me where
: I can get it? (Hopefully not messing around with snail mail, cheques and
: PD libraries...)

: Tim Wright - T.J.Wright@city.ac.uk

I got my copy from the ST Club, 2 Broadway, Nottingham, NG1 1PS. They're
not really all that slow. If this is no good, the program is German, so
you might try a few of the German ftp sites (e.g. ftp.uni-kl.de). I
believe someone posts a full list of ftp sites here weekly.

Steve Taylor. |||
Long Live / | \, if they don't shoot themselves in the foot.

1561. Re: Wanted the REAL Jaguar pictures (Me too!)

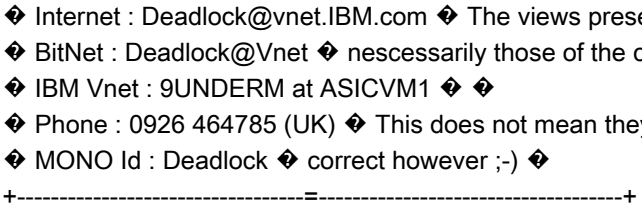
Newsgroup: comp.sys.atari.st
Date: 1993-11-10 15:14:36 UTC
From: DeadLock@VNet.IBM.Com
Message-ID: <CGA7oC.JM1@hawnews.watson.ibm.com>
Source record: 198787

In <1993Nov10.141132.22316@nomina.lu.se>,
dt93tn@pt.hk-r.se (Tore Nestenius) writes:
>
>Anyone out there know know`s where i can find the real pictures of the Jaguar Games?
>I don`t want the downscaled versions that is circulating.
>
>Tore
>

Yup I'd like to get my mits on the Targa format originals...
Sending out 320x200 pics is like advertising Televisions on TV!

D3ADLOCK

+-=<DeadLock's Sig. File>=---------=----------------------------------+



+----------------------------------=----------------------------------+

1562. Re: AtariWorks

Newsgroup: comp.sys.atari.st
Date: 1993-11-10 15:30:52 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.944761@cix.compulink.co.uk>
Source record: 198781

In article <1993Nov9.165228.10239@jupiter.sun.csd.unb.ca>, d3hq@jupiter.sun.csd.unb.ca (GREEN P) writes:
>I am presently using WordPerfect, WordFlair and LDW Power as
>my document processing tools, what does AtariWorks have to
>offer me that these packages can not? Is Speedo GDOS better
>than FSM GDOS?
>
Speedo is much better and faster than FSM and is compatible with WordFlair.

Ofir ogal@cix.compulink.co.uk

1563. Re: Falcon040

Newsgroup: comp.sys.atari.st
Date: 1993-11-10 15:41:11 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.944906@cix.compulink.co.uk>
Source record: 198785

In article <CG9FEz.5Hy@ritz.mordor.com>, ritz@ritz.mordor.com (Chris Mauritz) writes:
>Konstantinos Xonis (gc85@hrz.uni-giessen.de) wrote:
>: I think up to now it is to be declared a roumour, that ATARI will
>: release a F040 in the next 6 months. Although it would be very nice !
>
>: I like to see a machine with external keyboard !!
>: (thats for you at Sunnyvale ;-))
>
>Well, I hate to be a party pooper. I hate even more to glorify
>what that Sinclair-Day person has been spouting. However, Atari
>cannot compete with the new Apple pricing or the new PC clone
>pricing. They would be fools to stay in a game that they cannot
>win.
>
>At this point, I would say that all of the marbles are riding on
>the success of the jaguar. The falcon is stillborn. Apple is
>selling 68040 boxes cheaper than falcons now.
>
>Cheers,
>
>Chris
>--

I think it's time you Americans realised that there is life outside the US
and that prices in Europe are different. And with such a slow OS the Mac
indeed needs an 040.

Ofir ogal@cix.compulink.co.uk

1564. Sinclair

Newsgroup: comp.sys.atari.st
Date: 1993-11-10 15:41:16 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.944912@cix.compulink.co.uk>
Source record: 198784

Mr. Sinclair must be suffering from a severe mental disorder. After being bombarded with mail for at least two weeks, he still goes on with his drivel. Is there anything that can be done to stop this?

Ofir ogal@cix.compulink.co.uk

1565. ST vs Mac in the World of MIDI

Newsgroup: comp.sys.atari.st
Date: 1993-11-10 15:41:19 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.944911@cix.compulink.co.uk>
Source record: 198786

I thought these figures might be of interest to Atari owners:

I c-run the UK Cubase User Club in the UK. We have over 500 members, all own some version of Cubase and a computer. Of these 365 own an Atari, 93 own a PC and 68 use a Mac. Out of the Atari users only 15 have Falcons, but tis figure will now grow because Cubase Audio has finally been released.

Ofir ogal@cix.compulink.co.uk

1566. new Atari FSP-server

Newsgroup: comp.sys.atari.st
Date: 1993-11-10 15:52:11 UTC
From: bwwl@sun.rz.tu-clausthal.de
Message-ID: <1993Nov10.155211.1644@solaris.rz.tu-clausthal.de>
Source record: 198798

Hello!

I have just installed a new FSP-server to access our ftp-archive.
You are able to access our ftp-archive

- via FTP to ftp.tu-clausthal.de (139.174.2.10)
- via FSP to 139.174.2.10, Port 21
- via Email to "mail-server@ftp.tu-clausthal.de"

The atari-stuff is in /pub/atari

Bye,
Wolfgang.
--
Wolfgang Ley email: Ley@rz.tu-clausthal.de
Teichstrasse 9
D-38678 Clausthal-Zellerfeld "With workstations you can do a lot of
(Germany) nonsense. With PC's not even that..."
Phone: +49 5323 82132
To obtain public-pgp-key use 'finger bwwl@sun.rz.tu-clausthal.de'
or query a public-key-server for 'Ley@rz.tu-clausthal.de'.

1567. Re: Re:ATARI _DROPS_ THIER COMPUTER LINES!

Newsgroup: comp.sys.atari.st
Date: 1993-11-10 15:55:42 UTC
From: c2sgy@dmu.ac.uk
Message-ID: <1993Nov10.155542.23133@dmu.ac.uk>
Source record: 198714
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Nov9.235132.19150@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
> In article <CG8AvC.2sw@barclays.co.uk>, PostMaster@barclays.co.uk writes:
> > In article <1993Nov4.153133.19594@mks.com>, ignac@mks.com (Ignac Kolenko) writes:
> >
> > |> btw: anyone have any concrete sales figures as to how many Falcon's are in
> > |> the hands people in the world?? any big name software houses doing any
> > |> software development for it??
> > I keep hearing numbers around 15,000 which isn't very much but better than
> > nothing! FWIW, Hisoft, in a magazine article recently said something to the
> > effect that they know exactly how many Falcons have been sold and they are happy
>
> > to support it based on those figures. They certainly have a lot out/on the way
> Pretty pathetic: 15,000 sold in two years. Heck, Apple shipped about that many
> AV macs in one day. Come to think of it, there are more Newtons out there
> than there are Falcons. The same fate will happen to the Jaguar due to Atari's
> inept. Sports fans, it's time to move on.
>
> Peter Sinclair-Day
> Univ. of Northern Iowa
>

The 15,000 figure is just for the UK, which I expect is more sales than the
Newt. At about 500 quid each I know which choice I'll be making!

--
Simon
c2sgy@dmu.ac.uk

1568. JAGUAR pics

Newsgroup: comp.sys.atari.st
Date: 1993-11-10 16:02:48 UTC
From: c2sgy@dmu.ac.uk
Message-ID: <1993Nov10.160248.23393@dmu.ac.uk>
Source record: 198715

Some TGA picture files were uploaded somewhere of screen shots from some of the Jaguar games. With all this talk I have kinda got interested in getting one.

Any e-mails would be appreciated.

--
Simon
c2sgy@dmu.ac.uk

1569. Re: Pad program - ftp site?

Newsgroup: comp.sys.atari.st
Date: 1993-11-10 16:28:24 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CGAB3D.C77@newcastle.ac.uk>
Source record: 198790

Hmmm. Just found myself with a Falcon HD recording program that's not on
FTP (I got it from a BBS). It's called DAME. I've not used it as it pinches
a whole partition instead of using files like everything else does....

I'll upload it tommorow to ftp.uni-kl.de ('coz things move quicker from incoming
there).

Craig.

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 4883098
Stevenage,England.|| Snail-mail: 2 Sun Street, Suniside, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

1570. Atari 520ST drive problems.

Newsgroup: comp.sys.atari.st
Date: 1993-11-10 16:48:25 UTC
From: falcor@netcom.com
Message-ID: <falcorCGAC0p.2qI@netcom.com>
Source record: 198795

Update on my problems:
Ok, I got my 1.44meg floppy drive set to drive 0, and put it in the case.
The computer talks to the drive now... but, if I insert any of the disks I
have, the screen gets funny little lines all over, and then a random number
of little bombs appear. After this, the floppy sometimes shuts off, sometimes
not. I've checked supply voltages, and the PS for the drive is working OK.
Now, I get the same behavior from the original Chinnon 720k drive that was
in this enclosure. Do I have a blown floppy controller on the 520 motherboard?
Thanks,
-Howard J. Poe
P.S. Anyway know where I can get a WD1772-PH chip? That's the floppy
controller, I think.

1571. Re: Is there an archiver...

Newsgroup: comp.sys.atari.st
Date: 1993-11-10 17:02:34 UTC
From: rrice@netnews.upenn.edu
Message-ID: <161343@netnews.upenn.edu>
Source record: 198792

S.P.Taylor (S.P.Taylor@bradford.ac.uk) wrote:
: Rob S. Rice (rrice@netnews.upenn.edu) wrote:

: a load of bollocks, followed by...

(Regrets now that he did not insult one particular part of Europe)

: : Does anybody have an archiver that will turn an entire directory
: : (say, a folder within a folder) into separate archives of the
: : separate files as a single operation? I used to put dozens of
: : files into single huge archives, and then one went bad and I lost
: : the works. All a program would have to do is to strip the
: : extenders from each filename (possibly with a query if there's a
: : conflict) and present me with the finished archives at the end
: : of the dull, repetitive work.

: It sounds to me like what you actually need is a packer, rather than an
: archiver. There are dozens of these around, doing much the same job. I
: Packer, etc. (I must have forgotten loads)

I have never found or trusted a Packer to which I'd
submit my priceless Data files--so I store them with native compressed
formats, hence my enduring fondness for Deluxe Paint/Tiny, etc. But
actually, this really IS a question about Archiving for back-ups. I use
Diamond Back for the hard drive, but I use LZH/ZIP files for
spot-redundancy. I just want something that will compress a directory
into separate archived files.

: Steve Taylor. |||
: Long Live / | \, if they don't shoot themselves in the foot.

PCPCPCPCPCPCPCPCPCPCPCPCPCPCPCPCPCPCPCPCPCPCPCPCPCPCPCPCPCPCPCPCPCPCPCPCPC

war is Peace Rob S. Rice/The U. of Penn./A place
frEedom is slavery once free and regal./We've had a little
igNorance is change, since then/But saying that's
streNgth not legal--rrice@mail.sas.upenn.edu

PCPCPCPCPCPCPCPCPCPCPCPCPCPCPCPCPCPCPCPCPCPCPCPCPCPCPCPCPCPCPCPCPCPCPCPCPC

1572. Falcon D2D recording

Newsgroup: comp.sys.atari.st
Date: 1993-11-10 17:04:56 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CGACs8.DxE@newcastle.ac.uk>
Source record: 198796

OOPS - Posted this under the wrong heading - so here it is again.......

Hmmm. Just found myself with a Falcon HD recording program that's not on
FTP (I got it from a BBS). It's called DAME. I've not used it as it pinches
a whole partition instead of using files like everything else does....

I'll upload it tommorow to ftp.uni-kl.de ('coz things move quicker from incoming
there).

Craig.

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 4883098
Stevenage,England.|| Snail-mail: 2 Sun Street, Suniside, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

1573. Re: Sinclair

Newsgroup: comp.sys.atari.st
Date: 1993-11-10 17:14:40 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <2br7i0INN1t34@rs1.rrz.Uni-Koeln.DE>
Source record: 198791

In <memo.944912@cix.compulink.co.uk> ogal@cix.compulink.co.uk (Ofir Gal) writes:

>Mr. Sinclair must be suffering from a severe mental disorder. After being
>bombarded with mail for at least two weeks, he still goes on with his
>drivel. Is there anything that can be done to stop this?

Unfortunately, it is quite easy for him to get rid of all that
mail flood. Probably, he just deletes all messages which are
replies from this forum -- he has no reason at all to fear he
throws away something useful for him.

I think it's best to ignore him entirely. That is, unless you
want some fun messing with a bozo, like Scott Yelich did, or
unless you're Thomas Darling, who PLEASE PLEASE PLEASE should
induct him into his weenie hall of fame.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

1574. Re: ST vs Mac in the World of MIDI

Newsgroup: comp.sys.atari.st
Date: 1993-11-10 17:25:54 UTC
From: rost@tecrus.enet.dec.com
Message-ID: <CGADy3.BG8@ryn.mro4.dec.com>
Source record: 198793

In article <memo.944911@cix.compulink.co.uk>, ogal@cix.compulink.co.uk (Ofir Gal) writes...
>
>I thought these figures might be of interest to Atari owners:
>
>I c-run the UK Cubase User Club in the UK. We have over 500 members, all
>own some version of Cubase and a computer. Of these 365 own an Atari, 93
>own a PC and 68 use a Mac. Out of the Atari users only 15 have Falcons,
>but tis figure will now grow because Cubase Audio has finally been
>released.

This is interesting.

In the US, Atari outnumbered other platforms for years, but has lost much of the market.

The Mac seems to be dominant now in *pro* applications, particularly since programs like Sound tools came on the market.

For amateurs, the PC clone business seems to be the leader. The programs are cheaper (the Band in a Box people just released a $29 sequencer with notation features!). The many sound boards have created a new breed of user, a music "hacker" who doesn't even use outboard MIDI instruments.

Brian Rost @tecrus.enet.dec.com

508-568-6115

```
**************************************************
* *
* The above does not reflect the opinions of *
* my employer. *
* *
* If music is outlawed, only outlaws will be *
* musicians. *
* *
**************************************************
```

1575. Re: Falcon040

Newsgroup: comp.sys.atari.st
Date: 1993-11-10 17:32:18 UTC
From: rost@tecrus.enet.dec.com
Message-ID: <CGAEH4.C02@ryn.mro4.dec.com>
Source record: 198794

In article <memo.944906@cix.compulink.co.uk>, ogal@cix.compulink.co.uk (Ofir Gal) writes...
>
>I think it's time you Americans realised that there is life outside the US
>and that prices in Europe are different. And with such a slow OS the Mac
>indeed needs an 040.
>

Well, we certainly *do* know life exists outside the US, because people buy Falcons there 8^)

If you had to put up with the DOS-centrism of the US market, you'd be grumpy, too 8^) 8^)

Brian Rost @tecrus.enet.dec.com

508-568-6115

```
**************************************************
* *
* The above does not reflect the opinions of *
* my employer. *
* *
* If music is outlawed, only outlaws will be *
* musicians. *
* *
**************************************************
```

1576. Online

Newsgroup: comp.sys.atari.st
Date: 1993-11-10 18:03:48 UTC
From: d3hq@jupiter.sun.csd.unb.ca
Message-ID: <1993Nov10.180348.20425@jupiter.sun.csd.unb.ca>
Source record: 198703

Of the online services, such as , Compuserve, GEnie and Delphi, which provides the best support for the Atari. Has any one done a cost analysis of the services offered for the Atari?

1577. Re: QWK offline newsreaders

Newsgroup: comp.sys.atari.st
Date: 1993-11-10 18:21:43 UTC
From: victorb@up.edu
Message-ID: <2brbfn$9a@upsun19.up.edu>
Source record: 198797

In article <95272@cup.portal.com>, Ed - Smith <Hurn@cup.portal.com> wrote:
>a09651@giant.rsoft.bc.ca (Robert LeBlanc)
> writes:
>
>Well, I've tried every one I could get my hands on, and most of them
>couldn't handle the QWK packets from IBM systems. MMST, Maximiser and
>Mountain QWK either couldn't load them or bombed. I found that v.2.2
>of Captain's QWK _will_ work, but woe betide you if you want to delete
> - Nancy hurn@cup.portal.com

Mountain QWK wouldn't load them? What program was the board using
to form its packets? I was one of the beta testers for Mountain QWK
and I used it exclusively on IBM boards (no Atari based boards around
here that did it :-( ), and by release time we couldn't find a BBS
that it couldn't handle. I would appreciate knowing which version of
Mountain QWK it was as well as the QWK door programs that it wouldn't
handle, so I can let the author know.

Thanks,
Victor Bruhn

1578. Re: Sinclair

Newsgroup: comp.sys.atari.st
Date: 1993-11-10 18:32:57 UTC
From: healy@nosc.mil
Message-ID: <1993Nov10.183257.28711@nosc.mil>
Source record: 198799

In article <memo.944912@cix.compulink.co.uk> ogal@cix.compulink.co.uk writes:
>
>Mr. Sinclair must be suffering from a severe mental disorder. After being
>bombarded with mail for at least two weeks, he still goes on with his
>drivel. Is there anything that can be done to stop this?
>
>Ofir ogal@cix.compulink.co.uk

Ignore him. He is looking for attention. If he gets no
attention here, he'll go bother someone else.

1579. Re: Trackball (Alfa Data TKB-MT-AC)

Newsgroup: comp.sys.atari.st
Date: 1993-11-10 20:11:30 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <2brhti$p93@charm.magnus.acs.ohio-state.edu>
Source record: 198800
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>I recently bought a trackball made by Alfa Data, the type name is
>TKB-MT-AT. Unfortunately, it turns out that the ball itself as well as
>the axles for the x- and y-direction have smooth, hard surfaces, and
>they tend to slip past each other. This makes precise control of the
>mouse pointer quite difficult. Especially moving the mouse in a
>direction that has a small angle with respect to one of the axes is next
>to impossible.
>
>I have tried coating the axles with pieces of rubber tube of various
>kinds, without any satisfactory result. Does any of you know a trick how
>to fix this problem? Does any of you have experiences with this type of
>trackball, or another one?

I own one of these myself and the fix is so easy you'll be amazed;

Go out and get some nice fine steel wool, wrap it around the "trackball"
iteslf, and make that nice gloss finish a nice matte finish. From then on it
will work fine. You don't need to rub it much, just until the gloss finish is
gone.

I also took mine and put it up on little rubber feet (from Radio Shack), so
that the platform of the trackball is the exact same height as the rear of my
Mega keyboard, then I sat it behind the rear of the keyboard on the right so
that when I use it my hand can rest on the back of the keyboard. This is far
more comfortable than having it elsewhere on the back.

Good luck!

____
|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

"You know very well that it is thanks to (war) that you are here enjoying your
wonderful daily life so full of pleasure, reward, love, joy, and excitement.
Actually, I'll wager that it's rather more full of anxiety, problems, economic
difficulties, quarrels and disappointments, but you're so attached to them I
shan't be able to shake you loose. Love and joy are incredibly habit-forming;
often a single exposure is enough to cause permanent addiction. But I have no
doubt you steer clear as much as you can of anything so masterful."
- 'You're an Ignorant Idiot', by Chad C. Mulligan

1580. Re: Trackball (Alfa Data TKB-MT-AC)

Newsgroup: comp.sys.atari.st
Date: 1993-11-10 20:19:34 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <2bricn$p9j@charm.magnus.acs.ohio-state.edu>
Source record: 198701

>Have you contacted the Alfa Data people about this? They may be able to
>help. Of course they should _know_ about such problems with their
>products. Of course, if no one has ever said anything...

Regardless of anyone having mentioned this or not, how could anyone *possibly*
produce this device without testing it!?!?!? They must not test these products
at all or they would realize that it was very nearly unusable the way it is
produced.

|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

"To my mind the most frightening book ever published is Lewis F. Richardson's
'Statistics of Deadly Quarrels'. You've probably never heard of it even though
its relevance to the mess you're in is at least as great as that of Darwin's
'On the Origin of Species,' which you learned about in fourth grade. And that's
because it's so completely terrifying only those 'experts' who are adequately
armoured with preconceived contrary ideas which will enable them to disregard
Richardson's work completely ever get to study it."
- Chad C. Mulligan

1581. Accessing Atari FTP Sites (Help! Aid! Assistance!)

Newsgroup: comp.sys.atari.st
Date: 1993-11-10 20:53:02 UTC
From: rmgreen@edu.uwo.ca
Message-ID: <1993Nov10.205302.13353@julian.uwo.ca>
Source record: 198702

I have recently been made aware - largely through this group, in fact - of a handful of several Atari FTP in North America and Europe. Well and good.

Unfortunately, I am ignorant as to the specific responses needed at the "login" and "password" prompts on these sites, and a reasonable bit of trial-and-error has not as yet produced any results getting in.

Could some kind soul please provide me - by E-mail, unless you think this really needs a general posting in return - with the login and password prompts at these sites? If nothing else, the responses needed to enter atari.archive.umich.edu would be greatly appreciated.

Sigh...does it show that I'm still fairly new to FTP?

Thanks very much.

- rmgreen@edu.uwo.ca -

1582. I TOLD ME SO!

Newsgroup: comp.sys.atari.st
Date: 1993-11-10 21:07:02 UTC
From: Marco_Fris@p11.f202.n281.z2.fidonet
Message-ID: <9d159c0e@p11.f202.n281.z2.fidonet>
Source record: 198274

Our Local Support Person had a quite clever answer: of course we stopped production, we did that quite a while ago! Atari doesn't produce anything at all anymore: they order their stuff somewhere in the Far East as needed. So there will allways be lapses in production for any but the fastest selling machines.

Marco

--- GEcho 1.00
* Origin: (2:281/202.11)

1583. Re: STorm

Newsgroup: comp.sys.atari.st
Date: 1993-11-10 21:07:39 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1544@usdtsg.DaytonOH.NCR.COM>
Source record: 198705

In article <2bp101$ur@cnn.sim.es.com> gbennett@friendly.sim.es.com (Greg Bennett) writes:
>
>Forgive me, for I have sinned. I forgot to write down the archive that
>contains the new terminal program STORM. Could someone please repost the
>archive name and where it's located in wuarchive?

You are forgiven ;-)

The filename is probably STORM100.LZH (or ZIP) and is probably
located at wuarchive in either mirrors/archive.umich.edu/atari/Newitems
or mirrors/archive.umich.edu/atari/Telecomm. On the normal
atari archive server, just nuke the "mirrors/archive.umich.edu/"
from the directory name...

I say "probably" above assuming the file's been validated etc...
(it is available on GEnie, however...)

Rob

1584. Re: Emacs 19.xx anyone ...?

Newsgroup: comp.sys.atari.st
Date: 1993-11-10 21:46:18 UTC
From: ncherry@cbnewsg.cb.att.com
Message-ID: <CGApt7.Kn8@cbfsb.cb.att.com>
Source record: 198704

In article <H.eg.2Tu2RctTSvw@semprini.waterloo-rdp.on.ca>
cherborth@semprini.waterloo-rdp.on.ca writes:
>In <CHRISTOF.93Nov3174418@wowbagger.pc-labor.uni-bremen.de>, Christoph Koerner writes:
>
>and was impressed with the speed of the GEM verison. All the naughty
>hackers at work use GNU EMACS...
>
>--
While on the subject of GNU Emacs, is anyone having trouble with it? Mine keeps
bombing with 2 bombs. I have old TOS, using bash, and I put it together as
per the instructions.

And how do I get a c++ program to compile? I have gcc and the gcc-c1p.ttp and
its in the same directory as GCC.

NJC

1585. Re: ATARI _DROPS_ THIER COMPUTER LINES!

Newsgroup: comp.sys.atari.st
Date: 1993-11-10 22:02:21 UTC
From: smiller@farad.elee.calpoly.edu
Message-ID: <1993Nov10.220221.195897@zeus.aix.calpoly.edu>
Source record: 198607
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

dlk0ms9s@umiami.ir.miami.edu stated:
>
>
>NOTE: THIS IS NOT A JOKE, FLAME, OR LIE.
>
>Effective immediately, Atari Computer Corporation has ceased
>production of ALL of it's computer lines. This includes all TOS,
>DOS, and hand-held computers. This information was
>released late on Friday., October 29, 1993.
>
>I was given this information by my broker who constantly checks the
>Atari news for me.

Bullshit, your broker gets the same news as mine and mine has had no news
at all on Atari's doings. Get real man.

>
>It also said that there might be a plan in the future to release
>compatable computers at an affordable price.
>
>Atari's only priducts for sale will be what is in the stockhouses,
>the LYNX, and the upcoming Jaguar.
>
>
>-time to start looking at those clones.
>
>-Mark Santora
>

|T| |T|I am one of a few, but proud of it!
|0|3|0| Steve Miller, Cal Poly Electronics Engineering
/ /| |\ \ smiller@farad.elee.calpoly.edu or semiller@flute.calpoly.edu
/_/ | | _\ 'I am a PhD in superficial knowledge!' :^P

1586. Re: Wanted: Deskjet Driver for GCR

Newsgroup: comp.sys.atari.st
Date: 1993-11-10 22:31:08 UTC
From: thopman@herman.cs.uoguelph.ca
Message-ID: <2brq3c$ngl@nermal.cs.uoguelph.ca>
Source record: 198707

Dirk Moebius (moebius@apoll) wrote:
: O.K.,
: I *GOT* the file at last,
: *CONVERTED* it from atari to mac (luckily I got StuffIt),
: *INSTALLED* it in the system folder (system 6.0.5) and...
: it doesn't work!!
Far be it from me to claim I'm a Mac expert, since I'm not, but did you use the Chooser to choose the driver?

THeo

1587. atari mags/icon editor

Newsgroup: comp.sys.atari.st
Date: 1993-11-10 22:34:26 UTC
From: jmb8302@cs.tamu.edu
Message-ID: <2brq9i$a4l@TAMUTS.TAMU.EDU>
Source record: 198706

Does anybody have the monthly disks to ST-Log (that old atari publication)
I'm especially interested in the C manship articles. I'm also looking for
the monthly disks to ST Format..

Also, I'm looking for an icon editor but can't seem to find one
on any of the ftp sites.

--
[%%]===[%%]
[%%] Jeffrey Bilger jmb8302@cs.tamu.edu InterMilan/Juventus [%%]
[%%] Texas A&M University, College Station,Tx Serie A * [%%]
[%%]===[%%]

1588. Re: Pad program - ftp site?

Newsgroup: comp.sys.atari.st
Date: 1993-11-10 22:37:02 UTC
From: thopman@herman.cs.uoguelph.ca
Message-ID: <2brqee$ngl@nermal.cs.uoguelph.ca>
Source record: 198708

WRIGHT T J (cf580@city.ac.uk) wrote:
: Hmm. After an earlier query (basically looking for a program which could
: edit .IMG files which were larger than the screen (2000 x 1200, for
: example) my only hope seems to the the drawing program Pad, but it doesn't
: appear to be on any major ftp sites. Could some kind person tell me where
: I can get it? (Hopefully not messing around with snail mail, cheques and
: PD libraries...)

I don't know how much this'll help, but there's another program that'll edit big IMG files...it's called Butterfly Artist. I haven't tried it myself, though. I think it was originally German, but has been translated. Sorry, I don't know an FTP site where you can obtain it. If you're absolutely desparate, mail me, and I'll give you the number of a BBS it's on.

THeo

1589. Re: Sinclair

Newsgroup: comp.sys.atari.st
Date: 1993-11-10 22:38:40 UTC
From: thopman@herman.cs.uoguelph.ca
Message-ID: <2brqhg$ngl@nermal.cs.uoguelph.ca>
Source record: 198709

Ofir Gal (ogal@cix.compulink.co.uk) wrote:

: Mr. Sinclair must be suffering from a severe mental disorder. After being
: bombarded with mail for at least two weeks, he still goes on with his
: drivel. Is there anything that can be done to stop this?
It's really quite simple...I just put him in my kill list, so I can avoid
reading any of his messages. Now if people would only stop quoting him...

This way, everyone's happy: He can spout on, and none of us have to read
any of his stuff...

THeo

1590. REQUEST: .3d2 to .DXF || .3DS

Newsgroup: comp.sys.atari.st
Date: 1993-11-10 22:52:58 UTC
From: rogue@crl.com
Message-ID: <2brrca$i23@crl.crl.com>
Source record: 198710

[Article crossposted from alt.3d]
[Author was Jim Gunn]
[Posted on 10 Nov 1993 10:03:32 -0800]

Does anyone know of the existence of a converter for Atari ST 3D-Cad 2.0 objects to DXF or 3D Studio format? If so, please email me an ftp sitename where it might be obtained, or post the program to alt.3d.

--
"Don't ever be friendly to strangers. People will automatically assume you're a moron, or you're patronizing them. The most important thing, after all is what others will think of you."
--
"Don't ever be friendly to strangers. People will automatically assume you're a moron, or you're patronizing them. The most important thing, after all is what others will think of you."

1591. Step Rate

Newsgroup: comp.sys.atari.st
Date: 1993-11-10 23:13:10 UTC
From: fox@vulcan.nrlssc.navy.mil
Message-ID: <2brsi6$bue@vulcan.nrlssc.navy.mil>
Source record: 198631

I needed to hook up my old 5 1/4 " IB drive the other day
to move some files to and from a really old PC that only has
that type of floppy on it. The last time this thing was used
I had an ST and it worked fine. Now, it's being connected
to a TT and the step-rate program which came with the drive
(resm.prg or resm.ttp or somesuch) just bombs on the TT.

Is there a TT-friendly "step-rate setter" out there? I
could have sworn seeing one hiding in some other utility
(UIS?? One of the disk formatter programs??) but have
been unable to find it...

--
+--+
| Daniel N Fox fox@nrlssc.navy.mil |
| Naval Research Laboratory, Code 7323 |
| Stennis Space Center, MS 39529-5004 |
| Telephone: (601)688-5588 FAX: (601)688-4759 |
+--+

1592. Sinclair

Newsgroup: comp.sys.atari.st
Date: 1993-11-10 23:29:00 UTC
From: dirk.vandenheuvel@nezuld.com
Message-ID: <7809.1288.uupcb@nezuld.com>
Source record: 198726

>
>Mr. Sinclair must be suffering from a severe mental disorder. After being
>bombarded with mail for at least two weeks, he still goes on with his
>drivel. Is there anything that can be done to stop this?
>
>Ofir ogal@cix.compulink.co.uk
Maybe we can all pitch in and haven him killed?? :> (Internet newgroup
hires assassin to kill pest..). Or maybe eventually he'll get a job that
requires more time, a girlfriend, go to the movies, his computer might
breakdown (those Macs get finicky), etc...

--Dirk--

---
* UniQWK v2.0 * The Solution for Multilingual Messages

1593. ST vs Mac in the Worl

Newsgroup: comp.sys.atari.st
Date: 1993-11-10 23:32:00 UTC
From: dirk.vandenheuvel@nezuld.com
Message-ID: <7810.1288.uupcb@nezuld.com>
Source record: 198727

>In the US, Atari outnumbered other platforms for years, but has lost
much of
>the market.
>
>The Mac seems to be dominant now in *pro* applications, particularly since
>programs like Sound tools came on the market.
>
>For amateurs, the PC clone business seems to be the leader. The
programs are
>cheaper (the Band in a Box people just released a $29 sequencer with
notation
>features!). The many sound boards have created a new breed of user, a
music
>"hacker" who doesn't even use outboard MIDI instruments.
>
>Brian Rost @tecrus.enet.dec.com
>
When people start to realise here in the U.S. that a Falcon and Cubase
Audio can do much if not all Soundtools and a Mac can do, but for about
a 1/3-1/2 the price sales MAY pick up. In any case it really depends on
the music you're talking about. In dance and alternative music the ST
still rains supreme (even if it just being used to run all the light
rigs for UB40..).

--Dirk van den Heuvel--
CARGO RECORDS AMERICA

---
* UniQWK v2.0 * The Windows Mail Reader

1594. 12 Megs on a STE

Newsgroup: comp.sys.atari.st
Date: 1993-11-10 23:36:00 UTC
From: dirk.vandenheuvel@nezuld.com
Message-ID: <7811.1288.uupcb@nezuld.com>
Source record: 198728

Does anyone have (or know someone who has) the Marpet +8 MB Ram Upgrade?
I'm thinking about trying to get one and was interested in how
compatible it was, how hard to install, etc.

--Dirk--

---
* UniQWK v2.0 * The Solution for Multilingual Messages

1595. Re: ATARI UK GONE ??

Newsgroup: comp.sys.atari.st
Date: 1993-11-10 23:54:50 UTC
From: Paul.Civati@mettav.royle.org
Message-ID: <753077404.0@mettav.royle>
Source record: 198556

On 3 Nov 93 at 10:11:12 (-Unknown-) wrote the following:

|>> Why isn't Atari Works distributed with European Falcons?
> Maybe Atari figured the Europeans didn't need such a nice bribe to buy
> Falcons
> and that if they could sell it to them instead for another 100GBP or
> whatever...

Actually Atari UK thought it was too buggy and sent it back to Atari US IIRC.
;-)

-Paul-

--
(Soon changing to civ@mettav.otl.com)
~=~=~=

1596. Re: atari mags/icon editor

Newsgroup: comp.sys.atari.st
Date: 1993-11-11 00:48:20 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Nov11.004820.13581@bradford.ac.uk>
Source record: 198717

Jeff M Bilger (jmb8302@cs.tamu.edu) wrote:

: Also, I'm looking for an icon editor but can't seem to find one
: on any of the ftp sites.

If you are talking mono Icons, the program you are looking for is
MAKEICON.PRG. It _is_ is a.a.u.e. because I downloaded it from there not
very long ago. You will have to find it yourself tho'. Also, the Icons can
he edited with any Resource Construction Set (eg. WERCS, K-Resource etc.)
The only/best PD R.C.S. is Otto's Resource Construction Set, which
can be found at most ftp sites under the name ORCS.*

For TT/falcon colour Icons, you either need INTERFACE, which is available
in the UK from HiSoft for about 50UKP, or Zoom (a cut down version of
Interface) which is available in Germany for about 70DM.

Steve Taylor. |||
Long Live / | \, if they don't shoot themselves in the foot.

1597. Re: atari mags/icon editor

Newsgroup: comp.sys.atari.st
Date: 1993-11-11 01:09:25 UTC
From: thopman@herman.cs.uoguelph.ca
Message-ID: <2bs3c5$qsg@nermal.cs.uoguelph.ca>
Source record: 198716

Jeff M Bilger (jmb8302@cs.tamu.edu) wrote:

: Does anybody have the monthly disks to ST-Log (that old atari publication)
: I'm especially interested in the C manship articles. I'm also looking for
: the monthly disks to ST Format..
C-Manship is available in book form now, and you can get it with a disk
that has all the source on it. The company is Taylor Ridge Books. Sorry,
I don't know the address, try looking in an ST Informer or AtariUser
magainze.
: Also, I'm looking for an icon editor but can't seem to find one : on any
of the ftp sites.
I have a good resource editor called ORCS, with a very complete icon
editor built in. If you can't find it anywhere, leave me mail, and I'll
mail it to you.

THeo

1598. Packers on ST/Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-11-11 01:09:29 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2bs3c9$2nf@news.dmpe.CSIRO.AU>
Source record: 198730

Hi.

A couple of messages back someone said something about packers, and that they use Sentry and Pompey. Could this (or anyone else) send me a copu of these packers? I'm particularly interested in Sentry v2.11 and Pompey v1.9 or up, but anything decent would be nice!

Best Regards,

Karl.

(karlm@mel.dbce.csiro.au)
--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| Work: +61 3 252 6222 Fax: +61 3 252 6244 Home: +61 3 853 9622 |

1599. Re: What ever happened to the Discovery Cartridge?

Newsgroup: comp.sys.atari.st
Date: 1993-11-11 01:33:24 UTC
From: ETAT@delphi.com
Message-ID: <931110.74004.ETAT@delphi.com>
Source record: 198718

I have a discovery cartridge that I have never used. As far as I can tell
it is an American product....just what is it that you need? Reply
to Etat@delphi.com

1600. Plotter

Newsgroup: comp.sys.atari.st
Date: 1993-11-11 02:03:47 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CGB1qD.A2z@sdf.lonestar.org>
Source record: 198739

I need a math program to replace my Casio graphing calculator - it was stolen and I don't have the cash for another one, which makes $100 commercial wares out of the question.

Can someone recommend something? I would prefer one with an equation solver maybe one that finds roots/zeros, prints using GDOS, and does zooming of the equation. I found one such program but I can't figure it out because its all German (MESSPLOT.ZOO).

I cannot use those half-text half-GEM GFA BASIC programs. They either screw up NVDI or they screw up with MiNT or my TOS version or the particular cycle of the moon. I hate crap software.

Does anyone know if the GER2ENG translator program will translate the text out of a binary file (such as a resourcse - RSC - file?) without screwing it up? If it will mangle the file, why doesn't someone create something that will work on a RSC? After all, GER2ENG is poor because it can't handle grammar differences, but RSC files don't have grammar, and most of the words used in a RSC are pretty common, Button test, menu drop-downs, etc.

JUst translating DRUCKER to PRINTER won't help on a text document, but it will really do wonders on some ALERT boxes!!

Can anyone help me out?

1601. Re: atari mags/icon editor

Newsgroup: comp.sys.atari.st
Date: 1993-11-11 02:35:09 UTC
From: aa728@Freenet.carleton.ca
Message-ID: <CGB36M.LvG@freenet.carleton.ca>
Source record: 198719

In a previous article, jmb8302@cs.tamu.edu (Jeff M Bilger) says:

>
>Does anybody have the monthly disks to ST-Log (that old atari publication)
>I'm especially interested in the C manship articles. I'm also looking for
>the monthly disks to ST Format..

I don't have any of the ST-Log disks, but I got copies of all the programs
when I bought *C-manship Complete* from Taylor Ridge Books. It (the book)
also has copies of all the original articles.

>
>Also, I'm looking for an icon editor but can't seem to find one
>on any of the ftp sites.
>
--
Blair Dean | aa728@freenet.carleton.ca | |||
Ottawa, Canada | bdean@hpb.hwc.ca | / | \ 4meg 1040 STe
o My opinion has been held over from a previous life time.
o It really pisses me off when I can't tell where people are from!

1602. Re: Sinclair

Newsgroup: comp.sys.atari.st
Date: 1993-11-11 03:02:20 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.949118@cix.compulink.co.uk>
Source record: 198722

In article <2brqhg$ngl@nermal.cs.uoguelph.ca>, thopman@herman.cs.uoguelph.ca (Theodore L Hopman) writes:
>Ofir Gal (ogal@cix.compulink.co.uk) wrote:
>
>: Mr. Sinclair must be suffering from a severe mental disorder. After being
>: bombarded with mail for at least two weeks, he still goes on with his
>: drivel. Is there anything that can be done to stop this?
>It's really quite simple...I just put him in my kill list, so I can avoid
>reading any of his messages. Now if people would only stop quoting him...
>
>This way, everyone's happy: He can spout on, and none of us have to read
>any of his stuff...
>

There are no kill file facilties at this end :-((((

Ofir ogal@cix.compulink.co.uk

1603. Re: Built in baud rates

Newsgroup: comp.sys.atari.st
Date: 1993-11-11 04:01:13 UTC
From: mbaffoni@flute.aix.calpoly.edu
Message-ID: <1993Nov11.040113.126483@zeus.aix.calpoly.edu>
Source record: 198503

In article <2bdk3h$pe3@lsupoz.apana.org.au>,
Ian Mackereth <ianm@lsupoz.apana.org.au> wrote:
>Bart-Jan Bouwers (bartjan@cs.kun.nl) wrote:
>: Hi,
>
>G'Day.
>
>: Can someone tell me which terminal program (PD) supports a baud rate of
>: 57600? I use Uniterm which does not.
>
>STalker says that it goes up to 153,600bps on the Mega STe/TT fast serial
>port. I haven't been able to test this since I've never found anything
>else fast enough to try it out on!

Well, I guess there is only one thing you can do about that....

Guess your are gonna have to just bite the bullet and get one of those
new V.Fast modems that have a base baud rate of 28.8k bps, and a compressed
rate of 115k bps. :)

Wish I was being forced to test those babies...:)!!!

>: Bart-Jan Bouwers
>
>--
> Ian Mackereth | His .sig bore this strange device:
> ianm@lsupoz.apana.org.au |
> or Fido 3:712/520 | "Excelsior!"
>

-MikeB

1604. CLA - ECAD program for Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-11-11 04:52:11 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2bsgdr$3c3@news.dmpe.CSIRO.AU>
Source record: 198731

This is a plea for information on the port of CLA for the Falcon that Craig was doing. I e-mailed him, but the message must of gotten chewed, so I was wondering if anyone else had some information on it.

Best Regards,

Karl.

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| Work: +61 3 252 6222 Fax: +61 3 252 6244 Home: +61 3 853 9622 |

1605. Which gcc for a TT?

Newsgroup: comp.sys.atari.st
Date: 1993-11-11 05:02:30 UTC
From: paul@jupiter.ame.arizona.edu
Message-ID: <1993Nov10.220231.4804@arizona.edu>
Source record: 198724

I've tried several versions of gcc on my TT (1.4, 2.1, 2.2...) but the only one that I've got to work is 1.4. Unfortunately, this doesn't run out of or use or make stuff that runs out of TT-RAM (as far as I can tell). The question is, what version should I use to do this, and how hard is it to get to work? Also, gcc seems to keep getting bigger with each new version, and I'm rather tight on disk space, so which version would work that is small(er)?

-thanks

-Paul Harris @ @
paul@jupiter.ame.arizona.edu ___/

1606. Re: Magix versus Multitos

Newsgroup: comp.sys.atari.st
Date: 1993-11-11 05:22:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A8178@MS.maus.de>
Source record: 198648

In article <2bl9i3Eri8@uni-erlangen.de>, Harald Schoenfeld
(mppi76@cd4680fs.rrze.uni-erlangen.de):
>For the first time ATARI did something good: Buying the very good MINT
>to give a new and powerful OS to the ATARI community with Pipes, Signals,
>loadable file systems...

That was indeed a good decision.

>Then ATARI rewrites the AES gigving it such nice (and for same tasks)
>very important features like window gadgets that can be used in the
>background, build in PopUp menus, color icons and so on.
>
>And what are the user's doing?
>
>Flame On
>
>Instead of using that powerful OS, they take other OS versions that lack
>all the new features of ATARI's official OS!

First of all, practically no application *requires* the new AES. Why?
Because the installed base is too small.

>Why should any programmer use the features, as the public obviously is
happy
>with the functions from 1985?
>
>And the reason for using the other oS versions?
>
>- It's faster - ok that's true - but is it so important? Isn't MTOS fast
enough
>on TT/Falcons?. Should ATARI really use an OS for the next years that
works
>fine on an 260ST instead of one that works good on an TT/Falcon?

The performance gain when using Mag!x is drastic. It's the difference
between VERY snappy and WORKS-BUT-IS-SOMEHAT-SLOW.

>- It allows bad programmed programs to work. So instead of changing the
>bad programs and using Gem-like programs one changes the OS. Very
sensible!

It's more compatible to TOS as MTOS. So what? For the user, it's
definively
a plus. You know, I'm the last one to defend bad programming practices.

>And the consequences are clear: Whatever ATARi implements to MTOS in the
>next years: No program will use it as the development in the ATARI

>community is stopped by incompatible OS versions like Magix and Geneva.

Don't blame the other OS's for that. The reason why programmers choose
no to use new OS features is just that MTOS is too slow on anything
below 030, and there are just not enough machines of that class out there.

In fact, fast multitaskers will *create* more cleanly programmed and
multitasking aware programs.

>Would you have used KAOS is it had not been fully TOS compatible?
>
>Shouldn't the few programmers that are left in the ATARI market program
>applications instead of different OS versions?

Perhaps, but only if Atari itself does more for MTOS.

Right now I see people who keep their machines because for the first time
they have a stable and fast multitasking environment, something you really
can't say about MTOS.

1607. Re: Magix versus Multitos

Newsgroup: comp.sys.atari.st
Date: 1993-11-11 05:22:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A8179@MS.maus.de>
Source record: 198649

In article <CG69qz.JpF@sci.kun.nl>, Sander Stoks (sanders@sci.kun.nl)
wrote:
>So Mag!X sounds to be nicer and faster than MultiTOS. And so does
>Geneva. But will they still be supported in the future? And will

And will MTOS?

>documentation become available, libraries, etc? Please note these are
>genuine questions, not flames. If a better and/or faster alternative
>to MultiTOS comes available, I would surely be interested. Nobody
>objects to using NVDI instead of the original Atari (slow) routines,
>so why wouldn't one use an alternative to the OS that would be faster
>and compatible to the official one? But it sounds as if for example
>Geneva gets its extra speed by not having MiNT installed. Now suppose
>I like using TeX a lot, I wouldn't benefit from cooperative
>multitasking a lot, would I?

Dunno about Geneva, but Mag!X *does* preemptive multitasking. Yes, it
runs normal TTP's in GEM windows. And yes, you can run TeX in the
background while having a GEM based editor and a DVI previewer in
the foreground. In fact, I've used this configuration (with qed as
editor and Ascreen as previewer) all the time when writing my thesis.

1608. Re: Magix versus Multitos

Newsgroup: comp.sys.atari.st
Date: 1993-11-11 05:22:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A8177@MS.maus.de>
Source record: 198650

In article <2bl8piEqat@uni-erlangen.de>, Harald Schoenfeld
(mppi76@cd4680fs.rrze.uni-erlangen.de) wrote:
>>A lot happened to Mag!X in the last two months. Wait for the results.
>
>But for the public nothing happened...

For the public, nothing happened with MTOS since spring.

>Yes, but wouldn't it be more sensible to program some applications for
>the Falcon than the OS once again?

Are you using the VDI in the ROM? Are you using AHDI? Are you using
Atari's Resource Construction Set? Try Mag!X and then think about
what you said :-)

1609. Re: Falcon040

Newsgroup: comp.sys.atari.st
Date: 1993-11-11 05:54:25 UTC
From: Lonnie McClure <LMCCLURE@delphi.com>
Message-ID: <931111.03265.LMCCLURE@delphi.com>
Source record: 198725

True, if the Falcon 040 has already been developed, then it will very likely be behind the times by the time it sees the light of day.

OTOH, if it has not been (fully) developed, it would be a long time in coming, given how much of Atari's resources have been going into the Jag.

1610. Re: Falcon Desk Piccie

Newsgroup: comp.sys.atari.st
Date: 1993-11-11 07:05:04 UTC
From: Jinlung Fung <jf4y+@andrew.cmu.edu>
Message-ID: <wgsSEUO00WB=Ms_6Qm@andrew.cmu.edu>
Source record: 198729

Excerpts from netnews.comp.sys.atari.st: 30-Oct-93 Re: Falcon Desk Piccie by Chris Herborth@semprini.

> There's a deskpic.zoo (or is it .zip?) sitting in atari/Newitems on
> atari.archive.umich.edu; I haven't looked at it yet, but it's a CPX
> module with an AUTO program. The fact that it's a CPX makes me hope
> that it'd work with any VDI-supported screen size...

I am afraid it doesn't... apparently, it supports only PC3 pictures (of the little that I can make out from the German doc files).

Uh huh... huh huh... cool
Michael Fung

Email: jf4y+@andrew.cmu.edu Phone: (412)862-3692
Mail : 1060 Morewood Avenue, Box 1334, Pittsburgh, PA 15213, USA

1611. STE for sale update - SOLD

Newsgroup: comp.sys.atari.st
Date: 1993-11-11 07:39:11 UTC
From: Rob-G@cup.portal.com
Message-ID: <95475@cup.portal.com>
Source record: 198732
Cross-posted to: comp.sys.atari.st,misc.forsale,misc.forsale.computers.other

All o fthe computer items I posted have been sold.

Rob

1612. Re: Emacs 19.xx anyone ...?

Newsgroup: comp.sys.atari.st
Date: 1993-11-11 08:43:56 UTC
From: lynbech@daimi.aau.dk
Message-ID: <2bsu0c$eek@belfort.daimi.aau.dk>
Source record: 198735

Just to hammer it down: GNU emacs (18) runs on the atari, and it
really works. To get full power, you need both MiNT and a lot of RAM.
But in 4M, and on my humlbe 1040STe, I can run both GNU make and gcc
(though not with optimizing, and not on gigantic files), from within
emacs with M-x compile, using C-x ` to find errors (must be something
downloaded, I never make mistakes :-).

But to get back to the original subject:
Has anybody looked into getting emacs 19 up on the atari? We cant have
the X support, and it will be even bigger, but there are still
benefits.

Emacs 19 is even under autoconf, so porting should be much easier, but
I haven't got the disk space to look seriously into it myself.

Christian Lynbech | Hit the philistines three times over the
| head with the Elisp reference manual.
email: lynbech@daimi.aau.dk | - petonic@hal.com (Michael A. Petonic)

1613. Falcon monitor question

Newsgroup: comp.sys.atari.st
Date: 1993-11-11 08:55:43 UTC
From: fnjah@aurora.alaska.edu
Message-ID: <1993Nov10.235543.1@aurora.alaska.edu>
Source record: 198733

I know there are Falcon programs that only work with a VGA monitor and others
that only work with RGB, but is there any difference between emulating ST Low,
Medium and High res on a VGA monitor as opposed to RGB?
Is one more compatible than the other?

1614. Re: Sinclair

Newsgroup: comp.sys.atari.st
Date: 1993-11-11 09:16:40 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.949825@cix.compulink.co.uk>
Source record: 198734

In article <7809.1288.uupcb@nezuld.com>, dirk.vandenheuvel@nezuld.com (Dirk Vandenheuvel) writes:
>>
>>Mr. Sinclair must be suffering from a severe mental disorder. After being
>>bombarded with mail for at least two weeks, he still goes on with his
>>drivel. Is there anything that can be done to stop this?
>>
>>Ofir ogal@cix.compulink.co.uk
>Maybe we can all pitch in and haven him killed?? :> (Internet newgroup
>hires assassin to kill pest..). Or maybe eventually he'll get a job that
>requires more time, a girlfriend, go to the movies, his computer might
>breakdown (those Macs get finicky), etc...
>

I find his behaviour extremely strange. I mean, like him, I like recommending the Atari (Mac in his case) to people and go on about how nice my Falcon is. Unlike Mr. Sinclair I certainly *do not* join Amiga or PC newsgroups and annoy them with ST prices.

So please Mr. Sinclair, I'm sure you're an inteligent person with many interesting things to say. You seem knowledgeable enough (at least on Mac pricing;-) to be able to offer advice to many Mac users wishing to upgrade. If I ever want to buy a Mac I will mail you asking for advice, I promise. Are the Mac groups so quiet that you have nothing better to do than to join this one?

I like Mac computers, but I prefer the Falcon as it suits my needs perfectly, except perhaps for WP where there isn't a single application I'm truly happy with. I don't know if the situation is any better on the Mac, but I hear it is.

In the UK the Mac is virtually non-existent except in publishing. I know dozens of computer owners who use Amigas, PCs, only one with a Mac and it is very nice.

This is the LAST time I am resonding to your messages and I ask everyone else to do the same.

So be nice to your fellowman Sinclair. Peace man!

Ofir ogal@cix.compulink.co.uk

1615. Two questions...

Newsgroup: comp.sys.atari.st
Date: 1993-11-11 09:58:00 UTC
From: PSYWHITE@basil.acs.bolton.ac.uk
Message-ID: <9311111000.aa24940@demon.demon.co.uk>
Source record: 198736

1) What's the address for the Heat&Serve mailing list?

2) Is anyone out there using the WINDDIAL library off this list? I'm trying to convert it for use with Lattice C, and it seems to be doing strange things. All GEM calls within it return errors, yet I know the AES & VDI have been initialised properly..

Anyone who can help, could they please E-mail me. I would be glad to distribute the lattice version of this code once I get it working..

TTFN
Jon

"See that ZX81? That's your PC that is..."

J White, Dept Psychology, Bolton Institute, Deane Road, Bolton, BL35AB, UK

PSYWHITE@BASIL.BOLTON.AC.UK

1616. Re: Is there an archiver...

Newsgroup: comp.sys.atari.st
Date: 1993-11-11 10:10:01 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.93Nov11111001@issan.informatik.uni-dortmund.de>
Source record: 198738

>>>>> In article <161343@netnews.upenn.edu>, rrice@netnews.upenn.edu (Rob S. Rice) writes:

|> I have never found or trusted a Packer to which I'd
|> submit my priceless Data files--so I store them with native compressed
|> formats, hence my enduring fondness for Deluxe Paint/Tiny, etc. But
|> actually, this really IS a question about Archiving for back-ups. I use
|> Diamond Back for the hard drive, but I use LZH/ZIP files for
|> spot-redundancy. I just want something that will compress a directory
|> into separate archived files.

What about gzip?

```
$ gzip --help
gzip 1.2.4 (18 Aug 93)
usage: gzip [-cdfhlLnNrtvV19] [-S suffix] [file ...]
-c --stdout write on standard output, keep original files unchanged
-d --decompress decompress
-f --force force overwrite of output file and compress links
-h --help give this help
-l --list list compressed file contents
-L --license display software license
-n --no-name do not save or restore the original name and time stamp
-N --name save or restore the original name and time stamp
-q --quiet suppress all warnings
-r --recursive operate recursively on directories
-S .suf --suffix .suf use suffix .suf on compressed files
-t --test test compressed file integrity
-v --verbose verbose mode
-V --version display version number
-1 --fast compress faster
-9 --best compress better
file... files to (de)compress. If none given, use standard input.
```

If compiled with the TOSFS option, it also takes care of the filename
limitations. Just say

```
$ gzip -r dir
```

and all files in dir will be compressed separately.

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

1617. BBS games

Newsgroup: comp.sys.atari.st
Date: 1993-11-11 10:33:09 UTC
From: anthony@inyanga.cs.wits.ac.za
Message-ID: <41@inyanga.cs.wits.ac.za>
Source record: 198740

Anyone know of any sites containing BBS (online) games???

--
-----================================-----
Anthony Spirou
anthony@concave.cs.wits.ac.za
-----================================-----

1618. Re: Hacking a demo !!!

Newsgroup: comp.sys.atari.st
Date: 1993-11-11 10:53:33 UTC
From: cwood@gst-soft.demon.co.uk
Message-ID: <1993Nov11.105333.1@gst-soft.demon.co.uk>
Source record: 198737

TITLE: Hacking a demo !!!

> The screen is ICE! packed and have found the location on the disk. But how
> do I interpret the ICE! info to know how many bytes the file is AND how
> do I grab that amount of bytes ...

You could make some nasty assumptions and do it this way,
1) Get a copy of Ice 2.40 from atari.aschive, where you will find the
source for decompressing ICE! packed files. The first few bytes after
the magic number will tell you it's length address etc.
2) When you have the length of the data, write a short program, or
use a tool like recover to read the sectors off of the disk
sequentially, saving them to a file. This makes the assumption that
the data lies sequentially on the disk, this is likely.
3) When you have the binary, you'll have to write a wrapper that
calls the ICE! unpacker on the data, and hopefully it will work.

There are numerous ptifalls though. The data may not be
sequentially on the disk, the code may only be run from a
certain area of memory (i.e. not relocatable), or it may use
some generic routines that are part of the demo, i.e.
keyboard handling, mouse etc. Your only resort then is to
go through the code from boot-up...fun!

I removed a couple of screens from Cor Blimey, but that was
by tracing through the code, the above method sounds okay,
but probably wont work!

CW

==
Chris Wood. "You Screwy Rabbit" - Yosemite Sam
cwood@gst-soft.demon.co.uk
GST Software Products (R&D) Tel: (+44) 0480 496789.
Meadow Lane, St Ives, Cambridgeshire, PE17 4LG. Fax: (+44) 0480 496189.
==

1619. Re: Falcon monitor question

Newsgroup: comp.sys.atari.st
Date: 1993-11-11 10:57:14 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Nov11.105714.15136@bradford.ac.uk>
Source record: 198741

fnjah@aurora.alaska.edu wrote:
: I know there are Falcon programs that only work with a VGA monitor and others
: that only work with RGB, but is there any difference between emulating ST Low,
: Medium and High res on a VGA monitor as opposed to RGB?
: Is one more compatible than the other?

Should be no difference I believe. You _may_ get a better picture under
VGA, but then again...

Steve Taylor. |||
Long Live / | \, if they don't shoot themselves in the foot.

1620. Re: TOS 5.01???

Newsgroup: comp.sys.atari.st
Date: 1993-11-11 11:06:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A55993@SL.maus.de>
Source record: 198646

In article 2cdcd768@troed.ct.se Rickard Troedsson writes:

RT>why hasn't Atari said anything???
Maybe because it's not true?

Where did You get this information from?

RT>I heard from a friend who had talked to a guy in USA
Sounds lik an introduction to one of these 'modern tales', like 'The
vanishing hitchhiker' or 'The Mexican pet'.

Bye
Stefan

===
Stefan_Damerau@sl.maus.de
!!No Mail >16kB please!!

1621. BBS Software

Newsgroup: comp.sys.atari.st
Date: 1993-11-11 11:45:27 UTC
From: cadp95@ccsun.strath.ac.uk
Message-ID: <2bt8kn$npq@loch2.cc.strath.ac.uk>
Source record: 198742

I'm interested in setting up a BBS but I'm unsure of what system to buy.
Michtron is of no use as it does not seem to like my Falcon.

I have QBBS V1.10 and this seems pretty good,but the sysop on my local BBS,
Digital Impulse(who currently uses QBBS), is practically demanding I buy
the Ratsoft program which is,apparently,fully Falcon compatible.

Any ideas on which is best,QBBS or RATsoft, or does anyone know of any
other wonderfull BBS program?

Brian.

1622. Re: ATARI _DROPS_ THIER COMPUTER LINES!

Newsgroup: comp.sys.atari.st
Date: 1993-11-11 11:57:00 UTC
From: L.J.Sak@kub.nl
Message-ID: <19931111125740.L.J.Sak@pc0335.kub.nl>
Source record: 198744
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In Article <CFuz77.Jvp@newcastle.ac.uk> "Craig.Graham@newcastle.ac.uk (Craig Graham)"
says:
>
> In article <1993Nov1.143136.16219@umiami.ir.miami.edu>, dlk0ms9s@umiami.ir.miami.edu
writes:
> >
> >
> >NOTE: THIS IS NOT A JOKE, FLAME, OR LIE.
> >
> >Effective immediately, Atari Computer Corporation has ceased
> >production of ALL of it's computer lines. This includes all TOS,
> >DOS, and hand-held computers. This information was
> >released late on Friday., October 29, 1993.
> >
> >I was given this information by my broker who constantly checks the
> >Atari news for me.
> >
> >It also said that there might be a plan in the future to release
> >compatable computers at an affordable price.
> >
> >Atari's only priducts for sale will be what is in the stockhouses,
> >the LYNX, and the upcoming Jaguar.
> >
> >
> >-time to start looking at those clones.
> >
> >-Mark Santora
> >
>
>
> Is this guy for real ?
>
> Craig.
>
LSD: Some of this rumour was caugt by me too.. Luckily it was not true,
but ATARI had had some hard time though. Ps: where does the guy live?

1623. Re: Hacking a demo !!!

Newsgroup: comp.sys.atari.st
Date: 1993-11-11 11:57:14 UTC
From: ukra@rzstud1.rz.uni-karlsruhe.de
Message-ID: <2bt9aq$3ge@nz12.rz.uni-karlsruhe.de>
Source record: 198743

Chris Wood (cwood@gst-soft.demon.co.uk) wrote:
: TITLE: Hacking a demo !!!

My god! Did I spend nights craking protections! :)
Anyone tried to crack the Cuddly Demo protection of The Carebears?
I did... it was tough. That damned boot program trace protected
(the first trace protection I come across...) I still
have nightmares with it.

```
+-------------------------------------------------+
| The SpaceWalker . * _@ . .|
|Walkin' thru Cyberspace..... . o . </\_ o * |
|..aahhh! at home at last!!! . ~\/\ ' o|
|->s_samso@iravcl.ira.uka.de o . / . * |
+----------------------------------------`----------+
```

1624. Re: Falcon040

Newsgroup: comp.sys.atari.st
Date: 1993-11-11 12:00:24 UTC
From: djs@jet.uk
Message-ID: <1993Nov11.120024.17871@jet.uk>
Source record: 198602

In <CG9FEz.5Hy@ritz.mordor.com> ritz@ritz.mordor.com (Chris Mauritz) writes:

>Well, I hate to be a party pooper. I hate even more to glorify
>what that Sinclair-Day person has been spouting....

>Apple is selling 68040 boxes cheaper than falcons now.
And which of these Apple boxes protects my investement in software? Which Apples run Cubase (see below), DA's Vektor, Pagestream, Calligrapher, Timeworks, Lattice C etc? Which Apple drives my Atari Laser? Although it is true that, with the exception of Cubase and arguably Vektor, the Mac has software better than the items listed (indeed, the ST has better products than some of those listed), they are the ones that I have invested money in, and would have to pay to replace.

(* Of course I know that the Mac runs Cubase, but I would still have to pay to `side-grade', as well as buy a MIDI interface).

The Falcon represents a reasonable upgrade for ST users. I am less convinced that it is a good choice for first time buyers, though.
--
- Due to British Government restrictions, the words of Mr Stevenson have been typed by an actor.

- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

1625. Re: Stupid rumor (was: ATARI _DROPS_ THIER COMPUTER LINES!)

Newsgroup: comp.sys.atari.st
Date: 1993-11-11 12:02:00 UTC
From: L.J.Sak@kub.nl
Message-ID: <19931111130204.L.J.Sak@pc0335.kub.nl>
Source record: 198745
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In Article <CFvKK0.qrA@hawnews.watson.ibm.com> "mora@AFQA6140.mop.ibm.com (Frederic Mora)" says:

> Mark Santora writes:
> >Effective immediately, Atari Computer Corporation has ceased
> >production of ALL of it's computer lines. This includes all TOS,
> >DOS, and hand-held computers. This information was
> >released late on Friday., October 29, 1993.
>
> >I was given this information by my broker who constantly checks the
> >Atari news for me.
>
> Pal, I don't know who is your broker, but I'd rather double check his
> books. Atari stock is climbing steadily. Maybe they don't OWN plants
> anymore, but they keep contracting for batches of new computers.
>
> Please get your facts straight before spreading FUD.
>
> --
> Frederic Mora - IBM France, Montpellier - Software engineer
> AIX Application Development - mora@vnet.ibm.com
>

LSD: The ATARI company was the only com[puter-manufactoring company of which the stocks rose during the dip of computer industries some time ago. Even Apple and IBM had their share-prices dropped. Rise due to IBM-ATARI jaguar contract..
Sometimes their management sucks, but they make such awful nice computers!

1626. Re: ATARI _DROPS_ THIER COMPUTER LINES!

Newsgroup: comp.sys.atari.st
Date: 1993-11-11 12:10:00 UTC
From: L.J.Sak@kub.nl
Message-ID: <19931111131023.L.J.Sak@pc0335.kub.nl>
Source record: 198747
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In Article <2cd7ed34a4c70@traveller.freiburg.sub.org> "galaxis@traveller.freiburg.sub.org (Alexander Bochmann)" says:
> SG Yardley (c2sgy@dmu.ac.uk) wrote:
>
> >> Effective immediately, Atari Computer Corporation has ceased
> >> production of ALL of it's computer lines. This includes all TOS,
> [..]
> >I also doubt seriously whether they want to make compatibles at all.
>
> In Germany, Atari sold the last computers from it's DOS compatible ("ABC")
> line at the end of last year.
>
> I don't think they did make much money with it.
>
> /\|ex.
> --
> galaxis@traveller.freiburg.sub.org (or ab@traveller.fido.de)
> Network_ST 90:400/101*VNet 46:9490/231*KultNet 23:550/5*FidoClassic 2:2476/803
> Traveller-Box ++49-761-381571 (HST/DS) - THE Atari BBS in southwest Germany
>
LSD: Read again: It was not SG Yardley who wrote i

1627. Re: AtariWorks

Newsgroup: comp.sys.atari.st
Date: 1993-11-11 12:12:06 UTC
From: djs@jet.uk
Message-ID: <1993Nov11.121206.17996@jet.uk>
Source record: 198603

In <memo.944761@cix.compulink.co.uk> ogal@cix.compulink.co.uk (Ofir Gal) writes:

>In article <1993Nov9.165228.10239@jupiter.sun.csd.unb.ca>, d3hq@jupiter.sun.csd.unb.ca
(GREEN P) writes:
>>I am presently using WordPerfect, WordFlair and LDW Power as
>>my document processing tools, what does AtariWorks have to
>>offer me that these packages can not? Is Speedo GDOS better
>>than FSM GDOS?
>>
>Speedo is much better and faster than FSM and is compatible with
>WordFlair.
But Speedo is still useless for many of us as there is no PostScript driver :-(

--
- Due to British Government restrictions, the words of Mr Stevenson
have been typed by an actor.

- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

1628. Re: Stupid rumor (was: ATARI _DROPS_ THIER COMPUTER LINES!)

Newsgroup: comp.sys.atari.st
Date: 1993-11-11 12:15:00 UTC
From: L.J.Sak@kub.nl
Message-ID: <19931111131503.L.J.Sak@pc0335.kub.nl>
Source record: 198748
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In Article <2bbjov$ko6@news.cs.tu-berlin.de> "thommy@cs.tu-berlin.de (Thomas Bahls)" says:
> >Welcome to the club. I have a lynx and it didn't go anywere.
> ^^^^
>
> A german videogames mag just announced 24 lynx games for the
> next month.
>
> Maybe future will look brighter? =)
>
> >I have seen the
> >future and its 3do!!!! The Jaguar will bomb just like the TT, Falcon and Lynx.
> -
> 3do is _really_ impressing, but it's more expensive than the Jaguar
> and it's "only" 32bit.
> IF Atari can release the Jag-CDrom in summer '94, it can easily attract
> most potential 3d0 customers - right?
>
> >Does anyone believe Atari will spend money for advertisement?
> -
> The news "Atari stocks went up to 11 1/8" is some kind of
> advertisment. ;-)
>
> >Sell your Atari stock while you have a chance.
> -
> I wish, I had some.
>
> greetings
> -thommy
>
LSD: Great move, Tho

1629. Re: Magix versus Multitos

Newsgroup: comp.sys.atari.st
Date: 1993-11-11 12:23:31 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.753020611@acp5>
Source record: 198749

cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

>I've never seen a program that requires Magix to run, or even one that
>advertised that it used Magix features if Magix was loaded.

I know several programs using Mag!X features. Most of them use features that
are also available with MultiTOS.

>> a) the system runs quite stable (Magix does so, MiNT doesn't)

>MiNT is stable too; otherwise, it wouldn't have been suitable for Atari
>to use as a kernel for MultiTOS.

MiNT may be stable, the AES is the weak point. BTW, Atari had no choice when
choosing MiNT. They weren't able to create a working system of their own.
They had lots of time (years) to develop their own multitasking system but
nothing happened.

>Very, very few real programs are incompatible with MiNT (some things
>built with GFA-BASIC have problems, like the uucico that comes with
>Hermes).

But unfortunately a lot of programs are incompatible with MultiTOS. Don't
compare Mag!X to MiNT, you have to compare it the MultiTOS, i.e. MiNT AND
the MultiTOS AES.


```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

1630. Re: CPS > 960 with MinT

Newsgroup: comp.sys.atari.st
Date: 1993-11-11 12:26:29 UTC
From: ep93dha@t.hfb.se
Message-ID: <1993Nov11.122629.10926@t.hfb.se>
Source record: 198746

> Try FSER096 (Auto folder program with it's own serial routines)

Where can I find FSER096 ?

1631. Re: Falcon monitor question

Newsgroup: comp.sys.atari.st
Date: 1993-11-11 12:43:36 UTC
From: rost@tecrus.enet.dec.com
Message-ID: <CGBvFw.9tt@ryn.mro4.dec.com>
Source record: 198750

In article <1993Nov10.235543.1@aurora.alaska.edu>, fnjah@aurora.alaska.edu writes...
>I know there are Falcon programs that only work with a VGA monitor and others
>that only work with RGB, but is there any difference between emulating ST Low,
>Medium and High res on a VGA monitor as opposed to RGB?
>Is one more compatible than the other?
>

The high res emulation mode when using with an ST color monitor is awful...it's
interlaced and that wears on your eyes real fast. On a VGA, it's
non-interlaced and quite usable.

Brian Rost @tecrus.enet.dec.com

508-568-6115

****
* *
* The above does not reflect the opinions of *
* my employer. *
* *
* If music is outlawed, only outlaws will be *
* musicians. *
* *
****

1632. Re: Sinclair

Newsgroup: comp.sys.atari.st
Date: 1993-11-11 13:01:18 UTC
From: cspas050@sus.edu.eur.nl
Message-ID: <2btd2u$1bf@sus.edu.eur.nl>
Source record: 198601

Hey guys, I am a atarier from the beginning (i said a thousand * thousand times). I own four ataris (8 bit,16 bit,32 bit and a game). And I don't mean to diss anybody. But the situation of atari is in deep, deep trouble.

You can ignore me, or even mail me tremendous lots of shit. (which i don't like) but you'll have to face the facts.

Atari doesn't sell! (a lot).

Mao.

1633. Re: Geneva and Cubase?

Newsgroup: comp.sys.atari.st
Date: 1993-11-11 13:25:21 UTC
From: stewart@titan.ucs.umass.edu
Message-ID: <2bteg1$pvf@titan.ucs.umass.edu>
Source record: 198604

In article <1993Nov9.225109.2815@news.arc.nasa.gov>,
Glenn Deardorff <glennd@pioneer.arc.nasa.gov> wrote:
>Has Geneva been tested with Cubase 3.0x? Does it work OK? Ideally, I'd like
>run Cubase and X-oR, without putting either to sleep, so I can audition patche
>with X-oR while my Cubase sequence is running.

Yes, Geneva has been tested with Cubase and it is incompatible. Sorry, we
tried to get as high a level of compatibility as possible, but in some cases
it just isn't possible.

>Also, given the revised (February) anticipated release date of Neodesk 4, is
>there any chance of getting Geneva now, and getting a "coupon" for Neodesk 4,
>such that the total is $100 (US) (the cost for the package deal)?

We are currently offering the $99.95 bundle price for Geneva and NeoDesk 4.
We will ship the Geneva as soon as we can after the order is placed (usually
no more than a couple of days now), and the NeoDesk will be placed in back
order, and will ship as soon as they are ready.

Bob Stewart stewart@titan.ucs.umass.edu
Gribnif Software Phone: 10-6 EST (413) 247-5620
Customer Service FAX: (413) 247-5622

1634. Re: Magix versus Multitos

Newsgroup: comp.sys.atari.st
Date: 1993-11-11 13:28:18 UTC
From: stewart@titan.ucs.umass.edu
Message-ID: <2bteli$q58@titan.ucs.umass.edu>
Source record: 198606

In article <16275@uqcspe.cs.uq.oz.au>,
Warwick Allison <warwick@cs.uq.oz.au> wrote:
>sanders@sci.kun.nl (Sander Stoks) writes:
>
>>Geneva gets its extra speed by not having MiNT installed.
>
>Indeed. I'm confused as to why MultiTOS minus MiNT isn't a co-operative
>multi tasking system. Surely the AES in MultiTOS is exactly that.
>
>Any explanations?
>

The AES replacement that is part of MultiTOS is basically the same AES 4
which is in a Falcon. It is not a multitasking environment. MultiTOS depends
completely on MiNT to do multitasking.

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1635. Windowed dialogues in Lattice Cv5

Newsgroup: comp.sys.atari.st
Date: 1993-11-11 13:31:42 UTC
From: imr@cs.bham.ac.uk
Message-ID: <1993Nov11.133142@cs.bham.ac.uk>
Source record: 198605
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

Can anyone out there tell me how to get dialog boxes in windows in Lattice C ?
I'm writing my final year project on my Falcon and desperately want to have a non-modal interface (ie the appearance of a dialog box doesnt lock up the program until the user dismisses it). To do this I need someway of handling multiple windowed dialog boxes... in the same way something like WinRec does for example.

I got hold of WindDial but have had no luck getting it to work, so has anyone managed to get it working with Lattice C ?

Any help _gratefully_ received!

Ian

1636. Re: Magix versus Multitos

Newsgroup: comp.sys.atari.st
Date: 1993-11-11 13:33:00 UTC
From: Sven_Spreier@hh.maus.de
Message-ID: <A27427@HH.maus.de>
Source record: 198517

HS>>A lot happened to Mag!X in the last two months. Wait for the results.
HS>
HS>But for the public nothing happened...

Please, tell me what has Atari done in the last *half* year? I mean really programs and not beta versions.

1637. Re: Magix versus Multitos

Newsgroup: comp.sys.atari.st
Date: 1993-11-11 13:36:00 UTC
From: Sven_Spreier@hh.maus.de
Message-ID: <A27428@HH.maus.de>
Source record: 198516

HS>It's faster - ok that's true - but is it so important?

For most Atari users -- yes. Because most Atari users have a ST, not a TT/Falcon.

HS>Should ATARI really use an OS for the next years that works fine on an HS>260ST instead of one that works good on an TT/Falcon?

I don't think MTOS works really good on a falcon. Why not use an OS that works fine on *all* systems?

1638. Re: Plotter

Newsgroup: comp.sys.atari.st
Date: 1993-11-11 13:40:37 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Nov11.134037.836@bradford.ac.uk>
Source record: 198611

Evan Langlois (evanlang@sdf.lonestar.org) wrote:

: I need a math program to replace my Casio graphing calculator - it was stolen
: and I don't have the cash for another one, which makes $100 commercial wares
: out of the question.

I doubt whether you would get all the features. I use K-graph or
GRAPH.PRG(PD) for graph plotting, but I think that's all they do.

: Does anyone know if the GER2ENG translator program will translate the text
: out of a binary file (such as a resourcse - RSC - file?) without screwing
: it up? If it will mangle the file, why doesn't someone create something that
: will work on a RSC? After all, GER2ENG is poor because it can't handle
: grammar differences, but RSC files don't have grammar, and most of the words
: used in a RSC are pretty common, Button test, menu drop-downs, etc.

You can of course do it all manually, with a Resource File Editor (e.g.
ORCS, available on ftp everywhere). I have done this with several
programs, and its not too difficult when you have a Geramn Dictionary, and
a working knowledge of Computers.

BTW, does anyone know why GER2ENG does not actually work on my machine? I
had high hopes for it, but when I try to load a German ASCII text file
into it, it bombs out or something.

Steve Taylor. |||
Long Live / | \, if they don't shoot themselves in the foot.

1639. Re: Magix versus Multitos

Newsgroup: comp.sys.atari.st
Date: 1993-11-11 13:52:34 UTC
From: stewart@titan.ucs.umass.edu
Message-ID: <2btg32$r34@titan.ucs.umass.edu>
Source record: 198608

In article <2bl9i3Eri8@uni-erlangen.de>,
Harald Schoenfeld <mppi76@cd4680fs.rrze.uni-erlangen.de> wrote:
>Flame On
>
>Instead of using that powerful OS, they take other OS versions that lack
>all the new features of ATARI's official OS!

Geneva, for one, does has almost all of the features of Atari's OS. Currently the _ONLY_ unsupported features are ones which require MiNT (pipes, for instance, although Geneva's AES message passing is superior enough to generally handle this particular one), and features that Atari added just recently that we haven't had time to do. We will release a version of Geneva which is fully AES 5 compatible, and compatible with MiNT or PowerDOS.

>And the reason for using the other oS versions?
>
>-It's faster - ok that's true - but is it so important? Isn't MTOS fast enough
>on TT/Falcons?.

In our opinion, and apparently in the opinion of many of Atari's users, MTOS is NOT fast enough. And what about all those users who don't have TTs and Falcons? Are we wrong for giving them an AES with the same or better functionality? Geneva will work on _any_ Atari.

>- It allows bad programmed programs to work. So instead of changing the
>bad programs and using Gem-like programs one changes the OS. Very sensible!

Many of these "bad programs" are ones people use everyday for very serious work. Some (many?) are no longer supported or upgraded by the companies which wrote them.

>And the consequences are clear: Whatever ATARi implements to MTOS in the
>next years: No program will use it as the development in the ATARI
>community is stopped by incompatible OS versions like Magix and Geneva.

This is just plain false. Firstly, Geneva can not be labeled incompatible. It is more compatible than MTOS will ever be. Secondly, we will implement every feature Atari does in MultiTOS to remain compatible. Furthermore, our other programs, such as NeoDesk, will take advantage of the advanced capabilities of MultiTOS and Geneva.

Bob Stewart stewart@titan.ucs.umass.edu
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Customer Service FAX: (413) 247-5622

1640. Convertion Atari to DOS or Unix

Newsgroup: comp.sys.atari.st
Date: 1993-11-11 13:54:07 UTC
From: ingres@lindau.inf-wiss.ivp.uni-konstanz.de
Message-ID: <2btg5v$96v@hermes.uni-konstanz.de>
Source record: 198610

I`ve got an Atari at home and DOS or Unix Computers at work. How can I convert Atari-ASCII-files to DOS or Unix Format ???

Any answers, programs or hints ?

Please contact me, this is seious...

1641. Re: Le Redacteur (a warni

Newsgroup: comp.sys.atari.st
Date: 1993-11-11 13:54:42 UTC
From: fountad@vax.sbu.ac.uk
Message-ID: <1993Nov11.135442.3805@vax.sbu.ac.uk>
Source record: 198614

> Well Del you must be doing something strange or have a bad disk or
> something 'cause I've had Redacteur 3.0 for over a year and NEVER had a
> problem (that's NEVER) with it crashing or giving me errors. I'll agree
> graphics printing is a chore and a kludge but for actually entering and
> editing text Red is hard to beat for speed and features (when you move
> to multi-font graphical printing programs like That's Write 3,
> Calligrapher and Papyrus start to lap it though).
Well, I'm not doing anything strange - I'm following the manual to the
letter. I've hardly had chance to stretch the program, it's struggling
to do the most basic things. Apparently I did have a bad disk - a problem
the ST Club thought they had solved, but mine slipped through. I'm
waiting for a new set which should take care of the 'Hyphenation parameters'
bug. I'm very pleased your copy works well. Shame mine doesn't.
Graphics printing is a real chore, and I think this lets the program down
badly. Text entry is very fast and efficent and I love it, but that's not
much use if you can't get good quality output at the end of it. Red +
Timeworks 2 is proving a lot more successful at the moment (so I should
have brought Red Lite.)

> Before you start warning everyone on the net to avoid Red...
I've not done anything of the sort. I put up a message warning that I had found
some bugs in the program, that's all.

I've contacted the ST Club and they say that I can have a refund if I want one.
For the moment I'm sticking with Redacteur as it's clearly what I need. I'll
only pursue the refund if I keep finding bugs and can't cope with the work
arounds.

Del

1642. Re: Magix versus Multitos

Newsgroup: comp.sys.atari.st
Date: 1993-11-11 14:01:02 UTC
From: stewart@titan.ucs.umass.edu
Message-ID: <2btgiu$rgk@titan.ucs.umass.edu>
Source record: 198609

In article <CG69qz.JpF@sci.kun.nl>, Sander Stoks <sanders@sci.kun.nl> wrote:
>So Mag!X sounds to be nicer and faster than MultiTOS. And so does
>Geneva. But will they still be supported in the future? And will
>documentation become available, libraries, etc? Please note these are
>genuine questions, not flames.

Absolutely. We are already planning upgrades to Geneva to fix any problems which have been found, and to eventually implement AES 5 features, and compatibility for MiNT. Geneva comes with full developer documentation, and C libraries for taking advantage of its new features. From what I understand, someone has already also developed GFA libraries for use with Geneva. The package also comes with a "debugging" version of Geneva which will report things like bad calls to the AES.

>and compatible to the official one? But it sounds as if for example
>Geneva gets its extra speed by not having MiNT installed. Now suppose
>I like using TeX a lot, I wouldn't benefit from cooperative
>multitasking a lot, would I?

It is true that there are some things you can do with preemptive multitasking that you can't do with Geneva, yet. As I mentioned, we will support MiNT in the future. (Probably as soon as we can after NeoDesk 4 is finished.)

However, it remains that many people don't need preemptive multitasking, or would prefer not to pay the price of the speed loss. Additionally, many TOS programs will run in a TOS window in Geneva, and allow you to switch out whenever they pause at a prompt.

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1643. Looking back on Sinc

Newsgroup: comp.sys.atari.st
Date: 1993-11-11 14:03:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A55996@SL.maus.de>
Source record: 198647

Hmmm.

Taking a look back to the postings of our favourite Apple-merchandizer
(You'll remember him ...) I wonder about the change of his mind.
Once he was impressed by the early Jaguar-informations (don't think it was
sarcastic) and now :-(

Seems to me he was working at Atari and got busted. Now he makes me think
he's taken by Apple ...

Bye
Stefan

===
Stefan_Damerau@sl.maus.de
!!No Mail >16kB please!!

1644. Re: STORM auto-logon?

Newsgroup: comp.sys.atari.st
Date: 1993-11-11 14:27:14 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <LANCER.93Nov11092714@wpi.WPI.EDU>
Source record: 198613

0{{ On Wed, 10 Nov 1993 03:14:38 GMT, evanlang@sdf.lonestar.org (Evan Langlois) said:
evanlang> I don't like STorm for a few reasons. First, there are less
evanlang> options than the original Flash. Second, VT100 has some
evanlang> really bad bugs and there is no direct VT52 support,
evanlang> although you can force the system into using it.

I too had problems with the VT100 emulator... But after screwing with
it for a few minutes, I got it to a point where it was really VERY
good, IMHO. As good as Zterm on a mac, at least... No funny
characters, no losses... Kermit's VT52 emulation tends to lose
characters on me... In fact, Storm's VT100 is the first I've seen
that really works WELL... I still haven't gotten Zmodem working,
though...

evanlang> hassle. The font is also proprietary and after FZDS and
evanlang> Calligrapher I'm tired of proprietary fonts. Programmers
evanlang> should NEVER bypass the OS. When hardware changes will

I agree. I wish the font were smaller and the terminal window was
resizable... I'd like a 24x80 window that doesn't take up the whole
screen... Or even a 32x132 one!

And the font seems slow to me...

But I really like it! I think I may register it, even...

.s.
--
- lancer@wpi.wpi.edu - - It's too late for empty rhetoric -
- Violence is never an answer, it's a question: -
- What does it take to get media attention? -

1645. Re: Falcon monitor question

Newsgroup: comp.sys.atari.st
Date: 1993-11-11 14:36:02 UTC
From: seibert@Informatik.TU-Muenchen.DE
Message-ID: <1993Nov11.143602.22926@Informatik.TU-Muenchen.DE>
Source record: 198612

In article <1993Nov10.235543.1@aurora.alaska.edu>, fnjah@aurora.alaska.edu writes:
|> I know there are Falcon programs that only work with a VGA monitor and others
|> that only work with RGB, but is there any difference between emulating ST Low,
|> Medium and High res on a VGA monitor as opposed to RGB?
|> Is one more compatible than the other?

Yes, but the difference only affects interupt-timind and old and/or
hardware-dependant PRGs. e.g. Demos that need the VBL-interupt (on VGA monitor
it's always 60Hz TV-PAL 50Hz)
The other thing is that the Bandwidth use by the VIDEL is higher in VGA-mode
than in the corresponding TV/RGB mode.

--
==
seibert@informatik.tu-muenchen.de ist
Ewald Seibert, Herschelstr.1 85057 Ingolstadt, 0841-86480
Dont't blame ATARI for things, the GURU told you from the ARABIAN NIGHTS

1646. Falcon SCSI-II controller

Newsgroup: comp.sys.atari.st
Date: 1993-11-11 15:18:07 UTC
From: jimt@gx1.mdis.co.uk
Message-ID: <CGC2I7.Att@mdis.co.uk>
Source record: 198615

[Article crossposted from comp.sys.atari.st.tech]
[Author was Jim Twynam]
[Posted on Thu, 11 Nov 1993 09:37:48 GMT]

Does anyone out there know where I can get a data sheet on the SCSI
controller used in the Falcon, I need some low level programming information
for this device. I also need to know how the SCSI controller is mapped
into the Falcons address space.
Any pointers on where this info can be found would be most helpful

Thanks Jim Twynam.
Email : jtwynam@mdis.co.uk

1647. Re: STorm

Newsgroup: comp.sys.atari.st
Date: 1993-11-11 15:21:03 UTC
From: slyster@outb.wimsey.bc.ca
Message-ID: <slyster.0g75@outb.wimsey.bc.ca>
Source record: 198627

More comment from Alan Page - answering a few questions, like 'ESC 1'.

* * * * * * *

Atari-ST RoundTable
Category 8, Topic 2
Message 118 Wed Nov 10, 1993
A.PAGE3 at 20:36 EST

S.RAMIREZ:
You will need SERIALFX 2.0 or the patch program that I just uploaded last night. (SERFX20.LZH #27506, forgot the number of the Storm patch!). Sorry for the inconvenience.
H.WOLFE1:
Got your check today. Thanks! You were #3. J.L. of Waterloo, Ont. was first, S.L. of White Rock, B.C. was second. No U.S. mail as yet, which is probably due to mail being slow to cross the border.
30,000 bytes is overkill. I don't use the program at all, but if I did, I would only use a thousand or so bytes.
I don't know how to communicate with Straight Fax. If the author has any information, or you or anyone can point me to a file with information, I would be more than pleased to look into it.
I don't have a definitive list of which versions of TOS contain what serial bugs. I have developer notes that way that the TT serial code had problems with the extra ports and a program called SERPTCH1.PRG fixed it. I have TOS 3.05, perhaps they fixed it in 3.06?? Try without and see.
Storm has the architecture to allow a different font for each window. It just lacks 1) user interface or Basic commands to set it, and 2) I didn't include the 8x8 and 8x16 fonts.
I actually use the IBM character set for characters above 127. You might notice that if you load a file containing line drawing characters into Storm, you can actually see the line drawing characters on screen. Do people really want the ST 8x16 font, or would they prefer the 8x16 font but retaining the line drawing and graphics characters from the IBM type font?
In any case, the registered shareware version will contain multiple fonts and the ability to set fonts for the capture, typeahead, and editor. The terminal fonts will always be setup through the terminal emulation modules. e.g. the VIDTEX lets you choose the 8x8 font if you are in ST meduim resolution.
The vast majority of modems let you use a comma for a two second pause. Some also accept '/' for a .125 second pause. Try putting a comma after the *70.
One of the longer term goals for Storm is to allow the running of dialog boxes from Basic and then hooking them into the program. So, for example,

you could set up your own dialog box or alert to be activated when a file is saved. I cannot promise that I will have all the details worked out for the first registered shareware release, but that is the direction I am working towards. That would avoid the problem of having a dozen options to satisfy everyone. People could then pick and choose their own.
An alternative would be a loadable module that would handle some interface chores. Harder for people to program, but easier for me to write.
I have no TT ram in my TT, but I see no reason why Storm should not use TT ram. Please try it and let me know.
VT100 has many ANSI features, but may not be completely compatible. That is something I will be looking in to. Please try it and report what happens. Be sure to log on with 8-bits, no parity and set "Mask High Bit" off in the serial settings.
GOTO label does exist in Storm Basic. You will see it used in some of the sample files. Also, ON x gosub label1,label2,label3, etc and the ON (expression) GOTO label1,label2, etc. work. All you need is a label, which is any word at the start of a line, followed by a colon character. naturally, you can't use a Basic keyword!
W.HALLMAN:
The ESC1 is a bug, which I have fixed in the patch and mentioned in a previous message how to get around. Your method will work as well, since it works around the bug.
I prefer money orders, but my bank is perfectly happy to cash U.S. checks - it just takes quite a few weeks for it to clear. And I am quite happy to recieve a check in any currency!
I think I have some clues about the file transfer problems. I added some debug code and the Zmodem started to act up as described in some messages. It may be related to using too much stack in supervisor mode and I will investigate to see what routine may be causing the problem, and how to solve it. Perhaps some versions of TOS, or hard disk drivers, or whatever, are using extra supervisor stack and the combination of that and Storm causes a disaster. That would explain why some people are having no problems, and others cannot get it to work at all.
I will continue to investigate on the weekend - too much work to do during the week.
- Alan

--
Stuart A. Lyster * Since everyone is so paranoid about their dis-
White Rock, B.C. * claimers... and since I am a Canadian...
CANADA * "The views expressed in the above message do not
s.lyster@genie.geis.com * necessarily reflect the views of the Government
slyster@outb.wimsey.bc.ca * of Canada, or any other Canadian." There.

1648. Re: QUESTIONS!

Newsgroup: comp.sys.atari.st
Date: 1993-11-11 15:21:16 UTC
From: dsb@duke.cs.duke.edu
Message-ID: <753031275@amazon.cs.duke.edu>
Source record: 198616
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

From the Holy Book of <CG9D10.73z@sdf.lonestar.org>
as spake by evanlang@sdf.lonestar.org (Evan Langlois) :

>Is there a compiled version of MinTLIB 35 or higher? I only have source and
>most of the stuff compiled, I want everything pre-compiled.

Which compiler do you need it for? The GCC version of pl39 is at a.a.
If you need it for HSC, well, the first chance I'll have to build it is
Thanksgiving break. If you need it for some other compiler, according
to the README file the people to talk to are:

|Pure C: hohmuth@freia.inf.tu-dresden.de (Michael Hohmuth)
|Lattice C: pvt1-117@nada.kth.se

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@cs.duke.edu | (c) 1993 Hacker Ltd. and cannot be
| copied or distributed without a
| Darn Good Reason(tm).

1649. Re: BBS games

Newsgroup: comp.sys.atari.st
Date: 1993-11-11 15:23:05 UTC
From: slyster@outb.wimsey.bc.ca
Message-ID: <slyster.0g7b@outb.wimsey.bc.ca>
Source record: 198628

There are *millions* of sites containing on-line games... both to play
on-line, and as files to download so that you can hook them into your BBS.

For BBS Express games, call the BBS Express support BBS:

C&R SystemsA - C&R Systems (Express) 1-717-765-8623

--
Stuart A. Lyster * Since everyone is so paranoid about their dis-
White Rock, B.C. * claimers... and since I am a Canadian...
CANADA * "The views expressed in the above message do not
s.lyster@genie.geis.com * necessarily reflect the views of the Government
slyster@outb.wimsey.bc.ca * of Canada, or any other Canadian." There.

1650. Re: PROLOG

Newsgroup: comp.sys.atari.st
Date: 1993-11-11 15:33:42 UTC
From: lpzssm@unicorn.nott.ac.uk
Message-ID: <2btm0m$f2v@unicorn.ccc.nottingham.ac.uk>
Source record: 198617

In article <CG0x9t.Dwv@westminster.ac.uk>, vctec@westminster.ac.uk (Denesh Bhabuta) writes:
> In article <2bddfs$jqq@vega.info.isbiel.ch> petep@info.isbiel.ch writes:

> As far as I know, there are three versions of prolog available from ftp.
> xprolog
> sb prolog
>
> The other prolog -- Toy Prolog, which I don't know where to get, has documents
> avilable for it in the same directory as above.

There is also Portable Prolog 2.1 which is pretty good - fully
Clocksin and Mellish compatable and has micro emacs built in. Not seen
it in any archives though, only in UK PD libraries.

Sam

1651. Re: Hacking a demo !!!

Newsgroup: comp.sys.atari.st
Date: 1993-11-11 15:44:52 UTC
From: cwood@gst-soft.demon.co.uk
Message-ID: <1993Nov11.154452.1@gst-soft.demon.co.uk>
Source record: 198620

TITLE: Re: Hacking a demo !!!

>Anyone tried to crack the Cuddly Demo protection of The Carebears?

My STe unfortunately has nightmares about the Cuddly demo,
I've always wanted to give it a go!

CW

==
Chris Wood. "You Screwy Rabbit" - Yosemite Sam
cwood@gst-soft.demon.co.uk
GST Software Products (R&D) Tel: (+44) 0480 496789.
Meadow Lane, St Ives, Cambridgeshire, PE17 4LG. Fax: (+44) 0480 496189.
==

1652. Thanks For The Help - But *Stop*! :')

Newsgroup: comp.sys.atari.st
Date: 1993-11-11 15:46:42 UTC
From: rmgreen@edu.uwo.ca
Message-ID: <1993Nov11.154642.29857@julian.uwo.ca>
Source record: 198618

Dear Net-Atari-Users:

Thanks very much for your kind help in assisting me with entry into various Atari FTP sites. Thanks to you all - and you know who you are - my mailbox is now *really*, *really* big!

In other words, no further letters to me are required. :') Please?

Yeesh. Who ever said that nobody answers posted requests any more? :')

Thanks again.

- Ronald M. Green -

1653. FALCON software help needed.

Newsgroup: comp.sys.atari.st
Date: 1993-11-11 15:53:51 UTC
From: avsec@westminster.ac.uk
Message-ID: <CGC41C.Dsp@westminster.ac.uk>
Source record: 198621

Just a few questions about Falcon software.
I am experianced with all Atari machines, apart from the Falcon.
Here's the Specs of mine.

4 meg, no HD, TOS 4.04, Err forgot MultiTOS version.

POV Raytracer.

I got POV from the ST Format coverdisk. Quite chuffed, I am, works a treat.

Now I've just got a Falcon. The little proggy provided to view .TGA(Targa)
files seems to display at 60Hz (FILENAME: view24b.ttp). My TV can'y handle it.

Are there any similar programs available via FTP that run at 50Hz.
I don't want any complicated conversion or multiple menu programs, just
something simple to display pictures from the desktop.

CPX's on FALCON

Its says in the manual for the Falcon, that in one of the CPX's you can
toggle the cache on and off. (I know you can do it with MultiTos)
Well my CPX has a blank space where the button is meant to be.
Where's it gone ?

MultiTOS

Back to the old manual, why can't I run accessories(.ACC) from the desktop ?

Cheers for you help,
Phil.

1654. Re: Falcon monitor question

Newsgroup: comp.sys.atari.st
Date: 1993-11-11 16:00:51 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.950991@cix.compulink.co.uk>
Source record: 198622

In article <1993Nov10.235543.1@aurora.alaska.edu>, fnjah@aurora.alaska.edu writes:
>I know there are Falcon programs that only work with a VGA monitor and others
>that only work with RGB, but is there any difference between emulating ST Low,
>Medium and High res on a VGA monitor as opposed to RGB?
>Is one more compatible than the other?
>

The difference is that on an RGB monitor you can only display 200 lines,
so to emulate ST High you have to use interlace. VGA monitors don't have
this problem. However they do require a higher video bandwidth which is
why some demos don't work. For 99% of serious applications a VGA is a
better choice.

Ofir ogal@cix.compulink.co.uk

1655. Re: WOW - Falcon Games...

Newsgroup: comp.sys.atari.st
Date: 1993-11-11 16:00:58 UTC
From: andrew@minster.york.ac.uk
Message-ID: <753033657.23973@minster.york.ac.uk>
Source record: 198550

Vertical worked for me but I have an SVGA so it looked funny! Ho hum!
How do I hack it to work on my SVGA?

-Andrew

1656. Got my Falcon, now the questions...

Newsgroup: comp.sys.atari.st
Date: 1993-11-11 16:01:45 UTC
From: elvis@watserv.ucr.edu
Message-ID: <2btnl9$dij@galaxy.ucr.edu>
Source record: 198623

Well, I finally broke down and got myself a Falcon, and was wondering if anyone has any advice on some problems I've noticed. The main problem seems to center around a conflict between JarXXX.prg and SpeedoGdos. I first noticed this when my archiver shell would bomb when I was running Geneva and NeoDesk, and I thought it was a conflict with one of them. Outline.app (for Speedo) was also having problems. Whenever I ran it, it would claim that no fonts were active or even unused (basically, no fonts at all), and would have lost its cache settings. The first time I thought it was just that the path was messed up, so I reset the path to c:\drivers (inside Outline.app), quit and restarted the program. Every time it resets itself to c:\, loses all the fonts and cache settings. I checked the extend.sys file, and all the settings are correct in there, but somehow outline isn't getting them.
I eventually discovered that if I ran just Speedo or just JarXXX.prg, everything was fine (unfortunately I can't test just Speedo and Geneva/NeoDesk) Actually, Speedo and JarXXX.prg seem ok together, but my archiver shell would not work with both, and when I throw Geneva and NeoDesk on, Outline doesn't work either. So, at long last, this brings me to my questions...

1) has anyone else encountered a similar problem on their Falcon? This didn't happen on my ST.

2) could some kind soul tell me what the syntax/arguments are for shell_write()? The archiver shell is literally my archiver shell, and its using Pexec() now, so I wanted to try updating it, but my documentation is to old to cover shell_write().

3) And lastly is anyone compiling a list of software that does/doesn't work with the Faclon (and what is needed to get it working i.e. backward, video modes, etc.)? If not, would people be interested in such a list? (And yes, I'd be willing to compile it if people are interested, and willing me to send me their lists)

Thanks for any help,
Andrew (elvis@watserv.ucr.edu)

1657. Re: British Falcon owners unite!

Newsgroup: comp.sys.atari.st
Date: 1993-11-11 16:04:32 UTC
From: andrew@minster.york.ac.uk
Message-ID: <753033871.24037@minster.york.ac.uk>
Source record: 198549

PostMaster@barclays.co.uk wrote:
> There is also a very active Falcon section on CIX with many files available for
> downloading.

> --
> +---------------+---+
> | Iain R Laskey | Atari Falcon user and very happy with it! |
> +---------------+---+

Okay, so how am I supposed to get access to CIX through JANET?
Why don't you post an annotated listing of all the files CIX has
so I can compare with the standard FTP places!

-Andrew

1658. SCRIBA COMMUNIS RESPONSI: Issue 2.2 uploaded to a.a.

Newsgroup: comp.sys.atari.st
Date: 1993-11-11 16:54:54 UTC
From: ga@mrih.no
Message-ID: <1993Nov11.165454.29559@ugle.unit.no>
Source record: 198625

As the title says... Newest issue of Scriba Communis Responsi has been releast
and uploaded to atari.archive.umich.edu as well as ftp.uni-kl.de.

```
..|'''.| '|| Gard Eggesboe Abrahamsen "Programmers
.|' ' .... ... .. .. || PO Box 5061, Larsgaarden don't byte,
|| .... '' .|| ||' '' .' '|| 6021 Aalesund, Norway they just
'|. || .|' || || |. || Gard.Abrahamsen@mrih.no nybble a bit"
''|...'| '|..'|' .||. '|..'||. Finger ga@samson.mrih.no ***************
Disclaimer: These are my views and my views only; Nobody else wants them.
```

1659. Re: Is there an archiver...

Newsgroup: comp.sys.atari.st
Date: 1993-11-11 17:01:06 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CGC79w.6sE@sdf.lonestar.org>
Source record: 198584

```
================ quote ===============
Does anybody have an archiver that will turn an entire directory
(say, a folder within a folder) into separate archives of the
separate files as a single operation? I used to put dozens of
i=======================================
```

Well, you can write a shell script to do that, just keep calling stzip or lharc or whatever. Or, you can write a small program to do the same. Its just calling the directory function of your language in a loop and doing a Pexec on the archiver with that filename in the loop.

However, you will NOT save as much storage that way, do to the filesystem, you only save files in 1 or 2K chunks, so the larger the file, the better use of your storage you make, and each file much have it own archive header bytes which makes small archives less efficient.

I would recommend getting a disk-compression utility such as Data Diet or DataLite or one of the other such partition compressors (like STacker or MS-DOS 6.x). I'm thinking of getting one myself, but in your case, where you have lots of individual files, I think you would benefit best from such a product.

CYA

1660. Re: STORM problems...

Newsgroup: comp.sys.atari.st
Date: 1993-11-11 17:05:11 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CGC7Go.6ws@sdf.lonestar.org>
Source record: 198585

==========
I didn't have any trouble getting Storm to run on my Mega2, however, when calling a IBM Pc bbs the Ansi Color didn't kick in.
==========

STorm's VT100 is about as useful as Flash's VT100, and STorm doesn't have access to VT52. I wish I had a Zyxel because then Connect would be worth the money. Ever get help on the CoSHy commands? That's a very powerful script language. Not as good as STorm's BASIC as far as a language, but CoSHy has commands for reading DTMF tones and taking voice mail and stuff!

1661. Wanted - PD or Commercial MATH CAD type program for ST

Newsgroup: comp.sys.atari.st
Date: 1993-11-11 17:39:06 UTC
From: winters@access.digex.net
Message-ID: <2bttbq$j3j@access.digex.net>
Source record: 198632

I found one MATH CAD type program in Atari archives, but it would not load properly. Anyone know of any good PD or commercial programs where you can type in equations etc... and have the results displayed graphically, perform integration etc.....?
I know the MAC has a package, but I just want something to play with - not spend an arm and leg (the pest who has been telling everyone to purchase MACS over Atari doesn't realize that Apple software is somewhat more expensive (to say the least!) than our humble Ataris....).
Thanks for any recommendations.

----- Mike

1662. Re: Magix versus Multitos

Newsgroup: comp.sys.atari.st
Date: 1993-11-11 18:29:22 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.753042562@acp5>
Source record: 198633

stewart@titan.ucs.umass.edu (Bob Stewart) writes:

>However, it remains that many people don't need preemptive multitasking, or
>would prefer not to pay the price of the speed loss. Additionally, many

Mag!X demonstrates that there is no speed loss at all with preemptive
multitasking. On the contrary with Mag!X the Atari gets faster than with any
"singletasking" TOS version.

```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

1663. Sinclair

Newsgroup: comp.sys.atari.st
Date: 1993-11-11 18:49:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2ce28946@troed.ct.se>
Source record: 198568

In a message of 10 Nov 93 16:41:16, Ofir Gal wrote:

OG> Mr. Sinclair must be suffering from a severe mental disorder. After being
OG> bombarded with mail for at least two weeks, he still goes on with his
OG> drivel. Is there anything that can be done to stop this?

Yep, everybody should ignore the little kid - it's that simple ... I mean ...
he can bladder on whatever he wants, if noone answers it'll be no fun.

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

1664. Re: For Sale!!

Newsgroup: comp.sys.atari.st
Date: 1993-11-11 18:53:17 UTC
From: gruber@austin.ibm.com
Message-ID: <CGCCGu.39Hu@austin.ibm.com>
Source record: 198637

> 3 Matrix COCO Boards (for VME Bus), one Crazy Dot's 32k Board, one
> SANG Megavision Board, all of them are graphics boards.
>
> I still have one Didot LineArt, Retousche Professional and Sherlook Pro
> for sale.
>
> Anyone interested just drop me a note :)
>
>
> Yat

==========

Yat,
What prices are you asking ? I'd be interested in Retouche Professional
and Crazy Dot's 32k Board.

Scott

1665. C compilers on the Falcon?

Newsgroup: comp.sys.atari.st
Date: 1993-11-11 19:03:45 UTC
From: elvis@watserv.ucr.edu
Message-ID: <2bu2ah$et7@galaxy.ucr.edu>
Source record: 198645

Hi,
I posted earlier about some Falcon questions (mostly JarXXX and Speedo on the Falcon), and left one out. I have been unable to get the C compilers I have to work on the Falcon. Sozobon's cc says it can't find the compiler, Megamax/Laser C bombs quite spectacularly, and Prospero (from an ST Format (I think) cover disk, so an old version I expect) freezes up when it gets to the first line of code. Has anyone else gotten any of these to work on a Falcon? Or can someone recommend a good replacement? Should I just switch to Gcc now that I finally have 4 megs of ram?

Thanks,
Andrew (elvis@watserv.ucr.edu)

1666. Re: Plotter

Newsgroup: comp.sys.atari.st
Date: 1993-11-11 19:19:25 UTC
From: thopman@herman.cs.uoguelph.ca
Message-ID: <2bu37t$lgr@nermal.cs.uoguelph.ca>
Source record: 198635

Evan Langlois (evanlang@sdf.lonestar.org) wrote:

: Can someone recommend something? I would prefer one with an equation solver
: maybe one that finds roots/zeros, prints using GDOS, and does zooming of the
: equation. I found one such program but I can't figure it out because its all
: German (MESSPLOT.ZOO).

This isn't quite what you want, but there's a demo of the commercial math program ElCal called SubCal. I have it, but I think my copy is corrupted slightly, because it freezes every time after I do a computation. It is a good program...it'll do roots, integrals, plots, and comes with all the common math functions. It'll handle four equations at once, and uses variables and place holders. If you want to do stats, you have to pay $44 or so for the full version, but I find the demo very satifactory. I seem to remember that I got it in an archive called ULTGRAPH or something like that with a bunch of other plotting programs.

THeo

1667. Re: Magix versus Multitos

Newsgroup: comp.sys.atari.st
Date: 1993-11-11 20:00:24 UTC
From: dud@stein3.u.washington.edu
Message-ID: <2bu5ko$fdp@news.u.washington.edu>
Source record: 198638

stewart@titan.ucs.umass.edu (Bob Stewart) writes:

>>>Geneva gets its extra speed by not having MiNT installed.
>>
>>Indeed. I'm confused as to why MultiTOS minus MiNT isn't a co-operative
>>multi tasking system. Surely the AES in MultiTOS is exactly that.
>>
>>Any explanations?
>>

>The AES replacement that is part of MultiTOS is basically the same AES 4
>which is in a Falcon. It is not a multitasking environment. MultiTOS depends
>completely on MiNT to do multitasking.

Sure about that? I thought the MultiTOS AES was basically the same sort
of idea as Geneva (except not as good :), but it needs to run with MiNT.
The MTOS AES allows more than one GEM program to be resident at once, like
Geneva, which is something MiNT alone cannot do. It is certainly much
different than the Falcon AES except in appearance; running MiNT alone on
the Falcon (with AES 4.x) does not let you multitask GEM programs; it has
to load the GEM.SYS file, containing the MTOS AES. I have a feeling that
with little modification, the MTOS AES could be made to work without MiNT
and allow GEM programs to coexist cooperatively... though I don't know
why you'd want to since Geneva is available... :)

Dan Aylward
dud@u.washington.edu

1668. Re: Magix versus Multitos

Newsgroup: comp.sys.atari.st
Date: 1993-11-11 20:08:59 UTC
From: dud@stein3.u.washington.edu
Message-ID: <2bu64r$fgj@news.u.washington.edu>
Source record: 198639

stewart@titan.ucs.umass.edu (Bob Stewart) writes:

>Geneva, for one, does has almost all of the features of Atari's OS. Currently
>the _ONLY_ unsupported features are ones which require MiNT (pipes, for
>instance, although Geneva's AES message passing is superior enough to generally
>handle this particular one), and features that Atari added just recently that
>we haven't had time to do. We will release a version of Geneva which is
>fully AES 5 compatible, and compatible with MiNT or PowerDOS.

Can't wait for that! :)

>In our opinion, and apparently in the opinion of many of Atari's users, MTOS
>is NOT fast enough. And what about all those users who don't have TTs and
>Falcons? Are we wrong for giving them an AES with the same or better
>functionality? Geneva will work on _any_ Atari.

I fully agree. I have Geneva and MTOS on my TT w/Nova 16m graphics card,
and Geneva is FAR more usable, even though it is only cooperative
multitasking. It will be even nicer when I can run MiNT and PowerDOS
under it so I can develop in GCC on my Minix partition and network under
Geneva... MiNT will slow it down a bit, but the main slowdown in
MultiTOS is due to the AES, so I don't think it will be too bad.

Dan Aylward
dud@u.washington.edu

1669. GENEVA mouse problems

Newsgroup: comp.sys.atari.st
Date: 1993-11-11 20:48:34 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <11NOV93.15483475@cc4.crl.aecl.ca>
Source record: 198619

I have had to quit using Geneva for a while because the mouse keeps disappearing. Typically, I autorun STalker, STeno, Pagestream, and Halrekin II (three out of four are desk accessories and could normally be loaded together anyway) and then load in-out codes like WordPerfect, TouchUp and LDW. Even with just the basic autorun codes, the mouse keeps disappearing and I cannot waste the time diddling around while on the job. Therefore, I have returned to MultiGEM, which has been ROCK solid on my TT for over a year.

I would prefer to switch back to Geneva and hopefully the bugs I have experienced will be eliminated (I have contacted Gribnif directly and they have been extremely helpful).

1670. Re: Curved Text (Correct Posting!)

Newsgroup: comp.sys.atari.st
Date: 1993-11-11 20:49:00 UTC
From: magnus_thylander@p4.troed.ct.se
Message-ID: <2ce2a591@p4.troed.ct.se>
Source record: 198460

```
MT>> I'm afraid your hard earned might fly off... but DA's Vektor only
MT>> costs around 1400 UKPounds...
>
> 140, right?
>
> Or was it 1400 SEK? :-)

oops.... Sorry about that, naturally it's 140 (OR 1400 SEK sort of...) ;-)

.............. Greetz, Magnus Thylander .......................
.. Falcon-user ....... CoSysOp on: ........ Sarcastic Existence ..
```

1671. Re: ST vs Mac in the World of MIDI

Newsgroup: comp.sys.atari.st
Date: 1993-11-11 21:28:10 UTC
From: quaver@stein2.u.washington.edu
Message-ID: <2buapa$gjg@news.u.washington.edu>
Source record: 198626

In article <memo.944911@cix.compulink.co.uk>,
Ofir Gal <ogal@cix.compulink.co.uk> wrote:
>
>I thought these figures might be of interest to Atari owners:
>
>I c-run the UK Cubase User Club in the UK. We have over 500 members, all
>own some version of Cubase and a computer. Of these 365 own an Atari, 93
>own a PC and 68 use a Mac. Out of the Atari users only 15 have Falcons,
>but tis figure will now grow because Cubase Audio has finally been
>released.
>
>Ofir ogal@cix.compulink.co.uk

You didn't "title" your article correctly. It should have somehow
conveyed:"... Cubase Owners: ST or Mac" ... and then
you should have included the numbers of years Cubase has been
on the ST vs number of years on the Mac... to get your point
across a little better. "ST vs Mac in the World of MIDI" is
rather vague with respect to your article.

1672. STorm VT100 settings

Newsgroup: comp.sys.atari.st
Date: 1993-11-11 21:35:28 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <2bub70$ek5@bigboote.WPI.EDU>
Source record: 198629

Since a few people asked, here are my successful terminal settings for
STorm 1.00's VT100 emulator:

Under Settings, Emulations, load the VT100 emulator and click on it.
Select Configure and set Keyboard Appl. Mode and Cursor Appl. Mode on
and everything else off.

Under Settings, Terminal, set Line Wrap on and EVERYTHING ELSE OFF,
and select VT100 as your terminal.

That's it. At least on MY UNIX host, that works wonderfully.

I am having a few problems with the program, though... Zmodem
receives the file name on download but none of the data... Also, it
"remembers" previous errors and reports them when you try to download.

Other than that it works great... I'm getting 235cps downloading with
Ymodem-G at 2400 baud...

.s.
--
- lancer@wpi.wpi.edu - - Prologue von dem Einstuerzen: -
- Meint ihr nicht, wir koennten unterschreiben auf dass uns ein -
- bis zwei prozent gehoeren und tausende hoerig sind? -
- Wir koennten, aber... -

1673. Re: Magix versus Multitos

Newsgroup: comp.sys.atari.st
Date: 1993-11-11 21:48:29 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <2bubvdINN2ack@rs1.rrz.Uni-Koeln.DE>
Source record: 198630

In <2btg32$r34@titan.ucs.umass.edu> stewart@titan.ucs.umass.edu (Bob Stewart) writes:

>In article <2bl9i3Eri8@uni-erlangen.de>,
>Harald Schoenfeld <mppi76@cd4680fs.rrze.uni-erlangen.de> wrote:

>>- It allows bad programmed programs to work. So instead of changing the
>>bad programs and using Gem-like programs one changes the OS. Very sensible!

>Many of these "bad programs" are ones people use everyday for very serious
>work. Some (many?) are no longer supported or upgraded by the companies
>which wrote them.

Old software that is needed for some reason and not upgraded
anymore is a major problem indeed. But these problems are really
the application programmer's fault. OS development cannot take
old broken programs into account all the time. I for my part
think that the decision for MiNT/MultiTOS is a decision to keep
up with the future rather than with the past OS-wise. A good
decision made by Atari, and a good decision for anyone to make.

>>And the consequences are clear: Whatever ATARi implements to MTOS in the
>>next years: No program will use it as the development in the ATARI
>>community is stopped by incompatible OS versions like Magix and Geneva.

>This is just plain false. Firstly, Geneva can not be labeled incompatible. It
>is more compatible than MTOS will ever be.

I cannot comment on Geneva, I'll just say that Harald and Bob
seem to use "compatible" in two different meanings: Harald says
that Geneva is not compatible with MultiTOS, and Bob says that
Geneva is more compatible to old programming techniques than
MultiTOS (probably true too). Nothing "absolutely false" in this
discussion...

>Secondly, we will implement every
>feature Atari does in MultiTOS to remain compatible. Furthermore, our other
>programs, such as NeoDesk, will take advantage of the advanced capabilities of
>MultiTOS and Geneva.

That all sounds nice, but I wonder what the point of this
parallel development of nearly identical functionality is.
Wouldn't it be more useful to write clean, up-to-date
replacements for the old, broken applications? If you think MiNT
is too slow, what about rewriting the time-consuming parts in
assembler?
Personally, I sometimes supect that the third party multitasking
systems are actually wanted to have slight incompatibilities to

draw people away from the MiNT scene. Commercial software houses
may dislike the MiNT scene because of the strong competition of
freeware developers due to the abundant availability of freely
available developer docs, and because of the competition of
power tools easily ported to MiNT/MultiTOS from the Unix world.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

1674. Re: Magix versus Multitos

Newsgroup: comp.sys.atari.st
Date: 1993-11-11 21:49:15 UTC
From: gerco@cs.vu.nl
Message-ID: <CGCKM4.M43@cs.vu.nl>
Source record: 198640

seimet@chemie.uni-kl.de (Uwe Seimet) writes:

>Mag!X demonstrates that there is no speed loss at all with preemptive
>multitasking. On the contrary with Mag!X the Atari gets faster than with any
>"singletasking" TOS version.

Could you please explain yourself? This statement seems a contradiction to me.
If two processes share the cpu, they get half the time.

Gerco.
--
+-----------------------------+-----------------------------------+
| GC Ballintijn | I'm just an Analog man |
| Email: gerco@cs.vu.nl | in a Digital world... |
+-----------------------------+-----------------------------------+

1675. Compiling EnhancedGEM for Lattice C v5

Newsgroup: comp.sys.atari.st
Date: 1993-11-11 22:13:35 UTC
From: imr@cs.bham.ac.uk
Message-ID: <1993Nov11.221335@cs.bham.ac.uk>
Source record: 198551
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I made a request a while ago for help with windowed dialogs under Lattice Cv5,
I was recommended to use E_GEM as this provided what I needed and many other new
window widgets. The only problem is I can't get it to compile to the .O file that
I need. I get really stupid errors complaining about missing semi-colons even
when there's a semi colon there!

So anyway enough ranting has anyone managed to get E_GEM working with LAttice C
and could you _please_ tell me how ?

Cheers

Ian

1676. Re: Falcon040

Newsgroup: comp.sys.atari.st
Date: 1993-11-12 00:40:47 UTC
From: Laurent_Zimmerli@temptation.alphanet.ch
Message-ID: <Laurent_Zimmerli.082s@temptation.alphanet.ch>
Source record: 198542

Hello!

In a message dated Thu 12 Nov 93 22:37, Bunka@mibm.ruf.uni-Freiburg.de (and
wrote:

BF> Hi,
BF> Is a Medusa T40 a replacement for a Falcon040 ?
BF> The swiss company has advertised her product in the German magazine
BF> ST Computer. Since Simon Gornall asked a time ago for the address:

BF> Medusa Computer System, Postfach 3, CH 8610 Uster
BF> Fax: 01 940 19 49
BF> Tel: 01 940 19 36, 01 940 92 54
BF> Dunno if these numbers work from the UK or the States. You probably
BF> have to dial the the country code before or ask your operator.

Well,the swiss int. code is 41,so

Fax: +41 1 940 19 19
Tel +41 1 940 19 36 & +41 1 940 92 54

Greetings,

-- Via DLG Pro v0.995

Laurent Zimmerli | E-Mail:
Jacob-Brandt 81 | paw-pp@alphanet.ch
CH-2300 La Chaux-de-Fonds | Fido: 2:301/331
(+41) (0) 39.26.70.37 | CH-VTX: 039.267037
"""""""""""""""""""""""""""|_____________________________________
There's no shuffle here on the north pole,on this quiet dome. (F242]

1677. Russian Calamus Font: WANTED

Newsgroup: comp.sys.atari.st
Date: 1993-11-12 00:42:29 UTC
From: Laurent_Zimmerli@temptation.alphanet.ch
Message-ID: <Laurent_Zimmerli.082u@temptation.alphanet.ch>
Source record: 198541

Hello!

as the Subject tells,i'm lookin' for some russian Calamus S/SL fonts.

ARe they PD ?
Where to find them ? (Ahem,I can't FTP...)

Thx for all

Greetings,

-- Via DLG Pro v0.995

Laurent Zimmerli | E-Mail:
Jacob-Brandt 81 | paw-pp@alphanet.ch
CH-2300 La Chaux-de-Fonds | Fido: 2:301/331
(+41) (0) 39.26.70.37 | CH-VTX: 039.267037
"""""""""""""""""""""""""""|_____________________________________

There's no shuffle here on the north pole,on this quiet dome. (F242]

1678. Re: 800x600?

Newsgroup: comp.sys.atari.st
Date: 1993-11-12 00:47:48 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.LZylnimJMas@semprini.waterloo-rdp.on.ca>
Source record: 198572

In <1993Nov9.122806.6272@Informatik.TU-Muenchen.DE>, Ewald Seibert writes:
> I always work with 1024*768 103Hz inerlaced ... on big CDK files, letters,
> bills ... and its fine.

I must be spoiled then. I can see 60Hz non-interlaced flickering...
50Hz European games really bother me (but only if the screen is bright;
the flicker is less noticable on dark screens).

I imagine you're not using the standard green desktop?

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cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1679. Re: An St being emulated on a Macintosh?!

Newsgroup: comp.sys.atari.st
Date: 1993-11-12 00:51:18 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.Fs6QhrlU1DE@semprini.waterloo-rdp.on.ca>
Source record: 198571

In <931106.63455.CRATAEGUS@delphi.com>, CRATAEGUS@delphi.com writes:
> all, right, i can see why this may be needed product (i can hook my mac up to
> the inet and d/l easier thn i could my soon-to-be Atari, and sneaker net would
> be my only means of data transfer), but is it real? has nyone actually dealt
> with this subject be
> fore?

There's a Mac version of the MiNT kernel; apparently it runs
MiNT-compatible TOS/TTP programs quite well... Almost anything that
doesn't try any VDI or AES calls will (probably) work.

Dunno about speed compared to an ST... you can get much faster Mac
hardware to run it on. This Mac version of MiNT is the only way to run
most GNU programs on Apple hardware...

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cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1680. Re: Any Speedo-Fonts in the Public Domain???

Newsgroup: comp.sys.atari.st
Date: 1993-11-12 00:53:32 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.yLUCZjOF1Cg@semprini.waterloo-rdp.on.ca>
Source record: 198573

In <2bl0m4$15fj@info2.rus.uni-stuttgart.de>, Gerd Castan writes:
> In <H.eg.R_zpV75aLfY@semprini.waterloo-rdp.on.ca> cherborth@semprini.waterloo-rdp.on.ca writes:
>
> > In <CFuz9A.3MM@bernina.ethz.ch>, CHRISTEN,BEAT ALBERT writes:
> > > Since my Falcon030 came along with Speedo, I asked myself if there
> > > are any Speedo-Fonts or a True-Type or Type 1 to Speedo converter available in
> > > the public domain.
> >
> > Nope. That's one of the "advantages" of Bitstream's Speedo format. :-(
> FontMonger should do it. It works on MACs and PCs.
> But I didn't try it so far.

That's no solution for ST/TT/Falcon owners; unless, of course, you want
to run it on the Spectre GCR (I doubt the Windoze version would run on
the DOS emulators... it probably needs "Enhanced" mode).

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cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1681. Re: Atari ST+HD For Sale

Newsgroup: comp.sys.atari.st
Date: 1993-11-12 01:28:09 UTC
From: ETAT@delphi.com
Message-ID: <931111.73689.ETAT@delphi.com>
Source record: 198634

Might go $125 if you pay shipping and guarantee not dead on arrival. How old is the HD?

1682. Re: Atari/stock prices/jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-11-12 02:38:10 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.7kim5ZtZl7M@semprini.waterloo-rdp.on.ca>
Source record: 198574

In <2bdudb$9ss@cnn.sim.es.com>, Greg Bennett writes:
>
> Just thought you all might want to know, ID software (makers of the
> famous MSDOS Wolfenstein 3D and soon to announced DOOM) are in the
> process of negotiating with Atari for a port of the new game DOOM.
>
> For those not familiar with Wolfenstein or DOOM they are games
> with full 3D perspective that have amazing graphics. All the
> walls, items, etc. are fully textured. Just take a peek at
> comp.sys.msdos.games and you will see that probably 1/4 of
> all posts apply to one of these games. BTW, the makers of
> DOOM deal only in shareware, yet still netted over a million
> last year (to give you some idea of their game's popularity)
>
> Support from ID would give Atari a strong hold on the Video
> game market.

For what hardware? On the ST it would probably be embarassingly slow,
not to mention the fact that the graphics would look terrible.

So, Jaguar or Falcon? I guess it'd have to be for the Falcon, I doubt
you could have a shareware cartridge... (then again, it could start a
whole new market)

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cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1683. Re: Accessing Atari FTP Sites (Help! Aid! Assistance!)

Newsgroup: comp.sys.atari.st
Date: 1993-11-12 02:40:35 UTC
From: bwwl@sun.rz.tu-clausthal.de
Message-ID: <1993Nov12.024035.3421@solaris.rz.tu-clausthal.de>
Source record: 198642

Ronald M. Green (rmgreen@edu.uwo.ca) wrote:
> I have recently been made aware - largely through this group, in fact -
> of a handful of several Atari FTP in North America and Europe. Well and
> good.

> *Unfortunately*, I am ignorant as to the specific responses needed at
> the "login" and "password" prompts on these sites, and a reasonable bit
> of trial-and-error has not as yet produced any results getting in.

> Could some kind soul please provide me - by E-mail, unless you think
> this really needs a general posting in return - with the login and password
> prompts at these sites? If nothing else, the responses needed to enter
> atari.archive.umich.edu would be greatly appreciated.

I think it's of genereal interest (there about five user per day trying
to login as ftp/anonymous on our ftp-archive).
To access an archive you have to use an ftp-client ("ftp"). Don't try
to login via telnet/rlogin... it won't work. Start ftp with one argument:
the site you wish to connect to (example "ftp ftp.tu-clausthal.de").
You should prefer the hostname if your machine allows hostnames. If a
name is not working try the ip-number (example "ftp 139.174.2.10").

Login as user "ftp" (or "anonymous") and send your own email-addr as
password (most sites are also accepting "your_userid@").

From this point you are able to use the ftp-cmds. For a complete list
of allowed cmds read the manual of your ftp-client.
Some archive-site are providing special cmds (like online-index-lookup
or find cmd). Read the site specific README file.

Bye,
Wolfgang.
--

Wolfgang Ley email: Ley@rz.tu-clausthal.de
Teichstrasse 9
D-38678 Clausthal-Zellerfeld "With workstations you can do a lot of
(Germany) nonsense. With PC's not even that..."
Phone: +49 5323 82132

To obtain public-pgp-key use 'finger bwwl@sun.rz.tu-clausthal.de'
or query a public-key-server for 'Ley@rz.tu-clausthal.de'.

1684. Re: best word processor

Newsgroup: comp.sys.atari.st
Date: 1993-11-12 02:44:00 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.TmElxaoKRD_@semprini.waterloo-rdp.on.ca>
Source record: 198575

In <2bcv7uINN2at@tom.rz.uni-passau.de>, Thorsten Guenther writes:
> Hmmm... are there English versions of Tempus Word pro or the evil
> Signum!3 available?

Does Tempus Word have real printer drivers (ex, Deskjet, Laserjet,
Postscript) and real fonts (ie, scalable and/or uses Speedo)?

--
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cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1685. *** ATARI 520ST FORSALE---CHEAP!!! ***

Newsgroup: comp.sys.atari.st
Date: 1993-11-12 02:49:00 UTC
From: v051nrsr@ubvms.cc.buffalo.edu
Message-ID: <CGCyDs.Hyx@acsu.buffalo.edu>
Source record: 198636
Cross-posted to: comp.sys.atari.st,sunyab.forsale,misc.forsale.computers.other

I have an ATARI 520ST available. It has been UPGRADED to 1 Meg of RAM. It is in excellent shape and it comes with:

TWO 3.5" 720k drives and plenty of disks.

Software: e.g. a word processor (Wordwriter), communications software FOR CONNECTING TO THE VAX network, plenty of cool games, etc.

Monochrome monitor.

1200 baud external modem.

Owner's Manual(s)

Panasonic printer--9 pin dot matrix--new ribbon, works well and is incredibly sturdy!

I will entertain all offers. I am asking $275 + shipping for EVERYTHING.

This really is a great college computer--it does everything you would want it to do and it's really cheap. But it has served me well and now it's time to pass it on to someone who can really use it.

Please e-mail me if interested.

Thanks to all.
--R.

1686. Re: Curved Text (Correct Posting!)

Newsgroup: comp.sys.atari.st
Date: 1993-11-12 02:51:18 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.&_FwpR2dj9s@semprini.waterloo-rdp.on.ca>
Source record: 198576

In <1993Nov4.222217.27669@bradford.ac.uk>, S.P.Taylor writes:
> Earl Hood (ehood@convex.com) wrote:
>
> : available to choose from w/o additional cost (PostScript
> : fonts can be gotten at various ftp sited).
>
> e.g. where and in which directory?

ftp-os2.cdrom.com:/pub/os2/all/fonts

These are easily accessible because they're all in ZIP archives.

--
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cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1687. Re: Falcon040

Newsgroup: comp.sys.atari.st
Date: 1993-11-12 03:07:10 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.Cos5Gq4kFcc@semprini.waterloo-rdp.on.ca>
Source record: 198577

In <CG2592.2rz@world.std.com>, Yat W Siu writes:
> The TT Clone from Germany called the Eagle will be a 68030/50 and the Medusa is
> the 68040/32 (64 doubled).....

I really wish you guys would stop spewing about the '040 being
"clock-doubled". It's not "clock-doubled" in the same way the Intel
CPUs are (which is why you don't see Motorola selling them as
"040dx2/64" chips). The '040 uses the clock in a different way than the
Intel chips (I'm peeved at myself for not saving the post from
comp.sys.powerpc that explained this properly).

They _did_ however, just release a couple of "clock-doubled" (in the
Intel sense of the word) 68k chips ('030 I think, possibly '040) for use
in laptops.

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------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1688. Re: atari mags/icon editor

Newsgroup: comp.sys.atari.st
Date: 1993-11-12 04:35:43 UTC
From: Gordie Meyer ATARI UNITED cofounder <BIBLINSKI@delphi.com>
Message-ID: <931111.84943.BIBLINSKI@delphi.com>
Source record: 198641

You can buy a collection of C-manship articles in a book by Clayton Walnum,
called C-manship Complete. The cost is $19.95 US/$24.95 CDN without disk.
(The disk has the examples, so you don't have to type them in yourself.)
You can call Taylor Ridge Books (the publisher) at 203-643-9673. They take
Mastercard and Visa.

If you have questions, send e-mail to analog4@delphi.com.

--
* Gordie Meyer, Assistant Area Manager Co-founder *
* DELPHI's Atari Advantage ATARI UNITED! *
* biblinski@delphi.com *

1689. Re: CHKDISK3 question.

Newsgroup: comp.sys.atari.st
Date: 1993-11-12 05:20:55 UTC
From: ralph@cerfacs.fr
Message-ID: <RALPH.93Nov12052055@hal.cerfacs.fr>
Source record: 198578

>>>>> Regarding Re: CHKDISK3 question.;
>>>>> Laurent_Zimmerli@temptation.alphanet.ch (Laurent Zimmerli) adds:

LZ> And it's more secure than Diamond Edge (which often crash my ST)

Come on now! I could say the same for CHKDISK3! By the way, which
version of Diamond Edge? 1.10?

By the way, CHKDISK3 is *not* very user friendly. You have to know
exactly what you are doing. It does not forgive a wrong click on
the mouse.

--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
==========
Got a Sun IPC lap clone w/1.05 GB! Got a Mega 4STfm with TOS 2.06, floptical!

1690. Re: Magix versus Multitos

Newsgroup: comp.sys.atari.st
Date: 1993-11-12 05:24:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A8236@MS.maus.de>
Source record: 198519

In article <2bntflE5k4@uni-erlangen.de>, Thomas Kuenneth
(tskuenne@cip.informatik.uni-erlangen.de) wrote:
>Well obviously because NVDI does not force the programmer to change his
>techniques. NVDI 2.5 for instance does provide some new features such as
>offscreen bitmaps. Now tell me how many hands you need to count the
>applications
>that take advantage of this feature.
>Leaving out some minor changes the programmer can do absolutely the same
under
>plain Atari VDI and for instance NVDI.
>Concernung Multitasking AES this strategy won't fit.

No? Then why do all my programs run happily with MTOS and Mag!X without
having added special code for that?

1691. Re: Windowed dialogues in Lattice Cv5

Newsgroup: comp.sys.atari.st
Date: 1993-11-12 05:52:38 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.955513@cix.compulink.co.uk>
Source record: 198643

In article <1993Nov11.133142@cs.bham.ac.uk>, imr@cs.bham.ac.uk (Ian M Rae) writes:
>Hi,
>
>Can anyone out there tell me how to get dialog boxes in windows in Lattice C ?
>I'm writing my final year project on my Falcon and desperately want to have a
>non-modal interface (ie the appearance of a dialog box doesnt lock up the
>program until the user dismisses it). To do this I need someway of handling
>multiple windowed dialog boxes... in the same way something like WinRec does for
>example.
>
>I got hold of WindDial but have had no luck getting it to work, so has anyone
>managed to get it working with Lattice C ?
>

That's a major subject! You could start (if you haven't already) by
constructing your own form_do(). This is based on an evnt_multi and
form_keybd+form_button. Once you have that working you will be able to
open as many dialogs as you like as long as you don't lock the screen with
wind_update while waiting for events. Instead lock the screen only when
you need to draw to it.

You will then be able to receive mouse clicks from several dialogs at the
same time. You will eventually need to put this into windows so that they
can be moved around and receive redraw messages.

I'm sure others will be able to help a little more.

Ofir ogal@cix.compulink.co.uk

1692. Need Help With Kermit!

Newsgroup: comp.sys.atari.st
Date: 1993-11-12 06:03:37 UTC
From: rbrand1@gl.umbc.edu
Message-ID: <2bv8vpINNmur@umbc8.umbc.edu>
Source record: 198644
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Does anybody know how to set up kermit in Uniterm for a standard C-Kermit server? Whenever I try to use it, the file I download gets a few Kbs of garbage added to it. Any suggestions would be greatly appreciated.
Please post any suggestions or email me at rbrand1@gl.umbc.edu

Thanx,
Rob

1693. Re: Background File Transfer?

Newsgroup: comp.sys.atari.st
Date: 1993-11-12 06:29:34 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CGD8pB.MA8@sdf.lonestar.org>
Source record: 198586

```
=============== quote ==================
I hope to dig up some real unix sz/rz sources one of these days (when
I'm not busy doing other things), and do a decent MiNT version...
Unless some other kind soul does it before then! ;-)
========================================

ARGH!!! XYZ is a horrible thing to use with MiNT. It runs in supervisor
mode so its really bad. I was going to port RZ and SZ but I found an older
port of the Unix sources (by Bammi I think) that was compiled in Alcyon or
MWC. All I did was recompile in GNU C for more efficiency (not much
difference really) and it works fine in MiNT. Its only real problem is the
lack of MiNT filenames and the fact that it does some direct hardware
calls for sending an RS232 break (how else can you do this?) and it traps the
critical error vectors, so if ANY program bombs, MiNt will trap it nicely
as usual, but RZ or SZ, if running, will think they crashed too! and abort.
I was going to do a better port, and add in GEM ACC port, but I didn't think
there was much of a need. Is there such need?

As it is RZ and SZ don't eat that much CPU at all (not at 2400 anyway!!)
because they don't run in supervisor mode like XYZ, so MiNT can pre-empt it
when it needs to. It does east RAM though (I only give 'em 200K with limit,
but I was going to fix that too).

The original Unix sources aren't that good though. The code uses lots of
global variables and is not well suited to any major changes. For instance,
if you wanted to modify the code to handle 2 simultaneous transfers you
couldn't do it, too many globals, your best bet would be to hope you could
coax shared-text out of it.

Anyway, CYA
```

1694. sed, grep, awk

Newsgroup: comp.sys.atari.st
Date: 1993-11-12 06:44:11 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CGD9Dn.MHw@sdf.lonestar.org>
Source record: 198587

I'm in the planning stage (coming up with structures and planning feature lists and such) of a program I will write in the future. Since it will use lots of text (searching mainly, lots of pattern matching, some replacement and such) I was thinking of building one of the above Un*x programs into it for use by the system (GEM) along with direct access to that program's normal options through script language.

Can someone tell me EXACTLY what these programs do, how they do it, and where I can get docs and source for them.

Also, please E-Mail me with what you think a mail reader should be and do. I'm thinking primarily of QWK, but I'm restricting it to that format. I was thinking of using most of the features of BlueWave, some database features, and a very GEM interface. Anyone got a wish list?

Don't expect results any time soon, I still have to finish up my last project. I like to plan far in the future, but some day (say year 2024) when this is done, I'd like it to be complete, MultiTOS friendly, and actualy stable.

Thanks,
Email to : evanlang@sdf.lonestar.org

- Evan Langlois

1695. Re: FALCON software help needed.

Newsgroup: comp.sys.atari.st
Date: 1993-11-12 07:58:07 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.955769@cix.compulink.co.uk>
Source record: 198554

In article <CGC41C.Dsp@westminster.ac.uk>, avsec@westminster.ac.uk (Philip Shore) writes:
>Just a few questions about Falcon software.
>I am experianced with all Atari machines, apart from the Falcon.
>Here's the Specs of mine.
>
>4 meg, no HD, TOS 4.04, Err forgot MultiTOS version.
>
>POV Raytracer.
>--------------
>I got POV from the ST Format coverdisk. Quite chuffed, I am, works a treat.
>
>Now I've just got a Falcon. The little proggy provided to view .TGA(Targa)
>files seems to display at 60Hz (FILENAME: view24b.ttp). My TV can'y handle it.
>
>Are there any similar programs available via FTP that run at 50Hz.
>I don't want any complicated conversion or multiple menu programs, just
>something simple to display pictures from the desktop.

I think you can use GEMView to view TGA files.

>
>CPX's on FALCON
>---------------
>Its says in the manual for the Falcon, that in one of the CPX's you can
>toggle the cache on and off. (I know you can do it with MultiTos)
>Well my CPX has a blank space where the button is meant to be.
>Where's it gone ?

You just don't have the latest XControl (v1.31) and CPX modules.

>
>MultiTOS
>--------
>Back to the old manual, why can't I run accessories(.ACC) from the desktop ?
>

You have to edit your NEWDESK.INF file. Add the following line:

#A 03 FF 000 *.AC?@ @ @

Just below:

#G 03 FF 000 *.PRG@ @ @

Hope this helps.

Ofir ogal@cix.compulink.co.uk

1696. Re: ST vs Mac in the World of MIDI

Newsgroup: comp.sys.atari.st
Date: 1993-11-12 07:58:12 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.955770@cix.compulink.co.uk>
Source record: 198555

In article <2buapa$gjg@news.u.washington.edu>, quaver@stein2.u.washington.edu (rick phillips) writes:
>In article <memo.944911@cix.compulink.co.uk>,
>Ofir Gal <ogal@cix.compulink.co.uk> wrote:
>>
>>I thought these figures might be of interest to Atari owners:
>>
>>I c-run the UK Cubase User Club in the UK. We have over 500 members, all
>>own some version of Cubase and a computer. Of these 365 own an Atari, 93
>>own a PC and 68 use a Mac. Out of the Atari users only 15 have Falcons,
>>but tis figure will now grow because Cubase Audio has finally been
>>released.
>>
>>Ofir ogal@cix.compulink.co.uk
>
>You didn't "title" your article correctly. It should have somehow
>conveyed:"... Cubase Owners: ST or Mac" ... and then
>you should have included the numbers of years Cubase has been
>on the ST vs number of years on the Mac... to get your point
>across a little better. "ST vs Mac in the World of MIDI" is
>rather vague with respect to your article.
>
Possibly, but in the UK Cubase IS the world of MIDI. The only other popular program is Notator which is ST only.

Ofir ogal@cix.compulink.co.uk

1697. Re: TOS 5.01???

Newsgroup: comp.sys.atari.st
Date: 1993-11-12 08:22:09 UTC
From: fvkampen@cs.vu.nl
Message-ID: <CGDDwx.J3F@cs.vu.nl>
Source record: 198557

Stefan_Damerau@sl.maus.de (Stefan Damerau) writes:

>In article 2cdcd768@troed.ct.se Rickard Troedsson writes:

>RT>why hasn't Atari said anything???
>Maybe because it's not true?

>Where did You get this information from?

>RT>I heard from a friend who had talked to a guy in USA
>Sounds lik an introduction to one of these 'modern tales', like 'The
>vanishing hitchhiker' or 'The Mexican pet'.

>Bye
> Stefan

Could you tell me those stories (or mail them) ?

Florentijn van Kampen

--
+---+
Florentijn van Kampen	"O dear", says God, "I hadn't
fvkampen@cs.vu.nl	thought of that", and promptly
(...) The World is Music (...)	vanishes in a puff of logic"

1698. Magix versus Multitos

Newsgroup: comp.sys.atari.st
Date: 1993-11-12 10:07:52 UTC
From: bunka@mibm.ruf.uni-freiburg.de
Message-ID: <2bvn9o$aqf@sun8.ruf.uni-freiburg.de>
Source record: 198558

Hi,
> Geneva is far more usable than MiNT, though it is only cooperative
> multitasking...

Is this true ? Magix is a preemptive multitasker ! This might be an
advantage !

> when two processes share the CPU-time so how can they be faster ? (Magix
> is meant)

It is strange indeed, because you really get the IMPRESSION that Magix is
faster when you work with it. I think the two main differences between
these two systems (MiNT and Magix) are the following:

1. the system routines have been speeded up (similiar to NVDI), so the
system works faster.

2. Magix seems to have a smart algorithm for the timeslicing and the
priority handling. I have the impression that according to several
components (typing on the keyboard, foreground-process, mouseactions, etc)
the priority of the processes are alternated or let's say adapted to what
is needed. Background-processes are neglected, foreground-processes seem
to get more attention or a better priority. So all the time the system
adapts itself to the needs of the user or the running processes. I don't
know for sure but this is my impression I got. In other words: The user
has the impression that he is a customer in a shop in which all back-
ground-activities are reduced because he has entered. MinT hasn't this
flexible priority handling, has it ?

Andreas

1699. Falcon add-ons from Germany!

Newsgroup: comp.sys.atari.st
Date: 1993-11-12 10:31:10 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <2bvoleINNima@tom.rz.uni-passau.de>
Source record: 198559

OK, there are some very interesting products for the Falcon030 that have
been developed over here, both for the internal expansion port (shit,
not both at the same time). The first one requires some soldering.

Mighty Sonic

The Mighty Sonic is a 32MHZ 030 speeder board with up to 32 megs
(with 16 MB SIMMS 128 megs) of TT-compatible FastRAM, plus a VME
bus (so that you can use all those nice TT graphics boards with it).
Won't fit into the original Falcon case, though.
Price: cheapest offer I found was DM 745.- without SIMMS and with
'socket for VME bus interface', and DM 998.- without SIMMS and with
VME bus interface.
It has been developed by GE-Soft and was presented on the CeBit'93.

Available e.g. from FCS
Goethestr. 7
D-64407 Fraenkisch Crumbach
Tel.: ++49 6164 4601

MW electronic
Heisterbacher Str. 96
D-53639 Koenigswinter
Tel.: ++49 2223 1567

and several other Atari dealers in Germany.

Another interesting product:

MatDigiF

-Falcon Inside-Digitizer w/ real-time digitizing in True Colour 720*288
(576)
-Real-time viewing (25 fps) 180*144 15bit, 320*240 Full-Screen 12.5 fps
15 bit
-20 seconds recording time
-connectors: 1*FBAS, optional 3*IN (e.g. TV, VCR, Camera)
-easy-to-fit (no soldering required)
-PAL and NTSC modes, optional SECAM

Price: 498.- DM

Is available from the developer: Matrix GmbH
Talstr. 16
D-71570 Oppenweiler

Tel.: ++49 7191 4088

Weregoose

All this taken from ST Computer, issue 11/93.

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) -

- Star Trek: Our Generation -
- To boldly kill rats where no man has killed rats before.... -

1700. New files uploaded to ftp.cs.ruu.nl

Newsgroup: comp.sys.atari.st
Date: 1993-11-12 10:33:48 UTC
From: error@blade.stack.urc.tue.nl
Message-ID: <2bvoqc$h11@tuegate.tue.nl>
Source record: 198560

I just sent the following files to the keeper of the ftp.cs.ruu.nl atari
archive.

acct206.zoo - accented characters entering program with CPX.
asciitab.zoo - CPX to see the entire character set.
cookiexx.zoo - install an empty cookiejar of xx entries.
edfont.zoo - fonts for screen and laserprinter
iconjugl.zoo - Shareware Codeheads iconjuggler program.
icons.zoo - Many many days of hard work on an exquisite set of
icons.
snip.zoo - the Ultimate snapshot program. Works in a window!

Hope you enjoy the programs.

Erlend.
--

1701. Re: Magix versus Multitos

Newsgroup: comp.sys.atari.st
Date: 1993-11-12 10:57:08 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.956494@cix.compulink.co.uk>
Source record: 198561

In article <A8178@MS.maus.de>, Julian_Reschke@ms.maus.de (Julian Reschke) writes:
[deleted discussion of the merits of Magix vs, MTOS]

In an ideal world Atari would supply us with a fast and reliable multi-tasking system. In reality it doesn't work that way. I have MTOS, Geneva and Magix here and Magix is certainly the fastest.

I would like to see the authors of Geneva and Magix make their system docs public. They are of course free to add extra functionality but should be careful to ensure that this functionality does not conflict with the new AES.

I found that my custom form_button() does not work with Geneva. I have not used any undocumented features and the routine is 100% legal. Indeed it works on all TOS versions, MTOS and Magix. This form_button is used in all my programs including GEMBench. Under Geneva it causes a full redraw of the screen. Now this is Geneva 0.95 (?), I haven't been able to get a copy of the latest version.

Being in the lucky position of a journalist, I didn't have to buy all three systems. But you can't expect every programmer to buy Geneva and Magix. Making the docs public will enable programmers to make programs that are compatible with all systems.

This will make for a better solution all round.

BTW - when is Magix for Falcon going to be ready?

Ofir ogal@cix.compulink.co.uk

1702. Re: Magix versus Multitos

Newsgroup: comp.sys.atari.st
Date: 1993-11-12 11:05:52 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.753102352@acp5>
Source record: 198563

gerco@cs.vu.nl (Ballintijn GC) writes:

>seimet@chemie.uni-kl.de (Uwe Seimet) writes:

>>Mag!X demonstrates that there is no speed loss at all with preemptive
>>multitasking. On the contrary with Mag!X the Atari gets faster than with any
>>"singletasking" TOS version.

>Could you please explain yourself? This statement seems a contradiction to me.
>If two processes share the cpu, they get half the time.

What I wanted to say is that if you use only one application under Mag!X
this process runs faster as if you were running it under plain TOS. So even
those people who do not really want to multitask will profit from Mag!X
because of its higher speed compared to "singletasking" TOS versions.
When running several processes Mag!X gets slower, of course. But compared to
MultiTOS you can use much more programs the same time without suffering from
this loss of speed.

****
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
----
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
****

1703. Re: Magix versus Multitos

Newsgroup: comp.sys.atari.st
Date: 1993-11-12 11:12:32 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.753102752@acp5>
Source record: 198564

bunka@mibm.ruf.uni-freiburg.de (Andreas Bunkahle) writes:

>It is strange indeed, because you really get the IMPRESSION that Magix is
>faster when you work with it. I think the two main differences between

When you measure I/O performance under Mag!X you see that besides an
impression you may get because of a smart taskswitcher Mag!X IS faster than
plain TOS.

```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

1704. Re: Step Rate

Newsgroup: comp.sys.atari.st
Date: 1993-11-12 11:17:15 UTC
From: lpzssm@unicorn.nott.ac.uk
Message-ID: <2bvrbr$kc6@unicorn.ccc.nottingham.ac.uk>
Source record: 198562

In article <2brsi6$bue@vulcan.nrlssc.navy.mil>, fox@vulcan.nrlssc.navy.mil (Dan Fox) writes:
>
> Is there a TT-friendly "step-rate setter" out there? I
> could have sworn seeing one hiding in some other utility
> (UIS?? One of the disk formatter programs??) but have
> been unable to find it...
>

FCOPY III and FCOPY Pro have this option and work on a TT AFAIK.

Regards,

Sam

1705. Bits for sale

Newsgroup: comp.sys.atari.st
Date: 1993-11-12 11:35:50 UTC
From: rwb@rowan.coventry.ac.uk
Message-ID: <CGDMvs.2no@cck.coventry.ac.uk>
Source record: 198321

I have some ST bits I wanna get rid of:

HARDWARE:
Atari 20 meg Hard Drive absolutely packed with software:
e.g. Calamus (& over 300 fonts)
Arabesque Professional
Touch Up
Prospero C
Hisoft C
Devpac 2
FTL Modula 2
e.t.c, e.t.c
Offers around #90

External 5.25" floppy drive hardly used:
Offers around #40

Black & White Digitiser (Old one)
Offers around #25

SOFTWARE:
Packages available:

Easydraw 2
Quantum Paint 2

Mail me directly, I don't get to read this newsgroup too often....

1706. Re: AtariWorks

Newsgroup: comp.sys.atari.st
Date: 1993-11-12 11:44:19 UTC
From: CASTAN@cip.physik.uni-stuttgart.de
Message-ID: <2bvsuj$15b2@info2.rus.uni-stuttgart.de>
Source record: 198565

In <1993Nov11.121206.17996@jet.uk> djs@jet.uk writes:

> But Speedo is still useless for many of us as there is no PostScript driver :-(
There is one under development. (Not by Atari)

Gerd

---
internet: CASTAN@cip.physik.uni-stuttgart.de G.Castan@physik.uni-stuttgart.de
Real Name: | Drei Dinge muss ein Mann in seinem Leben tun:
Gerd Castan | Einen Editor schreiben.
Hoehbergstr. 16 | Ein Kind zeugen.
D-70327 Stuttgart | Und sterben.

1707. Re: Step Rate

Newsgroup: comp.sys.atari.st
Date: 1993-11-12 12:10:43 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.93Nov12131044@issan.informatik.uni-dortmund.de>
Source record: 198570

>>>>> In article <2brsi6$bue@vulcan.nrlssc.navy.mil>, fox@vulcan.nrlssc.navy.mil (Dan Fox) writes:

|> Is there a TT-friendly "step-rate setter" out there? I
|> could have sworn seeing one hiding in some other utility
|> (UIS?? One of the disk formatter programs??) but have
|> been unable to find it...

There is a new XBios call Floprate() which you can set the step-rate
with. Sorry, no docs at hand. Should be something like
Floprate(drive,rate).

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

1708. Re: Magix versus Multitos

Newsgroup: comp.sys.atari.st
Date: 1993-11-12 12:14:17 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.753106457@acp5>
Source record: 198567

ogal@cix.compulink.co.uk (Ofir Gal) writes:

>I would like to see the authors of Geneva and Magix make their system docs
>public. They are of course free to add extra functionality but should be
>careful to ensure that this functionality does not conflict with the new
>AES.

The authors shouldn't add any functions MultiTOS hasn't but should see to
get their systems as compatible to MiNT/MultiTOS as possible. In this case
no extra docs will be needed.

>Magix. Making the docs public will enable programmers to make programs
>that are compatible with all systems.

You're compatible with Mag!X if your programs are clean. There's no need for
any extra programming or any adaption to Mag!X.


```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

1709. FAQ: GDOS drivers

Newsgroup: comp.sys.atari.st
Date: 1993-11-12 13:00:32 UTC
From: CASTAN@cip.physik.uni-stuttgart.de
Message-ID: <2c01dg$1c27@info2.rus.uni-stuttgart.de>
Source record: 198569

Hello,

Please don't translate my GDOS-FAQ into english. This is currently done
by Stefan_Damerau@sl.maus.de.

Gerd

---
internet: CASTAN@cip.physik.uni-stuttgart.de G.Castan@physik.uni-stuttgart.de

Real Name: | Drei Dinge muss ein Mann in seinem Leben tun:
Gerd Castan | Einen Editor schreiben.
Hoehbergstr. 16 | Ein Kind zeugen.
D-70327 Stuttgart | Und sterben.

1710. Re: Sinclair

Newsgroup: comp.sys.atari.st
Date: 1993-11-12 13:09:41 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1549@usdtsg.DaytonOH.NCR.COM>
Source record: 198594

In article <2btd2u$1bf@sus.edu.eur.nl> cspas050@sus.edu.eur.nl (M.A. Onstwedder) writes:
>Hey guys, I am a atarier from the beginning (i said a thousand * thousand
>times). I own four ataris (8 bit,16 bit,32 bit and a game). And I don't
>mean to diss anybody. But the situation of atari is in deep, deep trouble.

Not to necessarily disagree with you, but the same sentiment has been
around for I'd say the past 5 years or better, and Atari is still around.
I can't predict the future (otherwise I wouldn't be here ;-) but I
wouldn't write the business obituary just yet. I dunno, maybe Atari
likes to get itself into a hole and then climb back out of it
again - it makes an interesting motivation to get back on all cyliders :-)

Rob

...or maybe Atari just sticks around to drive people like ol' Pete
crazy (maybe that's too late ;-)

1711. Re: JAGUAR.GIF

Newsgroup: comp.sys.atari.st
Date: 1993-11-12 13:49:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A56059@SL.maus.de>
Source record: 198518

In article 1993Nov9.214808.15042@bradford.ac.uk S.P.Taylor writes:

S>The only file like this I have found was in ftp.uni-kl.de and called
S>JAG_LOGO.GIF. It is just a red on black logo.

Well, somewhere out there should be the Jaguar Logo available as a small
IMG for the Bouncing Hole Module of Before Dawn ...

Bye
Stefan

===
Stefan_Damerau@sl.maus.de
!!No Mail >16kB please!!

1712. Frontier: Elite 2 (WAS: Hacking a demo !!!)

Newsgroup: comp.sys.atari.st
Date: 1993-11-12 14:09:00 UTC
From: patrik_sanfridsson@p2.stacken.ct.se
Message-ID: <2ce39c00@p2.stacken.ct.se>
Source record: 198490

> BTW: According to the adverts Frontier (aka Elite 2) will be coming out
> for the ST. Even though I have an ST I'd rather see it for the Falcon
> with DSP goodies on the vectors ....

Just as long as they allow it to run on the Falcon I'm quite happy. (BTW, the original Elite runs fine with Backward.) I would love to see a Jaguar version though. If done properly, it could turn out to be a big system seller! Anyone know the publisher, maybe we should give them a hint?

____
/ Patrik_Sanfridsson@p2.stacken.ct.se / Fidonet / NeST /
/ STacken BBS +46-142-19331 V.32" 24h / 2:204/419.2 / 90:1100/110.2 /

1713. Re: Need Help With Kermit!

Newsgroup: comp.sys.atari.st
Date: 1993-11-12 14:30:39 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Nov12.143039.1763@bradford.ac.uk>
Source record: 198579
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

brandon robert (rbrand1@gl.umbc.edu) wrote:
: Does anybody know how to set up kermit in Uniterm for a standard C-Kermit
: server? Whenever I try to use it, the file I download gets a few Kbs of
: garbage added to it. Any suggestions would be greatly appreciated.
: Please post any suggestions or email me at rbrand1@gl.umbc.edu

I don't think Kermit in Uniterm has settings as such. I do this UNIX-ST
transfer all the time and it is bloody slow. I found that files would come
out corrupted, unless they were UUencoded on the UNIX machine, sent via
Kermit in ASCII mode, then UUdecoded on the ST.

Are you running C-Kermit in Server mode? I founf this a lot easier than
using send and recieve. Just type server at the Kermit prompt, then press
Alt-T in Uniterm. Use 'Disk Utils' to set the correct path on your ST
(note this is not saved in the UNITERM.INF file), and then use PUT and GET
to do the file transferring.

Steve Taylor. |||
Long Live / | \, if they don't shoot themselves in the foot.

1714. Re: Atari/stock prices/jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-11-12 15:01:45 UTC
From: patrol@hacktic.nl
Message-ID: <2c08h7INNqrd@xs4all.hacktic.nl>
Source record: 198580

cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

>> Just thought you all might want to know, ID software (makers of the
>> famous MSDOS Wolfenstein 3D and soon to announced DOOM) are in the
>> process of negotiating with Atari for a port of the new game DOOM.
>>

>So, Jaguar or Falcon? I guess it'd have to be for the Falcon, I doubt
>you could have a shareware cartridge... (then again, it could start a
>whole new market)

Nope, for Jaguar. ID is announced Jaguar dev. Maybe the Falcon will get a
version,too.
--
****
* Patrick Roelandt -- patrol@hacktic.nl | Founder Dutch Jaguarclub (3D-who?) *
* ||| | and proud of it..... *
* / | \ *
* "I love it when a plan comes together. All I need to do is make one..." *
****

1715. TEST

Newsgroup: comp.sys.atari.st
Date: 1993-11-12 15:05:06 UTC
From: Claude.Labrie@newcastle.ac.uk
Message-ID: <CGDwKJ.9CD@newcastle.ac.uk>
Source record: 198582

```
This is a test posting..

Hi all..

Bye
```

1716. Mono monitors

Newsgroup: comp.sys.atari.st
Date: 1993-11-12 15:10:36 UTC
From: fountad@vax.sbu.ac.uk
Message-ID: <1993Nov12.151036.3824@vax.sbu.ac.uk>
Source record: 198583

Has anyone got any views on the best mono monitor to buy in the UK at
the moment, now that the SM144 is dead?
Also, what about buying a second hand Sm144? A good move?

Del

1717. How to patch programs from RVB to VGA or inverse.

Newsgroup: comp.sys.atari.st
Date: 1993-11-12 15:51:50 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <2c0ben$9ad@vishnu.jussieu.fr>
Source record: 198581

1) You are programmer, and you know assembly : you get MonST, or Adebug,
you find the call to Xbios(88) or Xbios(5), you look at the mode_code, and
you know which value must be patched.

2) You are NOT programmer, and you need someone to get THE good value.

3) Under your debugger, you must write down a little sequence of hexadecimal
opcodes, including the mode_code. Or ask it to your contact.

4) Make a copy of your program !!!

4bis) Take your best-liked disk editor, Search for the list of opcodes you've
noted, and replace the mode_code with this method :

a- From RVB to VGA : replace mode_code by (mode_code and(not $20)) or $10
b- From VGA to RVB : replace mode_code by (mode_code and(not $10)) or $20

5) If you can't do this, try to get a hacked copy.

For Vertical Mayhem, the mode_code is $23, which must be changed to
$13...but I don't remember the sequence of opcodes...

MB.

_____
- -- -------_______ Marc BOURLON
__________ o__ Universite Pierre et Marie Curie
__/ _____\ Paris 6
__________/ _____/ ` DESS de Genie Logiciels Applicatifs
_ ____ __________ __
__// /_/__
/__ \ __ E-mail: bourlon@gla.ecoledoc.ibp.fr
// \\\ /_/ /
V /// ____
Z/ /___/

1718. Re: Falcon monitor question

Newsgroup: comp.sys.atari.st
Date: 1993-11-12 16:51:43 UTC
From: sanders@sci.kun.nl
Message-ID: <CGE1I8.AH7@sci.kun.nl>
Source record: 198588

In <memo.950991@cix.compulink.co.uk> ogal@cix.compulink.co.uk (Ofir Gal) writes:

>In article <1993Nov10.235543.1@aurora.alaska.edu>, fnjah@aurora.alaska.edu writes:
>>I know there are Falcon programs that only work with a VGA monitor and others
>>that only work with RGB, but is there any difference between emulating ST Low,
>>Medium and High res on a VGA monitor as opposed to RGB?
>>Is one more compatible than the other?

>The difference is that on an RGB monitor you can only display 200 lines,
>so to emulate ST High you have to use interlace. VGA monitors don't have
>this problem. However they do require a higher video bandwidth which is
>why some demos don't work. For 99% of serious applications a VGA is a
>better choice.

Now once and for all: If I fork out $$$ and buy me a real NEC
Multisync, will I be able to display *all* resolutions of the Falcon,
even the ScreenBlaster / BlowUp030 ones? (BTW, which one of those was
the better one again?)

Thanks,

Sander STOks
sanders@sci.kun.nl

1719. BBS Software

Newsgroup: comp.sys.atari.st
Date: 1993-11-12 17:14:00 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <753145371.AA01699@byte.bbs.no>
Source record: 198520

>I'm interested in setting up a BBS but I'm unsure of what system to bu
>Michtron is of no use as it does not seem to like my Falcon.

Why buy something, why not try a Public Domain or Shareware system
(like my MiniBBS of course - test it on +47 67 13 26 59 all day :-)

BTW: Are these messages getting through to the bet outside Norway ?

Lars-Erik 0sterud / E-mail: Lars-Erik.Osterud@byte.bbs.no
Atari Developer / ABK-BBS: +47 67132659 V.32bis Data+Fax
SysOp ABK-BBS /

-- ReadMail ST

1720. Re: CHKDISK3 question.

Newsgroup: comp.sys.atari.st
Date: 1993-11-12 18:02:00 UTC
From: jesper_kock@kockens.ct.se
Message-ID: <2ce3d028@kockens.ct.se>
Source record: 198504

In a strange ;-) little letter Laurent Zimmerli wrote:

LZ> From: Laurent_Zimmerli@temptation.alphanet.ch (Laurent Zimmerli)
LZ>
LZ> So,the 2nd file in the FAT could be the latest on physical disk.
LZ> But...no more frag files.
LZ> And it's more secure than Diamond Edge (which often crash my ST)
Mine to.. I have thrown it away..

LZ>
LZ> It's a good stuff,keep it.
LZ>
Its old and slow......but it still Rules :-D

Grtz from Sweden:

```
_____________________________________________________________________
/______ | \
|( ST ) jesper_kock@kockens.ct.se | "Old women should not |
| |____| | seek to be perfumed" |
|< oo > Wizard on -*-Kockens BBS-*- | |
| |\__/| | - Archilochus |
| \____/ ATARI ONLY +46-46-250256 | |
\_____________________________________|_____________________________/
```

1721. MiNT v1.09?!

Newsgroup: comp.sys.atari.st
Date: 1993-11-12 18:07:10 UTC
From: hiot@sun.rz.tu-clausthal.de
Message-ID: <1993Nov12.180710.19177@solaris.rz.tu-clausthal.de>
Source record: 198591

Hello World ....

i want to get MiNT v1.09 sources ...

help me ... please ...

mfg oliver

--

____ ___
/ / / / Oliver Teuber hiot@sun.rz.tu-claustahl.de
/ / / / Schulweg 8
/___/ /__ _/_ D-37534 Badenhausen DH0OAE@DB0KG

ftp.tu-clausthal.de: Der FTP-Server fuer HAM-RADIO,ATARI,UNIX,DOS,LINUX,AMIGA

1722. Re: Need Help With Kermit!

Newsgroup: comp.sys.atari.st
Date: 1993-11-12 18:24:23 UTC
From: michal@gortel
Message-ID: <1993Nov12.182423.19759@kakwa.ucs.ualberta.ca>
Source record: 198590
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

S.P.Taylor (S.P.Taylor@bradford.ac.uk) wrote:
: brandon robert (rbrand1@gl.umbc.edu) wrote:
: : Does anybody know how to set up kermit in Uniterm for a standard C-Kermit
:
: I don't think Kermit in Uniterm has settings as such. I do this UNIX-ST
: transfer all the time and it is bloody slow.

Of course it does! The whole menu of these. Similar stuff on Unix
side is achieved by ~/.kermrc file.

Your transfers are bloody slow because you are using a default block
size, which is 94, and is meant for a very, very noisy lines. Set
block size to 1024 (I think that this is max for Kermit on Uniterm,
although current kermits can do much bigger blocks and windowing protocol)
and speed picture will change in a drastic manner. Unless your line
is really noisy, then you will have experiment which block size gives
you the best throughput. Do not forget set CHK to type 3 (CRC and not
checksum).

: I found that files would come
: out corrupted, unless they were UUencoded on the UNIX machine, sent via
: Kermit in ASCII mode, then UUdecoded on the ST.

You are obviously sending binary files in a text mode. They will come
corrupt that way, no doubt about it. You have to send binary files
in a binary mode (kermit -i on a Unix side). Receiving kermit will
adjust automatically.

In case you wonder why a difference between text and binary modes,
try to send ASCI text file as a binary to EBCDIC based machine and see
what you will get on another side. With ASCI Unix machines you may
lock both kermits in a binary all the time, but then line terminators
on text files will not come out properly. Not a very big deal, if you
know what to do about it.

Peeking into documentation from time to time is an activity which has
some advantages.

Michal Jaegermann
michal@gortel.phys.ualberta.ca

1723. Re: Online

Newsgroup: comp.sys.atari.st
Date: 1993-11-12 19:08:14 UTC
From: wlamar@acca.nmsu.edu
Message-ID: <2c0muuINNoph@dns1.NMSU.Edu>
Source record: 198589

GREEN P (d3hq@jupiter.sun.csd.unb.ca) wrote:
: Of the online services, such as , Compuserve, GEnie and Delphi, which
: provides the best support for the Atari. Has any one done a cost
: analysis of the services offered for the Atari?

I've used GEnie, Delphi and Compu$erve in the past and am presently
using GEnie. Supposedly, GEnie is Atari's official online home.
On there you can post and receive answers directly from Atari personel
such as Bob Brodie. I don'y know much about Delphi or Compu$erve since
I don't use them anymore but unless they have changed significantly,
GEnie is the place to be if you are interested in Atari. But that's
just one persons opinion.

Aside from the great support, GEnie has an interface called Aladdin that
makes the Genie system easy and cost effective to use. Most operations
such as getting messages, E-Mail and File lists are done automaticaly.
The user then composes their responses off line and selects any files
that the user wishes to download. Aladdin takes over and uploads the
responses then downloads or uploads the selected files. Aladdin has
a GEM interface and comes with a scripting language. And it is FREEWARE,
available on GEnie for the downloading.

Unfortunatly, Aladdin doesen't at present work on the Falcon030. So
people like me who have upgraded to a Falcon can no longer use GEnie
quite as easily as before. But it is still where I want to be if
I'm using a comercial service. I just don't use it as much.

****
* Walter M. Lamar Jr. KB5WGT *
* wlamar@acca.nmsu.edu *
* That was then, this is NOW. *
****

"When the going gets weird,
The weird turn pro!!"

Dr. Hunter S. Thompson

1724. JAGUAR GAMES

Newsgroup: comp.sys.atari.st
Date: 1993-11-12 19:23:56 UTC
From: jeff@jupiter.ame.arizona.edu
Message-ID: <1993Nov12.122357.4805@arizona.edu>
Source record: 198593

First, I'd like to tell some second hand news. I have a friend in NYC who saw one of the Jaguar commercials. I couldn't get details out of him (He's not pro Atari and not into technology), but he described the commercial vaguely as a man sitting in front of a TV set with a picture of a Jaguar (animal) on it. He was TALKING about the Jaguar. Then the commercial ends with the Jaguar coming to life, jumping out of the TV, and eating the guy. Now, I didn't see it, but my friend has no reason to make anything up.
While my friend understands little about technology, he did hear the words "64 bit" on the commercial and assumes the Jaguar blows away any state of the art 16/32-bit game machine. This is in spite of the fact that he described the commercial as "lame by any standards", so maybe there's hope. After all, people used to choose computers not by what they did, but whether they had 48 or 64 K memory.

But my real question is to those few developers/enthusiasts who know of actual Jaguar games (I understanmd six are shipping officially). My question for those who know something about the games: How many are good examples of super high tech (Ex. 3d games),, and how many are merely rehashes of the standard old 2D games? I'd love to know what the game designers have thought up.
Thanks in advance for any news!
Jeff

1725. Re: Falcon monitor question

Newsgroup: comp.sys.atari.st
Date: 1993-11-12 20:14:14 UTC
From: bossoj@alum01.its.rpi.edu
Message-ID: <2c0qqm$528@usenet.rpi.edu>
Source record: 198592

In article <CGE1I8.AH7@sci.kun.nl>, Sander Stoks <sanders@sci.kun.nl> wrote:
[stuff deleted]
>
>Now once and for all: If I fork out $$$ and buy me a real NEC
>Multisync, will I be able to display *all* resolutions of the Falcon,
>even the ScreenBlaster / BlowUp030 ones? (BTW, which one of those was
>the better one again?)
>
>Thanks,
>
>Sander SToks
>sanders@sci.kun.nl

If you buy an NEC 3D, or any other multisync that can handle ST low & medium
(CGA compatible), it will handle all modes. BUT, the 3D uses _interlace_
for sizes bigger than 640x480, which means ScreenBlaster/BlowUp will be
interlaced. I'm still looking (probably to no avail) to find a
multisync that can handle all rez's along with non-interlaced SVGA.

Feel free to correct me on this post, which I know would happen anyway
if I am wrong!!

Anyway, can somone post a list of monitors that can handle _all_
Falcon rez's?? When I get my Falcon in the next couple months
I want to be able to have only one monitor...

Joe
bossoj@rpi.edu

1726. Re: Sinclair

Newsgroup: comp.sys.atari.st
Date: 1993-11-12 20:37:00 UTC
From: Arne_Rudolph@ac.maus.de
Message-ID: <A43357@AC.maus.de>
Source record: 198462

OG>Mr. Sinclair must be suffering from a severe mental disorder. After
OG>being bombarded with mail for at least two weeks, he still goes on
OG>with his drivel. Is there anything that can be done to stop this?

Yes! Wondering, who the hell you are talking about ;-)

Ciao,
Arne

1727. Re: JAGUAR GAMES

Newsgroup: comp.sys.atari.st
Date: 1993-11-12 21:46:14 UTC
From: hsp4@namaste.cc.columbia.edu
Message-ID: <2c1076$4fb@apakabar.cc.columbia.edu>
Source record: 198597

I've seen an ad. It showed some game shots. One was from a 3d game--it looked cool, but it was far from photorealistic. The friends of mine who were sitting with me were thoroughly nonplussed by the game--they thought it looked lame & didn't want to hear anything about the complexities of 3d modeling. The ad was on during The Simpsons, which is a credible time. All in all, and I say this as a BIG Atari cheerleader, the ad was pretty lame (especially compared with the Sega CD ad where the guy gets plastered to the wall).

****
H. Solomon Poretsky **"Greed is good! Greed is right!
hsp4@columbia.edu ** Greed works! Greed will save the
hsp4@namaste.cc.columbia.edu (talk) ** USA!"--Gordon Gecko, Wall Street

1728. Re: Need Help With Kermit!

Newsgroup: comp.sys.atari.st
Date: 1993-11-12 21:54:38 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Nov12.215438.24450@bradford.ac.uk>
Source record: 198599
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Thankyou. I realise now I was talking rubbish. I thought I had scanned all the Uniterm menus, but I found a little one tucked away under settings... You can always trust someone to put you right! Thanks. I have only been using it for a few weeks.

: Of course it does! The whole menu of these. Similar stuff on Unix
: side is achieved by ~/.kermrc file.

Great. I've changed them in Uniterm, but I don't know anything about the .kermrc file. Kermit is installed on our fileserver, and that's all I know. Could you tell me briefly about it?

: Your transfers are bloody slow because you are using a default block
: size, which is 94, and is meant for a very, very noisy lines. Set
: block size to 1024 (I think that this is max for Kermit on Uniterm,

Yep I just changed that in Uniterm, but again, how do you change it in C-Kermit?

: You are obviously sending binary files in a text mode. They will come
: corrupt that way, no doubt about it. You have to send binary files
: in a binary mode (kermit -i on a Unix side). Receiving kermit will
: adjust automatically.

I do know and understand about binary/ascii files. I switched between them in Uniterm by the [binary] button. I thought this would set binary mode in C-Kermit and Uniterm. Obviously not.

: Peeking into documentation from time to time is an activity which has
: some advantages.

I have read the entire Uniterm Doc a few years ago, but not since I used it. I've got absolutely loads else to read. The only doc for C-Kermit I can think of is by using 'man kermit', which I will try. I hadn't thought of this.

Thanks again for correcting me. I am honestly not as stupid as I must have sounded - Just new in the comms field.

Why could I not reply to you via E-mail? It just came back with a service unavailable message.

Steve Taylor. |||
Long Live / | \, if they don't shoot themselves in the foot.

1729. Re: Falcon monitor question

Newsgroup: comp.sys.atari.st
Date: 1993-11-12 22:02:27 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1993Nov12.170227.16310@umiami.ir.miami.edu>
Source record: 198598

In article <2c0qqm$528@usenet.rpi.edu>, bossoj@alum01.its.rpi.edu (Joseph Charles Bossolini) writes:
> In article <CGE1I8.AH7@sci.kun.nl>, Sander Stoks <sanders@sci.kun.nl> wrote:
> [stuff deleted]
>>
>>Now once and for all: If I fork out $$$ and buy me a real NEC
>>Multisync, will I be able to display *all* resolutions of the Falcon,
>>even the ScreenBlaster / BlowUp030 ones? (BTW, which one of those was
>>the better one again?)
>
> If you buy an NEC 3D, or any other multisync that can handle ST low & medium
> (CGA compatible), it will handle all modes. BUT, the 3D uses _interlace_
> for sizes bigger than 640x480, which means ScreenBlaster/BlowUp will be
> interlaced. I'm still looking (probably to no avail) to find a
> multisync that can handle all rez's along with non-interlaced SVGA.
>
> Feel free to correct me on this post, which I know would happen anyway
> if I am wrong!!
>
> Anyway, can somone post a list of monitors that can handle _all_
> Falcon rez's?? When I get my Falcon in the next couple months
> I want to be able to have only one monitor...

I use a ACER 7015 multisync which does SVGA non-interlaced. I am using it on a MEGA ST, but I am told it will work fine with the Falcon...

-Mark Santoar

1730. Re: REQUEST: .3d2 to .DXF || .3DS

Newsgroup: comp.sys.atari.st
Date: 1993-11-12 22:21:37 UTC
From: Lexicor@world.std.com
Message-ID: <CGEGs2.4tL@world.std.com>
Source record: 198506

In article <2brrca$i23@crl.crl.com>, Jim Gunn <rogue@crl.com> wrote:
>[Article crossposted from alt.3d]
>[Author was Jim Gunn]
>[Posted on 10 Nov 1993 10:03:32 -0800]
>
>Does anyone know of the existence of a converter for Atari ST 3D-Cad 2.0
>objects to DXF or 3D Studio format? If so, please email me an ftp sitename
>where it might be obtained, or post the program to alt.3d.
>

Yes, a product by Lexicor Software called ROSETTA will do what you want, it
is commercial though, and also very old, it does upto DXF release 11 and
Mac Renderman RIB and ASCULPT.

Yat@Lexicor

ps: Responses will be slow, I am not home, on travels :)

1731. IMG to GIF converter?????

Newsgroup: comp.sys.atari.st
Date: 1993-11-12 22:29:14 UTC
From: William.Kent@f100.n30.z47.byte.bbs.no
Message-ID: <753145379.AA01713@byte.bbs.no>
Source record: 198521

>Is there a program for the ST that will allow me to convert .IMG pictu
>.GIF?
>If there is, where can I find it?

You can use the program called Gemview. It is in my own humble opinion
the best graphics utility for the ST, and it's shareware. You can
download it from nearly everywhere! (If you can't FTP it, give ABK BBS
a call, (in B¿rum, Norway) They've got the latest version, at least I
think so..

BTW:
What is the latest version?

-- ReadMail ST

1732. gulam

Newsgroup: comp.sys.atari.st
Date: 1993-11-12 22:29:16 UTC
From: William.Kent@f100.n30.z47.byte.bbs.no
Message-ID: <753145379.AA01714@byte.bbs.no>
Source record: 198522

>Is there a way to access Gulam features from GFA BASIC? I would like
>know! Please post answer.

>Thanks,
>Steven Whatley
>email: swhatley@blkbox.COM

So would I!

Email: William.Kent@Byte.Bbs.no

-- ReadMail ST

1733. Redax

Newsgroup: comp.sys.atari.st
Date: 1993-11-12 22:29:20 UTC
From: William.Kent@f100.n30.z47.byte.bbs.no
Message-ID: <753145379.AA01715@byte.bbs.no>
Source record: 198523

Does anybody now if there is still any support and or development. I have version 3.15 of the program, but I would like to see some improvments to it, and upgrades.

Anybody?

Email: William.Kent@Byte.Bbs.no

1734. Storm.

Newsgroup: comp.sys.atari.st
Date: 1993-11-12 22:33:28 UTC
From: ddt@cyberden.sf.ca.us
Message-ID: <H7aXcc1w165w@cyberden.sf.ca.us>
Source record: 198502

I just got STORM 1.00 and it looks good. It seems to be slower
than FZD which I currently use. One major drawback to Storm as far as I
can tell, is that it does not have a umulation file to support ANSI. I
always use Ansi when I have the chance, and not being able to use it
really detracts from the program. So, is there an emulation file
available to support Ansi, and could someone E-mail me a copy via
Esscode? Any support files for STORM would be appreciated.
Pre Thanx;

If at fist you don't succeed,call it vession 1.0.
-=|DDT>

| / |\
| H E \ Y B E R |/ E N [ddt@cyberden.sf.ca.us]

The CyberDen - Public Access Waffle Usenet System - 415/472-5527

1735. Fractal Programs?

Newsgroup: comp.sys.atari.st
Date: 1993-11-12 22:51:18 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <H.eg.DN7flx&EYXk@albemuth.equinox.gen.nz>
Source record: 198528

Hi There,

I've been looking around for good, fast Fractal programs which run well in Monochrome Hi-res mode on my ST.

I've had a look at the port of Fractint (ported by Howard Chu) that is on atari.archive but it seems to be not complete, as you can't save files and not all the fractals types work. Has this project ever been progressed past this stage of development??

Can anyone else recommend a good, fast, flexible Fractal program that works in Monochrome and can save files in a regular graphics format so that pictures are exportable to something else.

What is everybodies favourite Fractal Program??

Any suggestions would be most welcome.

Cheers,
--
|John Collis
|Email to: john@albemuth.equinox.gen.nz
|or: John_Collis@equinox.gen.nz
|Phone: +64-3-379-8921

1736. Jove files needed

Newsgroup: comp.sys.atari.st
Date: 1993-11-12 22:59:26 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <H.eg.tppVTn5TAgo@albemuth.equinox.gen.nz>
Source record: 198529

Hi there,

Recently I grabbed a binary of JOVE the emacs like editor. The archive only contains the executable binary. I really need some sort of documentation and possibly example start up file to go with it. Can anyone point me to anything appropriate.

Also what is everyones favourite Emacs clone?? (GNU Emacs is just a little too big to run for my system. :-((( )

Cheers,
--
|John Collis
|Email to: john@albemuth.equinox.gen.nz
|or: John_Collis@equinox.gen.nz
|Phone: +64-3-379-8921

1737. Re: STalker/SZ/RZ

Newsgroup: comp.sys.atari.st
Date: 1993-11-12 23:13:24 UTC
From: dud@stein2.u.washington.edu
Message-ID: <2c15ak$99d@news.u.washington.edu>
Source record: 198505

csullogg@cc4.crl.aecl.ca writes:

>re: postings about xfers with SZ/RZ, I have STalker 3 on a TT to talk
>to a VAX net via digital modems on Bell SL/1 lines. I have SZ/RZ on the
>VAX (renamed them to SEND and RECEIVE) and xfer files back/forth
>between the VAX and TT as follows:

>on VAX, type SEND filename: STalker autostarts zmodem to default path on TT
>and autoterminates back to VAX prompt

>on VAX, type RECEIVE and STalker automatically pops up a dialog box for
>the filename. Once selected, xfer takes place and autoterminates back to
>the VAX prompt.

>That's all there is to it for 19,200 baud xfers. Easy, fast and painless.
>I have tried FLASH and Uniterm on the Atari, RedRyder and VERSATERM on
>the Mac and ZSTEM on the PC. Nothing is as fast and easy as what I have
>described except ETHERNET and PATHWORKS (that cost $500 plus monthly net
>charges).

>My advise to those who log to VAXes with STs/TTs - use what I use and
>you'll love it.

Unix too! And, BTW, CoNnect does the same thing.

Dan

1738. Re: Magix versus Multitos

Newsgroup: comp.sys.atari.st
Date: 1993-11-12 23:19:20 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.960925@cix.compulink.co.uk>
Source record: 198515

In article <seimet.753106457@acp5>, seimet@chemie.uni-kl.de (Uwe Seimet) writes:
>ogal@cix.compulink.co.uk (Ofir Gal) writes:
>
>You're compatible with Mag!X if your programs are clean. There's no need for
>any extra programming or any adaption to Mag!X.
>

There is at least one incompatibility - the way windows are bottomed, it's
one way with MTOS and another with Magix (inherited from EOS I think).

Ofir ogal@cix.compulink.co.uk

1739. Falcon Graphics Boards

Newsgroup: comp.sys.atari.st
Date: 1993-11-12 23:51:49 UTC
From: jeff@jupiter.ame.arizona.edu
Message-ID: <1993Nov12.165150.4808@arizona.edu>
Source record: 198525

If anybody has successfully used a 24-bit color graphics card with a Falcon,
I would greatly appreciate hearing about it. I'm interested if it can be done,
and what kind of monitor is required. I'd also appreciate information as to the
speed and memory requirement of these cards.
Thanks a lot !
Jeff

1740. Re: Mono monitors

Newsgroup: comp.sys.atari.st
Date: 1993-11-13 00:03:27 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.961031@cix.compulink.co.uk>
Source record: 198600

In article <1993Nov12.151036.3824@vax.sbu.ac.uk>, fountad@vax.sbu.ac.uk writes:
>Has anyone got any views on the best mono monitor to buy in the UK at
>the moment, now that the SM144 is dead?

System SOlutions 081 693 3355 - excellent quality monitors.

Ofir ogal@cix.compulink.co.uk

1741. Re: Falcon monitor question

Newsgroup: comp.sys.atari.st
Date: 1993-11-13 00:03:49 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.961032@cix.compulink.co.uk>
Source record: 198501

In article <CGE1I8.AH7@sci.kun.nl>, sanders@sci.kun.nl (Sander Stoks) writes:
>
>Now once and for all: If I fork out $$$ and buy me a real NEC
>Multisync, will I be able to display *all* resolutions of the Falcon,
>even the ScreenBlaster / BlowUp030 ones? (BTW, which one of those was
>the better one again?)
>

If the multisync can go as low as 15Khz than yes. Otherwise, TC mode is
the only one that suffers and the display is limited to less than 640*480.

SB and BU30 are both good products. Which one to get? Read my review in ST
Review out this week.

Ofir ogal@cix.compulink.co.uk

1742. PowerNet?

Newsgroup: comp.sys.atari.st
Date: 1993-11-13 02:43:46 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <12NOV93.21434607@cc4.crl.aecl.ca>
Source record: 198595

Recently, I sent my Universal Networks software and LANtech nodes out to a user in Victoria B.C. He's having trouble interfacing an ST and a MegaSTe. Does anyone know where I can reach the PowerNet guys. I tried a phone number that was given to me but the line was not in service (are these guys in business?).

1743. Re: Sinclair

Newsgroup: comp.sys.atari.st
Date: 1993-11-13 02:50:22 UTC
From: jimmy@Hawaii.Edu
Message-ID: <CGEt7y.CMy@news.Hawaii.Edu>
Source record: 198510

Jan T. Kim (aeg03@rrz.uni-koeln.de) wrote:
: In <memo.944912@cix.compulink.co.uk> ogal@cix.compulink.co.uk (Ofir Gal) writes:
: >Mr. Sinclair must be suffering from a severe mental disorder. After being
: >bombarded with mail for at least two weeks, he still goes on with his
: >drivel. Is there anything that can be done to stop this?

: Unfortunately, it is quite easy for him to get rid of all that
: mail flood. Probably, he just deletes all messages which are
: replies from this forum -- he has no reason at all to fear he
: throws away something useful for him.

: I think it's best to ignore him entirely.

The other thing you can do is if you think that his postings are totally
out of place and what he is doing violates the charter for the newsgroup,
you may send messages to his site administrator who will have to either
keep him in line or restrict his access. This should only be done after
repeated warnings and if he repeatedly violates net-ettiquette.

There was one person I know of that lost his account due to some racist
remarks on another newsgroup.

---
jimmy@uhunix.uhcc.hawaii.edu

1744. Re: Falcon monitor question

Newsgroup: comp.sys.atari.st
Date: 1993-11-13 02:50:54 UTC
From: fnjah@aurora.alaska.edu
Message-ID: <1993Nov12.175054.1@aurora.alaska.edu>
Source record: 198511

I thought all SVGA monitors were multiscan monitors (although I know nothing about monitors). I thought multisync was just a registered trademark of NEC for their brand of multiscan monitors. I guess this is incorrect??

So to be able to run all modes on a falcon with one monitor I would need a multisync (not multiscan) monitor that can go as low as 15Khz and have a vertical range of 50-78Hz?

1745. STalker/SZ/RZ

Newsgroup: comp.sys.atari.st
Date: 1993-11-13 02:51:21 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <12NOV93.21512171@cc4.crl.aecl.ca>
Source record: 198596

re: postings about xfers with SZ/RZ, I have STalker 3 on a TT to talk to a VAX net via digital modems on Bell SL/1 lines. I have SZ/RZ on the VAX (renamed them to SEND and RECEIVE) and xfer files back/forth between the VAX and TT as follows:

on VAX, type SEND filename: STalker autostarts zmodem to default path on TT and autoterminates back to VAX prompt

on VAX, type RECEIVE and STalker automatically pops up a dialog box for the filename. Once selected, xfer takes place and autoterminates back to the VAX prompt.

That's all there is to it for 19,200 baud xfers. Easy, fast and painless. I have tried FLASH and Uniterm on the Atari, RedRyder and VERSATERM on the Mac and ZSTEM on the PC. Nothing is as fast and easy as what I have described except ETHERNET and PATHWORKS (that cost $500 plus monthly net charges).

My advise to those who log to VAXes with STs/TTs - use what I use and you'll love it.

1746. MagiX!

Newsgroup: comp.sys.atari.st
Date: 1993-11-13 02:59:00 UTC
From: dirk.vandenheuvel@nezuld.com
Message-ID: <7959.1288.uupcb@nezuld.com>
Source record: 198533

After all this talk about MultiTos vs Magix! can someone out there tell me where I can order a copy of Magix, the price, and if there's an English version? I already have MultiTos, MultiGem (an old version unfortunately), and Geneva, so I figure I might as well complete the set.

Also if anyone knows where I can order a English version of Papyrus (even an old one) please let me know (there MUST be some int'l mail order company in Germany that still sells Atari..right?..)

--Dirk--

---
* UniQWK v2.0 * The Solution for Multilingual Messages

1747. Re: Is there an archiver...

Newsgroup: comp.sys.atari.st
Date: 1993-11-13 03:16:20 UTC
From: rrice@netnews.upenn.edu
Message-ID: <162141@netnews.upenn.edu>
Source record: 198507

One helpful soul told me that gzip (GNU Zip? If so, can I run it under TOS?) would archive each file in a directory into individual archives--could I unpack them with, say, ST Zip 2.30? Thank you for the input!

Another kind person said that I would get better compression if I did just stick them into a single large archive. I didn't know that, but I don't think it responds to my worries about one bad file taking the whole thing with it, which happened to me several times--long ago, I admit.

To reiterate the response to the suggestions I consider some species of Packer... Perhaps I am still ignorant of how they work. I have PFX-Paked all my programs and accessory files, and saved mondo disk space that way. All my art files are stored in some species of compressed format, such as TN? or Atari IFF (Vertical Word Compression) files (Deluxe Paint, may it rest in peace and GVIEW load the files, some day). I'd have to unpack them to use them, right? You need something like Datalite or Data Diet to do it on the fly... And with so much so compressed, I just haven't thought I'd get the savings other people have...

Again, though, the compression is for back-up files on floppies--hundreds of 'em.

Rob S. Rice
rrice@mail.sas.upenn.edu

1748. 1040 parts for sale.

Newsgroup: comp.sys.atari.st
Date: 1993-11-13 05:01:32 UTC
From: bryedewa@news.delphi.com
Message-ID: <2c1pnc$s4d@news.delphi.com>
Source record: 198508

I have some 1040 parts for sale:

2 incomplete dead systems, sold for parts only.
1 top case, 2 bottom cases, 2 motherboards.
Some chips missing, no PLCC chips, 1 68000,some
other IC's (sound,ROM,DMA,etc...), 2 bottom, 1 top shield.
All for $35 + ship. SOLD AS IS. boards guaranteed to be DOA!
-Bry
bryedewaard@delphi.com

1749. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1993-11-13 05:06:49 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <2c1q19$sjl@terminator.rs.itd.umich.edu>
Source record: 198509
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-r--r-- lenn 227968 Nov 6 08:21 ./Telecomm/storm100.lzh
-rw-r--r-- lenn 81536 Nov 6 08:21 ./Telecomm/tterm2.zip
-rw-r--r-- weiner 5916 Nov 6 08:29 ./Telecomm/0index
-rw-rw-r-- weiner 5144 Nov 9 22:59 ./Applications/0index
-rw-r--r-- lenn 260992 Nov 9 22:55 ./Applications/Math/bstat246.lzh
-rw-r--r-- entropy 11684 Nov 9 22:53 ./Graphics/0index
-rw-r--r-- lenn 54354 Nov 9 22:48 ./Graphics/flutteranim.zip
-rw-r--r-- lenn 471965 Nov 9 22:48 ./Graphics/lowmorph1.zip
-rw-rw-r-- weiner 5205 Nov 12 21:04 ./Applications/0index
-rw------- lenn 58 Nov 12 19:30 ./Applications/Math/pi_st.readme
-rw------- lenn 84956 Nov 12 19:30 ./Applications/Math/pi_st.zip
-rw-r--r-- lenn 149626 Nov 12 19:26 ./Archivers/lha_231.tos
-rw-rw-r-- entropy 3316 Nov 12 20:59 ./Archivers/0index
-rw-r--r-- lenn 47563 Nov 12 19:32 ./Diskutils/hcopy16s.lzh
-rw-rw-r-- entropy 7446 Nov 12 20:56 ./Diskutils/0index
-rw-r--r-- lenn 12068 Nov 12 18:35 ./Games/traps12.zoo
-rw-r--r-- lenn 16488 Nov 12 21:06 ./Games/0index
-rw-r--r-- entropy 11869 Nov 12 21:01 ./Graphics/0index
-rw-r--r-- lenn 20589 Nov 12 19:35 ./Graphics/flmplayer.zip
-rw-r--r-- lenn 461843 Nov 12 20:35 ./Graphics/argh_anim.zip
-rw-r--r-- lenn 133901 Nov 12 20:39 ./Graphics/lowmorph2.zip
-rw-r--r-- lenn 46238 Nov 12 19:31 ./Misc/lckylt_c.lzh
-rw-r--r-- lenn 12425 Nov 12 19:33 ./Misc/sttalkcl.lzh
-rw-rw-r-- weiner 2255 Nov 12 20:46 ./Misc/0index
-rw-r--r-- lenn 16000 Nov 12 19:29 ./Telecomm/dialer.lzh
-rw-r--r-- lenn 32896 Nov 12 15:14 ./Telecomm/spatch01.lzh
-rw-r--r-- weiner 6032 Nov 12 20:54 ./Telecomm/0index
-rw-r--r-- lenn 484460 Nov 12 18:41 ./Magazines/Diskmags/Scriba/scriba22.zip
-rw-r--r-- lenn 1471 Nov 12 18:40 ./Magazines/Diskmags/Dnt/dp5.txt
-rw-r--r-- lenn 383398 Nov 12 18:40 ./Magazines/Diskmags/Dnt/dp5_1.zip
-rw-r--r-- lenn 393241 Nov 12 18:41 ./Magazines/Diskmags/Dnt/dp5_2.zip
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

1750. Re: JAGUAR GAMES

Newsgroup: comp.sys.atari.st
Date: 1993-11-13 05:11:32 UTC
From: rjung@netcom.com
Message-ID: <rjungCGEzr9.9Dx@netcom.com>
Source record: 198526

In article <1993Nov12.122357.4805@arizona.edu> jeff@jupiter.arizona.edu writes:
>While my friend understands little about technology, he did hear the words
>"64 bit" on the commercial and assumes the Jaguar blows away any state of the
>art 16/32-bit game machine.

64-bit bus, 64-bit RISC processor, 68000, and a 32-bit DSP.

>But my real question is to those few developers/enthusiasts who know of
>actual Jaguar games (I understanmd six are shipping officially).

Four initially. CYBERMORPH, DINO DUDES, RAIDEN, and CRESCENT GALAXY.

>My question for
>those who know something about the games: How many are good examples of super
>high tech (Ex. 3d games),, and how many are merely rehashes of the standard
>old 2D games?

Of the initial four, only CYBERMORPH is really "distinctive". It's a flying
rescue/adventure/shooter with lotsa polygon graphics. The others are all
pretty standard. Give the Jaguar a few months to get the more interesting
software, though; a good title to keep an eye on is ALIEN VS. PREDATOR, which
(though incomplete) already blows away most games on the Sega and Nintendo.

--R.J.
B-)

////////////////////////////////////|\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\
Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
------------------------------------+-----------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were
chosen because you are the class clown and frankly, you're expendable."

1751. Re: JAGUAR GAMES

Newsgroup: comp.sys.atari.st
Date: 1993-11-13 05:17:26 UTC
From: rjung@netcom.com
Message-ID: <rjungCGF013.9u2@netcom.com>
Source record: 198527

In article <2c1076$4fb@apakabar.cc.columbia.edu> hsp4@namaste.cc.columbia.edu (Haim S. Poretsky) writes:
>I've seen an ad. It showed some game shots. One was from a 3d game--it
>looked cool, but it was far from photorealistic. The friends of mine who
>were sitting with me were thoroughly nonplussed by the game--they thought
>it looked lame & didn't want to hear anything about the complexities of
>3d modeling.

That was CYBERMORPH. The game is more complex than can be shown in a clip;
the actual gameplay is a little deeper than "shoot anything that moves", and
the terrain is a full 3D world.

>All in all, and I say this as a BIG Atari cheerleader, the ad was pretty
>lame (especially compared with the Sega CD ad where the guy gets plastered
>to the wall).

That's only the "teaser" ad. The full-blown commercials start next week.

--R.J.
B-)

////////////////////////////////////|\\
Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
------------------------------------+----------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were chosen because you are the class clown and frankly, you're expendable."

1752. STE

Newsgroup: comp.sys.atari.st
Date: 1993-11-13 05:37:02 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2c1rpu$d2h@golem.wcc.govt.nz>
Source record: 198512

I'm compiling a list of programs that support extended features of machines,
(e.g., Blitters, DMA-Sound, extended palettes etc), mostly these will
obviously be games, currently the list is not too large, and here is
an example.....

Name of Program Code specifically for (x) features/machines:

Wings of Death STE Support, Ext' Sound Support
Lethal Xcess STE Support, Ext' Sound Support
SleepWalker STE Only
Robocop 3 STE Support
Creatures STE Palette
Wrath of the Demon STE Palette
STOS Programming Language STE Specific Commands (Incl' Extensions)
Starblade 1 Meg Enhanced
Blat (PD/SW) 1 Meg Enhanced, STE Only
1st Samurai 1 Meg Enhanced
Star-Glider (One & Two) Monochrome Support
Cuddly Demo 1 Meg Enhanced
Ishar 2 STE Support
The Immortal 1 Meg Only
Civilisation 1 Meg Only

That Should give you the idea, if anyone has any info on machine specific/
supportive (or memory specific/supportive), software, then please E-Mail
me at the below address with the info', I will post the final results
onto the net! (Don't bother with Falcon *only* software, as that's
likely to be pretty obvious!)

Things such as FPU, Blitter, DMA Sound, Palette, External Devices, Extra
Drives, Co-Pro's, Extended RAM (Software using/working only with, extra
RAM (usu 1meg+)), Monochrome (Few games work in 640*400*2 mode!), support
for all of them, and anything else you deem worthwhile!

Thanks in advance.

/--\
| I don't want no pickle - I just wanna ride my motorsicle! O O |
| When all else fails - Cheat! o |
| WELLS_S@KOSMOS.WCC.GOVT.NZ Wellington, New Zealand _/ |
\-------------Master of Cheats/Hints/Tips - The Mercenary-------------/

1753. Re: Falcon monitor question

Newsgroup: comp.sys.atari.st
Date: 1993-11-13 05:48:42 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Nov12234842@flammulated.owlnet.rice.edu>
Source record: 198524

In article <CGE1I8.AH7@sci.kun.nl> sanders@sci.kun.nl (Sander Stoks) writes:
In <memo.950991@cix.compulink.co.uk> ogal@cix.compulink.co.uk (Ofir Gal) writes:

>In article <1993Nov10.235543.1@aurora.alaska.edu>, fnjah@aurora.alaska.edu writes:
>>I know there are Falcon programs that only work with a VGA monitor and others
>>that only work with RGB, but is there any difference between emulating ST Low,
>>Medium and High res on a VGA monitor as opposed to RGB?
>>Is one more compatible than the other?

>The difference is that on an RGB monitor you can only display 200 lines,
>so to emulate ST High you have to use interlace. VGA monitors don't have
>this problem. However they do require a higher video bandwidth which is
>why some demos don't work. For 99% of serious applications a VGA is a
>better choice.

Now once and for all: If I fork out $$$ and buy me a real NEC
Multisync, will I be able to display *all* resolutions of the Falcon,
even the ScreenBlaster / BlowUp030 ones? (BTW, which one of those was
the better one again?)

Well, if you want to display *all* of the resolutions availiable, you
will need a multisync that goes from 15Hz-40+Hz vertical.

If you get most of the multisyncs around these days, they start at
30Khz and go on up to around 40-60Hz. This is still quite useful with
ScreenBlaster/BlowUp, but you won't be able to get any of the RGB
monitor resolutions, which may place you in the annoying position of
not being able to play some games and/or demos. You will be able to
get some pretty large working resolutions, though.

One other thing - even if you do get a montior that can sync down to
15Hz, you'll still need a special adapter to use both VGA and RGB
resolutions (basically just a VGA adapter with a switch added - the
specs are in a document called "falcadap" on a.a.u.e - I built one
myself using an old DMA port from a dead ST).

Oh, just for reference, I have a 14" Princeton Ultra 1400 (Which I had
originally for an STE, but it works great on my Falcon!!) and
Screenblaster. I want a larger monitor though - the 1280x960 mode is
impossible to read on a 14" monitor!!

--
---> Kendall Gelner (kendall@rice.edu)

1754. Zee Z of zee STORM

Newsgroup: comp.sys.atari.st
Date: 1993-11-13 09:30:00 UTC
From: antony.balcerzak@canrem.com
Message-ID: <60.40272.4514.0N18B01C@canrem.com>
Source record: 198468

In message #28217, C-HJR@MATH.UTAH.EDU writes:

> Has anyone out there been able to get Storm's Zmodem to work?
> I have tried and tried, but I am unable to figure it out. When
> I try to download a file, the most my machine can get is the
> name of the file. After that, it is all errors.
>
> I have TOS_1.0 and am using serialfix. Any help would be appreciated,
> as would knowledge of others having similiar problems. Xmodem works
> fine.

I have just got hold of STORM100.LZH and PTCH101.LZH which is an upgrade
from v1.00 to v1.01. In the docs it mentions a fix for Z modem problems.
I figure this might solve your probs.
Myself I have had no hassles. I used to use Flash v1.6, but I really found
STORM easy to install & use. I'm registering my copy!! :-) TTYL.

 RoseMail 2.10: Nanet 41-61-74 Balmy Beach BBS (416)690-9641

1755. Re: Falcon040

Newsgroup: comp.sys.atari.st
Date: 1993-11-13 09:54:20 UTC
From: Gordie Meyer ATARI UNITED cofounder <BIBLINSKI@delphi.com>
Message-ID: <931113.17660.BIBLINSKI@delphi.com>
Source record: 198530

In an article on the front page of Electronic Buyer's News, Sept. 20th issue, is the following:
"Current 68040 chips specified as 25-, 33-, and 40-MHz are already capable of running internal processing circuitry at 50, 66, and 80 MHz, respectively. That has been true all along, since the chips were introduced."

The article goes on to describe how the doubled speeds are done, and it isn't quite like the Intel chips, but it has the same end result. They go faster. Apple will be releasing a couple of color notebooks next April, using the 'double speed' capability. The retail on the base model is supposed to be $3500. It is their entry into high-end portable computing, according to the article.

--
* Gordie Meyer, Assistant Area Manager Co-founder *
* DELPHI's Atari Advantage ATARI UNITED! *
* biblinski@delphi.com *

1756. Re: Is there an archiver...

Newsgroup: comp.sys.atari.st
Date: 1993-11-13 10:37:23 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Nov13.103723.7461@bradford.ac.uk>
Source record: 198531

Rob S. Rice (rrice@netnews.upenn.edu) wrote:
: One helpful soul told me that gzip (GNU Zip? If so, can I run it
: under TOS?) would archive each file in a directory into individual
: archives--could I unpack them with, say, ST Zip 2.30? Thank you for
: the input!

NO

: To reiterate the response to the suggestions I consider some species
: of Packer... Perhaps I am still ignorant of how they work. I have
: PFX-Paked all my programs and accessory files, and saved mondo disk
: space that way.

Mondo means World. I assume you meant 'zero' or something to that effect.
I don't know how this is possible. Most packers (I say again, my
favourite is Sentry) will save you an average of around 50% (my personal
experience) over mixed file types. I ran a extremely powerful system from
floppies up to a month ago, by packing all the executables. In my
experience, packers are as safe (safer?) as archivers, and yes, they do
take up less space.

: day). I'd have to unpack them to use them, right?
: You need something like Datalite or Data Diet to do it on the fly...
: And with so much so compressed, I just haven't thought I'd get the
: savings other people have...

If you mean DC-Data-Diet, I thought that was never released, or was very
buggy or something. Please feel free to defend it someone! There is also
the PD program 'Arcdrive'. I never tried it. Can anyone comment?

Also, there is a automatic unpacking program which comes with SentryPack.
Called UNPACK.PRG, it is placed in the AUTO folder, and subsequently, when
any application tries to load a Sentry or Ice Packed file, it unpacks them
on the fly! I have had both good and bad experiences with this method, so
make sure you keep backups until you are sure it works.

Steve Taylor. |||
Long Live / | \, if they don't shoot themselves in the foot.

1757. Screenblaster vs. BlowUp30

Newsgroup: comp.sys.atari.st
Date: 1993-11-13 10:49:57 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Nov13.104957.7738@bradford.ac.uk>
Source record: 198532

Sander Stoks (sanders@sci.kun.nl) wrote:

: even the ScreenBlaster / BlowUp030 ones? (BTW, which one of those was
: the better one again?)

This is definitely not my opinion, but a Falcon owning friend was told by
a Falcon Specialist from London (called Rob) that BlowUp30 is the one to
go for. I can't remember why. I'll find out if anyone wants me to, I'll
find out.

Steve Taylor. |||
Long Live / | \, if they don't shoot themselves in the foot.

1758. screen for mint?

Newsgroup: comp.sys.atari.st
Date: 1993-11-13 12:25:27 UTC
From: t150315@lehtori.cc.tut.fi
Message-ID: <2c2jnn$5tu@cc.tut.fi>
Source record: 198540

Could somebody mail me an address for a ftp-site and a filename for unix-style 'screen' utility program. ('screen' is a program, which allows you to have different programs running at the same time + allows you to change between them by a keyboard shortcut. Only one program outputs on screen at the time. You can also get more screens with another keyboard shortcut (when you create a new screen, 'screen' returns you to the shell prompt.))

- Eero - E-mail: t150315@cc.tut.fi

1759. Re: Magix versus Multitos

Newsgroup: comp.sys.atari.st
Date: 1993-11-13 13:11:00 UTC
From: patrik_sanfridsson@p2.stacken.ct.se
Message-ID: <2ce4ddd6@p2.stacken.ct.se>
Source record: 198491

> From: seimet@chemie.uni-kl.de (Uwe Seimet)
>
> bunka@mibm.ruf.uni-freiburg.de (Andreas Bunkahle) writes:
>
>> It is strange indeed, because you really get the IMPRESSION that Magix
>> is faster when you work with it. I think the two main differences
>> between
>
> When you measure I/O performance under Mag!X you see that besides an
> impression you may get because of a smart taskswitcher Mag!X IS faster
> than plain TOS.

Ok, could we have some GEM-Bench figures for the Falcon please.

/ Patrik_Sanfridsson@p2.stacken.ct.se / Fidonet / NeST /
/ STacken BBS +46-142-19331 V.32" 24h / 2:204/419.2 / 90:1100/110.2 /

1760. AT-speed & modem possible?

Newsgroup: comp.sys.atari.st
Date: 1993-11-13 13:19:38 UTC
From: gijs@mbase97.hacktic.nl
Message-ID: <H.eg.SSrIZFAs94k@mbase97.hacktic.nl>
Source record: 198538
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,
I'd like to know whether PCspeed or ATspeed can access the serial port
via the PC-means, i.e. ordinary COM-ports. I'd very much like to
hear from people using this configuration. Any info on usable
comms-packages would also be appreciated.

The reason I ask is that our company is setting up an X400 mail/news
service, for which you need to run a PC-package. Since I don't have a
PC, I am thinking of buying a PC-emulator.

Thanks for your time.
Bye,
--
Gijs Bok (gijs@mbase97.hacktic.nl)
Listen to M-BASE music!
-----BEGIN PGP PUBLIC KEY BLOCK-----
Version: 2.3a

mQA9AiyWNO4AAAEBgNsly7W6TnOlaVLOWbrkRyw1ATzledvUhPwrtAbeO/1FVOaD
pmwtRkJoqMpnIYhwYQAFEbQiR2lqcyBCb2sgPGdpanNAbWJhc2U5Ny5oYWNrdGlj
Lm5sPg==
=J27y
-----END PGP PUBLIC KEY BLOCK-----

1761. Re: Falcon monitor question

Newsgroup: comp.sys.atari.st
Date: 1993-11-13 14:02:19 UTC
From: trek@cbnewse.cb.att.com
Message-ID: <CGFoBy.KMG@cbnewse.cb.att.com>
Source record: 198534

In article <1993Nov12.170227.16310@umiami.ir.miami.edu> dlk0ms9s@umiami.ir.miami.edu writes:
in response to following 2 articles (not included)
>In article <2c0qqm$528@usenet.rpi.edu>, bossoj@alum01.its.rpi.edu (Joseph Charles Bossolini) writes:
>> In article <CGE1I8.AH7@sci.kun.nl>, Sander Stoks <sanders@sci.kun.nl> wrote:
>> [most stuff deleted]
>> Falcon rez's?? When I get my Falcon in the next couple months
>> I want to be able to have only one monitor...
>
> I use a ACER 7015 multisync which does SVGA non-interlaced. I am using it on
>a MEGA ST, but I am told it will work fine with the Falcon...
>
>-Mark Santoar

Acer 7015 has following specs:
14" diagonal .28mm dot-pitch
resolution 800 dots by 600 lines
video in: ttl or analog
sync sigs: ttl+ or -; composite or separate
scan freq: auto-sync scan 15-36 KHz Horiz
auto-sync scan 45-90 Hz Vert
freq band width: 35MHz min at 3dB
active display area: 245mm (wide) x 180mm (high)
text color: amber, green or white on blue

So someone knowing the needs of SVGA can now decide - the compatible standards it lists are VGA, PGC, CGA, MDA, MCGA, EGA, MGA, Hercules. Nothing about SVGA - but maybe it wasn't around when the monitor was produced? Wayne

1762. Re: Falcon040

Newsgroup: comp.sys.atari.st
Date: 1993-11-13 15:21:34 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.z2iD_zKGU9M@semprini.waterloo-rdp.on.ca>
Source record: 198543

In <1993Nov5.125258.3955@aragorn.unibe.ch>, FIDO writes:
> Hi everybody,
> i need infos about the falcon040...
> release date.... configuration.... hardware.... new processor.... new dsp?
> if anyone can give me some information.... give it!
> thanx a lot...
> c-ya and remember: FALCON RULEZ!

K00L.

Anyway, IMHO, it would be silly to put a new (ie, faster) DSP into the fabled Falcon040... there is little enough software for the 56001 in the Falcon030, and if you put a new DSP in, it'd mean starting over completely.

Knowing Atari, here's what the Falcon040 will be like (this is NOT to be taken seriously!):
- MC68040; 25Mhz part "clock-halved" to 12.5 Mhz
- 12.5Mhz 16-bit system bus
- limited to 16M (actually 14M usable) of RAM
- 1M of RAM standard
- the same graphics as the Falcon (ie limited to low resolutions with lots of colours; high resolutions at bad refresh rates)
- "Processor Direct Slot" which is actually a MegaBus slot, for those millions of MegaBus cards we all know and love
- no VME slot
- no SIMM slots
- "1040ST"-style case ("To make it easier for musicians to carry it around to gigs!")
- c.1984 "tank" mouse
- mouse and joystick sockets under the keyboard
- no SCSI-II port
- retail price $3000
etc.

Here's what I'd like it to be:
- MC68040 at 25Mhz (or 33Mhz; the extra 25% clock speed isn't that important, really)
- 25 Mhz 32-bit system bus with all peripheral devices no the motherboard specced to run at least 25Mhz
- 4M of RAM standard; 2M of VRAM (for use by the built-in graphics - 800x600x32-bit (8-bits alpha), 1024x768x16-bit, 1280x960x8-bit, 1600x1280x8-bit, etc) and 2M of 256k SIMMS in 8 SIMM slots (interleaved in banks of four to speed up access times, upgradable to any combination of 256k, 1M, 2M,

4M, 8M, 16M SIMMs as long as they're in groups of four, giving
a max RAM on the motherboard of 130M)
- Motorola DSP 56001, accessed the same was as the 56k in the
Falcon030
- 2 6U VME slots (is that right? I mean the same as the TT)
- 1 9U VME slot
- AppleTalk LAN connector
- LAN software for conencting to an AppleTalk network and
accessing AppleShare servers and printers
- SCSI-II port supporting FAST and WIDE SCSI-II transfers and DMA
into any memory on the motherboard
- DSP-out port (same as Falcon030)
- 2 serial ports, 1 parallel port
- mouse port and joystick ports (as well as analog joystick ports)
- NICE mini-tower case, with a good keyboard (at least as good as
the TT's)
- A BETTER MOUSE! Any better mouse! Logitech's stuff is cheap!
- any other Falcon ports I might have missed (RCA stereo output
instead of the tiny headphone jack please!)
- sound as good as the Falcon's
- SCSI hard drive built in (no IDE interface, thank you), 3.5" FF
- two free 5.25" drive bays (for CD-ROM and tape drive or CD-ROM
and optical drive)
- suggested retail price (ie, you will actually pay less) $3000 US

Did I leave anything you on my Christmas list? :-) Maybe a CommLynx
port or two for attaching it to your shiny new Jaguar...

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1763. Re: GNU C++ on a Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-11-13 15:23:26 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.zQQL62nknBY@semprini.waterloo-rdp.on.ca>
Source record: 198544

In <1993Nov5.124231.23871@unix.brighton.ac.uk>, Tom Haines writes:
> I've got gcc to work, but not g++ (can't find __main or something)
> if you run it with the -v option it should give you a bit more info.
> It probably can't find one of the executables.

Sounds like you didn't upgrade your libraries when you upgraded GNU
C/C++...

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1764. Re: I don't C a SHIP!!!

Newsgroup: comp.sys.atari.st
Date: 1993-11-13 15:27:30 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.5lcvb0mO58o@semprini.waterloo-rdp.on.ca>
Source record: 198545

In <C-HJR.93Nov9073844@solitude.math.utah.edu>, Jeffrey Ray Healey writes:
> I have a request of the programmers out there. Would someone *please*
> (pretty please, with a falcon on top) compile ship on an atari? I
> have looked all over for a ship program, but to no avail. I can't
> be the only one who wants ship/unship can I?

I was going to do this, but the only UUCP transport I have working on my machine is Hermes, and it's not exactly standard from a sendmail point of view (I don't think, anyway).

What UUCP are you using, and what problems are you having getting it to compile?

--
-------------------==-------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1765. Hermes vs. MiNT, Round Two!

Newsgroup: comp.sys.atari.st
Date: 1993-11-13 15:35:38 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.uBA8o890u1k@semprini.waterloo-rdp.on.ca>
Source record: 198546

The Hermes UUCP vs MiNT saga continues!

The other morning, I was fooling around again trying to convince Hermes UUCP to run under MiNT (so I could poll for news/email while continuing to hack on a program in another TOSWIN window)...

I finally got it to work!

That's right folks; Hermes UUCP was running in a TOSWIN window, polling for news/email.

How'd I do it? Well, mostly it was a lesson in the "you can never have too many tools" axiom... On a whim, I started up the rather bletcherous mintshel in a TOSWIN window... I then did "cd g:", since G: is where my Hermes setup lives. "uuwork", and voila, it was going! mintshel actually changes your working drive when you cd to a different disk... since I was no longer working on the universal U: drive, uuwork was able to create it's \uucico.par file, and uucico was able to actually find a site to poll.

There was one glitch; uucico suffered an address error while transferring (after the call was over and it was supposed to hang up!). This could've been caused by several things... First of all, the uucico in Hermes is written in GFA BASIC. Ack. Second, my screen saver (BeforeDawn) kicked in while the transfer was in progress... that may have confused uucico somewhat, or annoyed a section of RAM that uucico was assuming would be ok, or something silly like that.

But, it worked!

Now, if we could just get Martin to harass the uucico author into giving up his code so somebody could translate it into C... If it looks like this is reliable (as long as my screen saver doesn't kick in), I'll be registering Hermes ASAP!

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1766. Re: Storm.

Newsgroup: comp.sys.atari.st
Date: 1993-11-13 15:38:54 UTC
From: Jinlung Fung <jf4y+@andrew.cmu.edu>
Message-ID: <kgtDyCO00WB_4cN4xP@andrew.cmu.edu>
Source record: 198536

Excerpts from netnews.comp.sys.atari.st: 12-Nov-93 Storm. by
ddt@cyberden.sf.ca.us
> I just got STORM 1.00 and it looks good. It seems to be slower
> than FZD which I currently use. One major drawback to Storm as far as I
> can tell, is that it does not have a umulation file to support ANSI.

Storm does have Ansi support. You will have to load in the emulation
file from disk thru' the 'Emulation' menu selection. I guess the author
wants a modular design and feel to the program, hence the unconventional
way the program works. The display is faster than STalker but seems more
jerky.

Ta Ta For Now,
Michael Fung

Email: jf4y+@andrew.cmu.edu Phone: (412)862-3692
Mail : 1060 Morewood Avenue, Box 1334, Pittsburgh, PA 15213, USA

1767. Re: Falcon monitor question

Newsgroup: comp.sys.atari.st
Date: 1993-11-13 15:43:23 UTC
From: Jinlung Fung <jf4y+@andrew.cmu.edu>
Message-ID: <EgtE2P600WB_0cN7d7@andrew.cmu.edu>
Source record: 198537

Excerpts from netnews.comp.sys.atari.st: 13-Nov-93 Re: Falcon monitor question by Ofir Gal@cix.compulink.c

> >Now once and for all: If I fork out $$$ and buy me a real NEC
> >Multisync, will I be able to display *all* resolutions of the Falcon,
> >even the ScreenBlaster / BlowUp030 ones? (BTW, which one of those was
> >the better one again?)
> >
>
> If the multisync can go as low as 15Khz than yes. Otherwise, TC mode is
> the only one that suffers and the display is limited to less than 640*480.

The newer NEC fgx series will not support the 15.7khz frequency... in fact, very few multisyncs out there supports that frequency right now... I am using a Princeton Ultra 14 and it supports all the Falcon modes nicely.

Ta Ta For Now,
Michael Fung

Email: jf4y+@andrew.cmu.edu Phone: (412)862-3692
Mail : 1060 Morewood Avenue, Box 1334, Pittsburgh, PA 15213, USA

1768. Re: Magix versus Multitos

Newsgroup: comp.sys.atari.st
Date: 1993-11-13 15:46:12 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.753205572@acp5>
Source record: 198539

ogal@cix.compulink.co.uk (Ofir Gal) writes:

>There is at least one incompatibility - the way windows are bottomed, it's
>one way with MTOS and another with Magix (inherited from EOS I think).

The WM_BOTTOMED message is the same on both systems. Where did you find a
difference?


```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

1769. Re: Is there an archiver...

Newsgroup: comp.sys.atari.st
Date: 1993-11-13 15:48:42 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.IJk2fB7O4BU@semprini.waterloo-rdp.on.ca>
Source record: 198547

In <160931@netnews.upenn.edu>, Rob S. Rice writes:
> Does anybody have an archiver that will turn an entire directory
> (say, a folder within a folder) into separate archives of the
> separate files as a single operation? I used to put dozens of
> files into single huge archives, and then one went bad and I lost
> the works. All a program would have to do is to strip the
> extenders from each filename (possibly with a query if there's a
> conflict) and present me with the finished archives at the end
> of the dull, repetitive work.

Step 1: get a decent command-line shell (ex, tcsh, bash, mupfel)
Step 2: get the TOS version of GNU zip (there is a minix filesystem
version as well, if you use minix partitions under MiNT)
Step 3: put GNU zip (gzip) into your PATH somewhere
Step 4: gzip -9 -v *

You can also go "gzip -9 -v -r *" to recurse down through directories; you
could do a whole partition like this.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1770. packer/depacker

Newsgroup: comp.sys.atari.st
Date: 1993-11-13 16:02:11 UTC
From: MPELLEGRINO@CIPCINSA.INSA-LYON.FR
Message-ID: <MPELLEGRINO.6.2CE50503@CIPCINSA.INSA-LYON.FR>
Source record: 198470

Please oh please tell me if it is possible to find the marvellous
automation packer , and on which ftp site ?
Are there other such good packers on sites ?

thanks a lot ;)

1771. re

Newsgroup: comp.sys.atari.st
Date: 1993-11-13 16:03:50 UTC
From: MPELLEGRINO@CIPCINSA.INSA-LYON.FR
Message-ID: <MPELLEGRINO.7.2CE50566@CIPCINSA.INSA-LYON.FR>
Source record: 198483

where to find the automation packer on an ftp site?
are there other such good packers?

Thanks a lot

1772. Re: Xterm for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1993-11-13 16:10:18 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.4iwcJimDK82@semprini.waterloo-rdp.on.ca>
Source record: 198548

In <2bdplg$9s9@cnn.MOTOWN.GE.COM>, Jerome Potts, X7389 writes:
> Does anyone know if there is an Xterm available for a 1040 ST.

Um, depends on what you really mean by an Xterm...

If you want multiple windows connected to a server, you'll have to use
UW (on atari.archive.umich.edu).

If you want multiple windows open on your desktop, running shells and
things on your ST, you'll have to use the MiNT multitasking kernel and
the TOSWIN window manager; it's a bit like Xterm. If you get the
version Warwick Allison fixed and hacked (tw14+w10[bs].zoo I think),
it'll be much more like Xterm (ie, cut and past works like Xterm).

--
------------------==----------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1773. Taipan (II)?

Newsgroup: comp.sys.atari.st
Date: 1993-11-13 16:46:34 UTC
From: i921652@redgum.ucnv.edu.au
Message-ID: <2c331aINNn0d@sheoak.ucnv.edu.au>
Source record: 198455

As I was listening to a friend tell me about an old game on the Apple II called 'Taipan' that he had loved, I seemed to recall a game called Taipan II that I used to have on my ST. I had enjoyed playing this too, so I've had trouble working out why I might have deleted this, but it seems I have trashed it. I got it from a BBS, but I'm not sure if the game was a commercial release. I don't recall anything in the docs to suggest is was (unlike eco, on a.a.u.e).

Can anyone tell me more about this game, whether it did actually exist, and where I can get it? All help much appreciated :)

Jared

--
****
* Jared Quinert * Devil Bunnies, *
* i921652@redgum.ucnv.edu.au * I snort the nose, Lucifer, *
* wizzard@ironbark.ucnv.edu.au * Banana Banana *
****

1774. Thanks for all the help! My 520ST is alive again.

Newsgroup: comp.sys.atari.st
Date: 1993-11-13 17:07:52 UTC
From: falcor@netcom.com
Message-ID: <falcorCGFwx4.M7q@netcom.com>
Source record: 198535

I want to thank everyone for their help.
It turns out is was a poorly seated chip that was causing the problem.
One of the pins was bent over and shorting against another.
So, it turns out the disk drive wasn't the problem after all.
Thanks,
-Howard J. Poe
falcor@netcom.com
hpoe@nyx.cs.du.edu

1775. Re: Convertion Atari to DOS or Unix

Newsgroup: comp.sys.atari.st
Date: 1993-11-13 17:57:00 UTC
From: magnus_thylander@p4.troed.ct.se
Message-ID: <2ce52050@p4.troed.ct.se>
Source record: 198171

> From: ingres@lindau.inf-wiss.ivp.uni-konstanz.de ()
>
> I`ve got an Atari at home and DOS or Unix Computers at work. How can I
> convert Atari-ASCII-
> files to DOS or Unix Format ???
>
> Any answers, programs or hints ?

I have found a program called Blinex that will convert to/from Uniox, dos,
Atari etc. ASCII format. It's quite nice and probably ftp-able...

```
************************************
* GREETZ, Magnus Thylander..... *
* .... ******************************************
* ..... .. CoSysOp * UseNet: magnus_thylander@p4.troed.ct.se *
* . ... .. * FidoNet: 2:200/612.4 *
* .. .....XISTENCE * FujiNet: 7:102/102.4 *
* ....ARCASTIC * NeST: 90:1101/112.4 *
*********************************************************************
```

1776. Re: Magix versus Multitos

Newsgroup: comp.sys.atari.st
Date: 1993-11-13 18:05:00 UTC
From: magnus_thylander@p4.troed.ct.se
Message-ID: <2ce5224b@p4.troed.ct.se>
Source record: 198172

```
>> The AES replacement that is part of MultiTOS is basically the same AES
>> 4 which is in a Falcon. It is not a multitasking environment.
>> MultiTOS depends completely on MiNT to do multitasking.
>
> Sure about that? I thought the MultiTOS AES was basically the same
> sort of idea as Geneva (except not as good :), but it needs to run with
> MiNT. The MTOS AES allows more than one GEM program to be resident at
> once, like Geneva, which is something MiNT alone cannot do. It is
> certainly much different than the Falcon AES except in appearance;
> running MiNT alone on the Falcon (with AES 4.x) does not let you
> multitask GEM programs; it has to load the GEM.SYS file, containing the
> MTOS AES. I have a feeling that with little modification, the MTOS AES
> could be made to work without MiNT and allow GEM programs to coexist
> cooperatively... though I don't know why you'd want to since Geneva is
> available... :)

Well, I thought so too i while ago. So, I changed the SYS file of GEM-RAM and
made it load the MTOS-AES (4.10) and it worked!!! That is, it ran, it refused
to multitask however...

**********************************
* GREETZ, Magnus Thylander..... *
* .... ****************************************
* ..... .. CoSysOp * UseNet: magnus_thylander@p4.troed.ct.se *
* . ... .. * FidoNet: 2:200/612.4 *
* .. .....XISTENCE * FujiNet: 7:102/102.4 *
* ....ARCASTIC * NeST: 90:1101/112.4 *
****************************************************************
```

1777. What is UPSIS?

Newsgroup: comp.sys.atari.st
Date: 1993-11-13 18:46:12 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Nov13.184612.28132@bradford.ac.uk>
Source record: 198452

I just downoladed Upsis, and wondered if someone could tell me what it is. The DOC file was zero-length, so I could not read about it. I tried to run it, but it appeared to run out of memory, even with a clean bootup on my 1040. The screen looked more loke a spreadsheet than anything else.

Anyway, I thought you had to have a license to distribute GDOS. It was sitting there bold as brass in the AUTO folder, so anyone who wants it and doesn't have it, it's at ftp.uni-kl.de.

Steve Taylor. |||
Long Live / | \, if they don't shoot themselves in the foot.

1778. Re: QWK offline newsreaders

Newsgroup: comp.sys.atari.st
Date: 1993-11-13 18:54:28 UTC
From: Hurn@cup.portal.com
Message-ID: <95688@cup.portal.com>
Source record: 198451

> Mountain QWK wouldn't load them? What program was the board using
> to form its packets? I was one of the beta testers for Mountain
> QWK and I used it exclusively on IBM boards (no Atari based boards
> around here that did it :-( ), and by release time we couldn't find

My apologies. I was confusing Mountain QWK (which I've never seen) with another program. After reading the responses to my post, I un-LZH'd and ran the readers I had. One was Red Wine (wouldn't load *.QWK), an older (v. 1.07) version of Maximiser and a newer version (v. 2.09b). These wouldn't list out the messages in each conference and the means of scrolling messages was a bit clumsy. Otherwise they worked okay (although the option of an external editor would be nice). I also found the timeout dialog boxes in the 2.09b demo so annoying, that I registered SLMR instead.

> a BBS that it couldn't handle. I would appreciate knowing which
> version of Mountain QWK it was as well as the QWK door programs
> that it wouldn't handle, so I can let the author know.

As regards the problem with not loading packets, the sysop of the BBS in question was experimenting with a variety of door programs at the time, so this may well have been the problem. SLMR/OLX seemed to be the only ones that could load them all. Whatever program he settled on seems to work well with Captain's QWK & MMST now.

Since I'd rather use something which would allow me to take advantage of 4 mb RAM instead of the 703K available with PC Ditto, I'd be most grateful if someone could point me in the direction of an FTP site which has Mountain QWK.

Once again, my apologies the the author and beta testers of Mountain QWK.

- Nancy hurn@cup.portal.com

1779. Re: JAGUAR GAMES

Newsgroup: comp.sys.atari.st
Date: 1993-11-13 19:32:48 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <2c3cp0$5jb@charm.magnus.acs.ohio-state.edu>
Source record: 198453

> >All in all, and I say this as a BIG Atari cheerleader, the ad was pretty
> >lame (especially compared with the Sega CD ad where the guy gets plastere
> >to the wall).
>
> That's only the "teaser" ad. The full-blown commercials start next week.

Anybody who would make a purchase decision of that monetary value based on a
TV commercial is a real ... well, you get the picture.
--
Vice | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
President | P.O.BOX 29103 | 8-bit
of: | COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *

1780. Changing the battery in DeskCart...help needed

Newsgroup: comp.sys.atari.st
Date: 1993-11-13 20:04:17 UTC
From: johnmc@mks.com
Message-ID: <1993Nov13.200417.18101@mks.com>
Source record: 198463

Years ago, I bought Deskcart, a clock and a variety of accessories in a cartridge. Just recently, the battery died. Looking at my old manual, it says to send in the cartridge to have the battery replaced. Alas, QMI doesn't exist any more (so far as I know: phone calls have had no response). The obvious non-destructive methods of prying it open don't work.

Anyone have any suggestions?
--
John McMullen | "These dice have no spots!"
Technical Writer | "Yeah, but I remember where the spots formerly were."
johnmc@mks.com |
| My opinions do not necessarily represent those of MKS.

1781. Re: ATARI _DROPS_ THIER COMPUTER LINES!

Newsgroup: comp.sys.atari.st
Date: 1993-11-13 20:15:37 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <2c3f99$5up@usenet.INS.CWRU.Edu>
Source record: 198454
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In a previous article, dlk0ms9s@umiami.ir.miami.edu () says:

>
>
>NOTE: THIS IS NOT A JOKE, FLAME, OR LIE.
>
>Effective immediately, Atari Computer Corporation has ceased
>production of ALL of it's computer lines. This includes all TOS,
>DOS, and hand-held computers. This information was
>released late on Friday., October 29, 1993.
>
>I was given this information by my broker who constantly checks the
>Atari news for me.
>
>It also said that there might be a plan in the future to release
>compatable computers at an affordable price.
>
>Atari's only priducts for sale will be what is in the stockhouses,
>the LYNX, and the upcoming Jaguar.
>
>
>-time to start looking at those clones.
>
>-Mark Santora
>
>

Sorry Mark, but your credibility over the years has been shot to hell.

I wouldn't believe it if you said the Pope got word from the Tramiels that
they dropped the computer line.

Len

--

1782. Re: Falcon040

Newsgroup: comp.sys.atari.st
Date: 1993-11-13 20:22:25 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2c3fm1$4v@darkstar.UCSC.EDU>
Source record: 198457

In article <H.eg.z2iD_zKGU9M@semprini.waterloo-rdp.on.ca>
cherborth@semprini.waterloo-rdp.on.ca writes:
>Here's what I'd like it to be:
> - MC68040 at 25Mhz (or 33Mhz; the extra 25% clock speed isn't
> that important, really)
>
(more specs deleted)

>Did I leave anything you on my Christmas list? :-) Maybe a CommLynx
>port or two for attaching it to your shiny new Jaguar...
>
Stop! Stop! Your'e making me drool! :) Except I don't mind the Atari Mouse.

~Chris
>--
>------------------==------------------
> cherborth@semprini.waterloo-rdp.on.ca
> Chris Herborth

1783. Atari Eqipment and Games

Newsgroup: comp.sys.atari.st
Date: 1993-11-13 20:23:57 UTC
From: garys@netcom.com
Message-ID: <garysCGG5zx.9o5@netcom.com>
Source record: 198458

I am looking for Atari ST equipment and games..I would like to buy
some Lynx games and regular games...looking for harddrives and monitors
and complete systems for reasonable rates...I am trying to have extra
equipment for our Atari group...we are hanging in there..want double
sided drives and disk backup systems..if you have any please leave me
a message...my friend Gary will give me the messages..thanks...
.....Also looking for used IBM eqiupment too..same as above...
monitors..double sided drives..harddrives...cases and mother boards..
dealers are welcome to respond..also overseas encouraged..thanks..

David Sanders

--
Gary Stollman Internet: garys@netcom.com GEnie: G.STOLLMAN

The world is your playground. Keep it clean!

1784. Re: JAGUAR GAMES

Newsgroup: comp.sys.atari.st
Date: 1993-11-13 20:24:13 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2c3fpd$59@darkstar.UCSC.EDU>
Source record: 198456

In article <2c3cp0$5jb@charm.magnus.acs.ohio-state.edu> jpoling@magnus.acs.ohio-state.edu (Jeff A Poling) writes:
> Anybody who would make a purchase decision of that monetary value based on a
>TV commercial is a real ... well, you get the picture.
What? standard American consumer?? :)

~Chris
>--
>Vice | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
>President | P.O.BOX 29103 | 8-bit
>of: | COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
> * 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *

1785. Re: JAGUAR GAMES

Newsgroup: comp.sys.atari.st
Date: 1993-11-13 22:34:36 UTC
From: rjung@netcom.com
Message-ID: <rjungCGGC1p.LFo@netcom.com>
Source record: 198461

In article <2c3fpd$59@darkstar.UCSC.EDU> aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>In article <2c3cp0$5jb@charm.magnus.acs.ohio-state.edu> jpoling@magnus.acs.ohio-state.edu (Jeff A Poling) writes:
>>Anybody who would make a purchase decision of that monetary value based on a
>>TV commercial is a real ... well, you get the picture.
>
>What? standard American consumer?? :)

...3DO owner. B-)

--R.J.
B-)

////////////////////////////////////|\\
Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
-------------------------------------+-----------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were
chosen because you are the class clown and frankly, you're expendable."

1786. Re: Convertion Atari to DOS or Unix

Newsgroup: comp.sys.atari.st
Date: 1993-11-14 02:21:19 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2c44mv$h4b@mailer.fsu.edu>
Source record: 198465

ingres@lindau.inf-wiss.ivp.uni-konstanz.de wrote:
> I`ve got an Atari at home and DOS or Unix Computers at work. How can I convert
Atari-ASCII-
> files to DOS or Unix Format ???

> Any answers, programs or hints ?

> Please contact me, this is seious...

ST ASCII files are already in MSDOS format. To convert to UNIX format,
the simplest way is to use dos2unix and unix2dos on the UNIX machine (most
UNIXes have these two utilities). I have a unix2dos program for the ST,
which I use under Gulam. Also, you can automatically convert with
some modem programs. Finally, if you use mtools on the UNIX machine to
write the floppies, you can tell it to convert the ASCII files for you on
the fly. Other MSDOS compatible floppy utilities for UNIX boxes can probably
do this as well.

This conversion is mostly trivial. UNIX delimits lines with a linefeed
character, MSDOS/ST uses a linefeed and a carriage return. A one line
sed script can do the conversion, or a very small C program.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1787. Re: sed, grep, awk

Newsgroup: comp.sys.atari.st
Date: 1993-11-14 02:24:42 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2c44ta$h4b@mailer.fsu.edu>
Source record: 198464

Evan Langlois (evanlang@sdf.lonestar.org) wrote:
> Can someone tell me EXACTLY what these programs do, how they do it, and
> where I can get docs and source for them.

The first two questions would require long answers, but the last two are
easy. Grab up the GNU text utilities source. You can probably find a
version that has been ported to the ST (the binaries are available, so I
assume the source is also).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1788. Re: An St being emulated on a Macintosh?!

Newsgroup: comp.sys.atari.st
Date: 1993-11-14 02:43:39 UTC
From: CRATAEGUS@delphi.com
Message-ID: <931113.78219.CRATAEGUS@delphi.com>
Source record: 198466

is there a FTP site where i might find MiNT for the Mac? I have a fast (for an 030) mac, and I hope MiNT might run on this......

1789. ST system and software for sale

Newsgroup: comp.sys.atari.st
Date: 1993-11-14 04:46:34 UTC
From: landay+@cs.cmu.edu
Message-ID: <CGGt9M.K2r.3@cs.cmu.edu>
Source record: 198459
Cross-posted to: comp.sys.atari.st,cmu.misc.market.computers

Atari ST Computer for Sale: ($300 or best offer)

- 520 ST upgraded to 1 MB RAM
- Supra 2400 bps modem
- Panasonic KX-P1091 printer with stand
- can run color software when hooked to TV set
- mouse
- high quality joysticks
- lots of software and books
- (note: no monitor or hard disk)

Specs:

- Motorola MC68000 processor @ 8MHz. Fast as a Mac Classic or SE, or a '286 PC.
- 1 Meg RAM, 192K ROM.
- 1 360K 3.5" floppy drive, IBM compatible (you can read and write IBM disks)

Sound included.

Software:
- Omnires (allows you to run color software on monochrome monitor)
- Phasar (home finance)
- Tempus (text editor)
- OSS Pascal compiler
- CircuitMaker (digital logic editor/simulator)
- Flash (terminal program)
- Shadow (background file transfer)
- Harrier Strike Mission
- Pro Football Wizard
- Silent Service
- Star Glider (GREAT game!)
- Hippo Computer Almanac
- ST Basic computer language
- ST Logo computer language
- lots of good public domain software

Books:
- ST Manuals
- Atari ST GEM Programmer's Reference (Abacus)
- Atari ST Machine Language (Abacus)
- Programmer's Guide to GEM (Sybex)

$300 or best offer.

Reply via email to landay@cs.cmu.edu

James A. Landay

1790. Re: Magix versus Multitos

Newsgroup: comp.sys.atari.st
Date: 1993-11-14 05:12:47 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CGGuHC.7FM@sdf.lonestar.org>
Source record: 198381

I think what everyone is missing about this MultiTOS vs. Geneva discussion and the talk of what the MultiTOS AES is.

I'll takle the latter first. MuliTOS AES is not the Falcon AES nor is it a cooperative Multitasker like Geneva. I highly doubt that you could easily rewrite the MuliTOS AES to be either one. It seems like everyone is trying to say that MultiTOS is just like GENEVA or that it is just like Falcon.

The second, is a weird one. Now it seems logical that since GENEVA is fast and MiNT is fast, but MultiTOS is slow, then replacing the AES with the GENEVA system (w/MiNT) would give all the features of MuliTOS with the speed of GENEVA. This may not be a logical conclusion!

Consider when GENEVA switches tasks, during the evnt_multi() loop! No two programs will ever be doing processing at the same time! All programs but one are in the evnt_multi call, so, like TOS, you only have to poll for events when a program is in the evnt_multi call, when you find an evnt, you decide what program gets that evnt, and you task switch to it. Also note that the AES does the task switch (or GENEVA).

MultiTOS is a whole 'nuther animal. Different applications can be processing at the same time, so there is never any instance when all programs will be in the evnt_multi call (such as with TOS + ACCs) during wich the AES can do its polling sequence without interruption. Instead, MultiTOS has to manage GEM calls and such and poll continuously to serve any applications that are within the evnt_multi() call. MultiTOS does NOT do the task switching, MiNT does. This means that you get a better programming model (since you can set-up multiple threads and not worry about other applications locking you out, in fact, you can multi-thread and do one thread for GEM interaction and another for processing if you want).

Why is this slower? Well, the AES as a separate task has to poll while other applications are processing, thus slowing them down because you always have at least 2 tasks running (AES + the application) and somtimes 3 (AES + Desktop + Application) and usually more if you want to "Multitask".
Geneva on the other hand, like TOS, has no need to poll for events while a program is executing. The execution of the program is not slowed by polling because polling does not start until the evnt_multi call. The AES just kinda uses evnt_multi (and other AES calls actually) to do its task switching.
Now, the trick to doing this right, is to have pre-emptive control like MultiTOS, without polling (such as both GENEVA and MultiTOS) perhaps by using Fselect or multithreading, or being completely interrupt driven. I would hope to see some sort of situation similar to the way Fselect works, where the AES would get data when its available and then go back to sleep. However, best bet would be to make everything interrupt driven AND use the same interrupts that cause AES events to task-switch to the application that

shall recieve the event, no matter what the priorities or slicing would demand. That way, no matter how bogged down the CPU actually was, you would still get instant response to your actions (and don't pre-empt screen drawing!) and so the system would still FEEL almost as fast as when running a single application. This situation would require alot of rework of both MiNt and the AES, so I would expect something similar to the way Fselect works to be implemented. Polling just sucks, and so does BIOS character output for printing, but GDOS and Speedo seem to do just that (really makes it hard for a print spooler to get its data when it takes 300K BIOS calls just to write the data through the pipes).

Anyway, this is based on my own observations and not any factual data (except for the printer using BIOS). So, maybe I'm just full of S***, but run TOP with the AES running, like a TOSWIN window, see how the AES eats as much CPU as it can get? Even when you don't move the mouse or click on anything? Now, run TOP in TOS mode, and you should see most of your time as idle. Its not a matter of GENEVA being incredibly efficientm - I would expect MiNT to slowdown GENEVA just as much as MultiTOS, they just work differently.

So far no one has told me anything about how Mag!x works, and without a demo or some US support I really don't see it becoming popular. I need pipes and loadable file system drivers and all that other stuff. Print Spooling using the methods I chose, is not possible without MiNT, not without doing changes to the interrupt vectors, and the OS should not require that sort of program.

Anyway, I hope this gives some of you something to think about anyway, and hopefully ATARI will speed up MultiTOS. There shouldn't be that huge slowdown from running MultiTOS - people tell me 10% slowdown)

CYA

1791. Re: Magix versus Multitos

Newsgroup: comp.sys.atari.st
Date: 1993-11-14 05:32:10 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CGGvDn.7yJ@sdf.lonestar.org>
Source record: 198378

```
======================
Old software that is needed for some reason and not upgraded
anymore is a major problem indeed. But these problems are really
the application programmer's fault. OS development cannot take
old broken programs into account all the time. I for my part
======================

I think what most others are forgetting is that programs that break
are either not using the OS to do its work, or are not using it
properly! So, if programs break under MultiTOS it is not ATARIs fault
for making an incompatible OS (I've seen alot of code in MiNT added to
make programs that use "undocumented features" work better), its the
fault of the application programmer. After all, the OS itself is fine.
And someone said that you had to use new calls available in MultiTOS to
make your program work properly, and that is also false.
```

1792. Re: Falcon040

Newsgroup: comp.sys.atari.st
Date: 1993-11-14 05:47:30 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CGGw36.8Cu@sdf.lonestar.org>
Source record: 198380

==========
Apples run Cubase (see below), DA's Vektor, Pagestream, Calligrapher,
Timeworks, Lattice C etc? Which Apple drives my Atari Laser?
==========

Well, nice list, too bad that PageStream, Calligrapher, and TimeWorks
are all dead-end now. You will see no new ATARI programs from them.
Calligrapher may have some trouble for you with soe programs or newer
Operating systems (Speedo GDOS already outperforms the LAC format and
it gives trouble with both MiNT, MultiDialog, and LetEmFly). Cubase will
not run under GENEVA and most likely not under MultiTOS either.

That leaves Lattice C, and I prefer GNU C, and I KNOW that I will be able
to take GNU C with me no matter what platform I switch to (although GNU
does not support MAC or any Apple, although people will still compile
the latest GNU stuff I'm sure). And I hate to tell you this, but the
Falcon will not drive your ATARI laser without an adaptor which has not
yet been created, and Speedo doesn't have SLM drivers (or Postscript!).

The Falcon is also highly underpowered for the price they charge. I really
like ATARIs and I hope they continue with better computers, but they will
have to match the MAC prices to make me stick with them. Remember when
buying a TT030 and Spectre was cheaper than a Mac 030? And faster? Now
you can get an 040 MAc for cheaper than a TT030 =OR= a Falcon without
Spectre. Atari will have to cut prices and learn how to furnish LOTS of
high powered software.

I'm hoping the Jag chips will lead to a powerful Audio/Visual system that
can be grafted onto an 040 as cheaply as the Mac Centris. That would make
me stick with ATARI, and would likely make a couple developers stand up
and take notice when the 3D graphics chips can do a full 24 color render
and animation before AutoCad 12 can draw the wire-frame !!

exit

1793. Re: JAGUAR GAMES

Newsgroup: comp.sys.atari.st
Date: 1993-11-14 06:14:18 UTC
From: ricardo@rchland.vnet.ibm.com
Message-ID: <1993Nov14.061418.25718@rchland.ibm.com>
Source record: 198467

In article <2c3cp0$5jb@charm.magnus.acs.ohio-state.edu>, jpoling@magnus.acs.ohio-state.edu (Jeff A Poling) writes:
|> > >All in all, and I say this as a BIG Atari cheerleader, the ad was pretty
|> > >lame (especially compared with the Sega CD ad where the guy gets plastere
|> > >to the wall).
|> >
|> > That's only the "teaser" ad. The full-blown commercials start next week.
|>
|> Anybody who would make a purchase decision of that monetary value based on a
|> TV commercial is a real ... well, you get the picture.

Unfortunately, that's the way marketting works.

|> --
|> Vice | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon

---
Raist A1200/CSA '12 Gauge' 030/882 @ 50Mhz, 16 megs Fast Ram, 200 meg HD
// >>> I LOVE IT <<<< My comments are my own, not of my employer
\X/ 256,000 + colors, 24-bit palette Real 3D V2, Image FX, Scala MM210
>>> New internet address: raist@vnet.ibm.com <<<<

1794. Re: Atari/stock prices/jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-11-14 09:47:06 UTC
From: pmbarry@acs.ucalgary.ca
Message-ID: <znr753270427k@ucalgary>
Source record: 198223

In article <1993Nov5.195730.19013@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:

> The reality is that Atari will never have a strong hold on the video game
> market. Atari needs to produce at least a million Jaguars this year, not next
> year. As usual Atari has screwed the Jaguar as well as the Lynx, Falcon and
> the TT. History repeats itself and Atari is no exception. I will say this
> again: "I have seen the future, it's 3DO!!"

Is there any point in starting a flamewar? I'll bite. :P

IMNSHO, based on what I've seen of Atari and Panasonic advertising, and other systems on the horizon, I doubt any system will have a good hold on the market the way Nintendo and Sega has it now. The 3DO is a good system, but they are marketing it towards a previously unknown demographic, that of computer users that primarily bought their computers to play games. I'm not convinced how many people will buy the 3DO strictly for games, educational software, and (eventually) some applications. I think Atari is smart in trying to go head-to-head with the SNES and Genesis, because they see a desire in the market to move up to a new level, but who knows if they can manufacture enough units and have the marketing clout to make it. They will have at least one year headstart over the Sega Saturn, and possibly two years over the Nintendo "Project Reality" (More like "Project Disinformation"). In the end though, Sega and Nintendo are huge companies, and whether or not the 3DO or Jaguar sell like hotcakes, if they make even a decent system, I think it's going to outsell both the 3DO and Jaguar. In fact, if the Nintendo machine really materializes in 1995, then it could be that it blows away both the 3DO and Jaguar, causing yet another new plateau of console systems.

BTW, I don't think they need to sell 1 million jag units before the new year, it would really surprise me if Panasonic sold 1 million units, as I believe that Nintendo only sold around 3 million SNES units in 1992.

Paul...

---
pmbarry@acs.ucalgary.ca | This .sig is in beta test version 0.999999999zzzzzzy
---

1795. Re: Falcon040

Newsgroup: comp.sys.atari.st
Date: 1993-11-14 12:19:40 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.1221.2CE6225C@dhhalden.no>
Source record: 198469

In article <H.eg.z2iD_zKGU9M@semprini.waterloo-rdp.on.ca>
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

>Here's what I'd like it to be:
[lots of interesting stuff deleted...hehe]

Regarding the mouse - why don't they just license the ADB thingy from Apple
and keep the joystick port (do we need that?) on the box? This would open up
for a lot of new peripherals and we could finally get a nice keyboard... On
my TT, it's the keyboard which is the pain, not the mouse...

>Did I leave anything you on my Christmas list? :-) Maybe a CommLynx
>port or two for attaching it to your shiny new Jaguar...

Yeah, run the Jag game in a window on the F040! (It should have video in...)

Jon

---
jonal@sofus.dhhalden.no | This space intentionally left blank!
jonal@gyda.dhhalden.no |

1796. Re: Magix versus Multitos

Newsgroup: comp.sys.atari.st
Date: 1993-11-14 13:38:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A56250@M4.maus.de>
Source record: 198362

>The AES replacement that is part of MultiTOS is basically the same AES 4
>which is in a Falcon. It is not a multitasking environment. MultiTOS
>depends
>completely on MiNT to do multitasking.

Your answer shows clearly that you have NO IDEA.

Falcon TOS contains AES 3.40, which basically is the TT's AES with 3D and
menu extensions (heirarchical, popup menus).

MultiTOS's AES is 4.0, with huge extensions to the previous versions,
including interprogram drag&drop, menu and desktop swapping, background
window handling, and loads of other stuff.

bye, Peter

1797. Sync Rate problem

Newsgroup: comp.sys.atari.st
Date: 1993-11-14 16:24:55 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Nov14.162455.20572@bradford.ac.uk>
Source record: 198471

I have a problem. About 5 times im the last week, my ST has
spontaneously changed to 60Hz. I use it in 50Hz on a very old
Black & White TV, when I am using it for comms, so that I can
watch TV on my colour TV. Alll of a sudden, it decides to go
into 60Hz. The first time it happened, I thought the TV had
finally kicked the bucket, but after that, I tried connecting
it up to my other TV once the problem occurred, which can cope
with 60Hz, and it _was_ in 60Hz. I just used RE_SYNC.PRG to flick
it back into 50Hz and carried on as before.

Any ideas? A new virus perhaps?

Steve Taylor.
(My sigs on my other machine)

1798. Re: Falcon Graphics Boards

Newsgroup: comp.sys.atari.st
Date: 1993-11-14 16:53:30 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.965684@cix.compulink.co.uk>
Source record: 198472

In article <1993Nov12.165150.4808@arizona.edu>, jeff@jupiter.ame.arizona.edu (Jeff Diamond) writes:
>If anybody has successfully used a 24-bit color graphics card with a Falcon,
>I would greatly appreciate hearing about it. I'm interested if it can be done,
>and what kind of monitor is required. I'd also appreciate information as to the
>speed and memory requirement of these cards.
>Thanks a lot !
>Jeff
>

It should be possible, but I haven't heard of anything. Maybe Lexicor could be convinced into producing one if there's enough demand. You would need a good SVGA.

Ofir ogal@cix.compulink.co.uk

1799. Re: Magix versus Multitos

Newsgroup: comp.sys.atari.st
Date: 1993-11-14 17:31:48 UTC
From: Paul.Civati@mettav.royle.org
Message-ID: <753336604.0@mettav.royle>
Source record: 198495

On 5 Nov 93 at 19:32:31 (Bob Stewart) wrote the
following:

> NeoDesk 4 and Geneva will both be distributed by Compo Software Ltd
in
> the UK.
> Their first 50 Genevas are sitting in our office ready to be picked
up
> by the
> shipping company now. I'm not sure how long it'll take them to
> actually get to market, but it shouldn't be too long now.

Any ideas on Compo's pricing for the above?

-Paul-

--
(Soon changing to civ@mettav.otl.com)
~=~=~=

1800. Easy access to atari.archive.umich.edu mirrors

Newsgroup: comp.sys.atari.st
Date: 1993-11-14 17:59:24 UTC
From: weiner@terminator.rs.itd.umich.edu
Message-ID: <2c5rls$ifa@terminator.rs.itd.umich.edu>
Source record: 198473
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

A new and easy was has been set up to access the various sites that
the atari archive and others here at umich. Using the name
'mirror.archive.umich.edu' will connect you to an almost randomly
chosen mirror. Hopefully, this will alleviate some of your
connections woes.

Enjoy,
--
Jeff Weiner - weiner@atari.archive.umich.edu - Umich Atari Posse -
"It's not the way you look - it's your culo...." - 24-7 Spyz, Culo Posse

1801. Re: Falcon monitor question

Newsgroup: comp.sys.atari.st
Date: 1993-11-14 18:18:47 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.966117@cix.compulink.co.uk>
Source record: 198475

In article <CGFoBy.KMG@cbnewse.cb.att.com>, trek@cbnewse.cb.att.com (wayne.a.booth) writes:
>
>Acer 7015 has following specs:
>14" diagonal .28mm dot-pitch
>resolution 800 dots by 600 lines
>video in: ttl or analog
>sync sigs: ttl+ or -; composite or separate
>scan freq: auto-sync scan 15-36 KHz Horiz
> auto-sync scan 45-90 Hz Vert
>freq band width: 35MHz min at 3dB
>active display area: 245mm (wide) x 180mm (high)
>text color: amber, green or white on blue
>
>So someone knowing the needs of SVGA can now decide - the compatible
>standards it lists are VGA, PGC, CGA, MDA, MCGA, EGA, MGA, Hercules.
>Nothing about SVGA - but maybe it wasn't around when the monitor was
>produced?Wayne
>
>
Will work on a Falcon, but you won't be able to get much out of
ScreenBlaster or BlowUp.

Ofir ogal@cix.compulink.co.uk

1802. Re: Magix versus Multitos

Newsgroup: comp.sys.atari.st
Date: 1993-11-14 18:18:49 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.966119@cix.compulink.co.uk>
Source record: 198474

In article <seimet.753205572@acp5>, seimet@chemie.uni-kl.de (Uwe Seimet) writes:
>ogal@cix.compulink.co.uk (Ofir Gal) writes:
>
>>There is at least one incompatibility - the way windows are bottomed, it's
>>one way with MTOS and another with Magix (inherited from EOS I think).
>
>The WM_BOTTOMED message is the same on both systems. Where did you find a
>difference?
>

I only had a quick look at Magix and it seems that the SMALLER value is
different, but I may be wrong here.

Ofir ogal@cix.compulink.co.uk

1803. Re: British Falcon owners unite!

Newsgroup: comp.sys.atari.st
Date: 1993-11-14 18:18:51 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.966120@cix.compulink.co.uk>
Source record: 198476

In article <753033871.24037@minster.york.ac.uk>, andrew@minster.york.ac.uk writes:
>
>Okay, so how am I supposed to get access to CIX through JANET?
>Why don't you post an annotated listing of all the files CIX has
>so I can compare with the standard FTP places!
>

You can't. CIX is a commercial board, and a very good one at that.

Ofir ogal@cix.compulink.co.uk

1804. Re: New files uploaded to ftp.cs.ruu.nl

Newsgroup: comp.sys.atari.st
Date: 1993-11-14 18:42:23 UTC
From: zap@eskimo.com
Message-ID: <CGHvyx.G1E@eskimo.com>
Source record: 198492

I noticed you referred to an icon file. I would like to aquire some customized NeoDesk icons for my desktop. Any frustrated icon artists out there?

--

__ ___
/ /\ | \ / /
/ / \ | } / / uucp: zap@eskimo.celestial.com
/ /____\ |__/ // internet: zap@eskimo.com

1805. Monitor

Newsgroup: comp.sys.atari.st
Date: 1993-11-14 19:27:54 UTC
From: William.Kent@f100.n30.z47.byte.bbs.no
Message-ID: <753318159.AA01728@byte.bbs.no>
Source record: 198484

>Anyway, can somone post a list of monitors that can handle _all_
>Falcon rez's?? When I get my Falcon in the next couple months
>I want to be able to have only one monitor...

I'd very much like that as well.

Since I haven't been able to follow this whole thread I think I am going to ask a question that surley has been answered before. But what are the negativ/positive sides of connecting a Falcon to a SVGA monitor?

-- ReadMail ST

-- ReadMail ST

1806. X11 server for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1993-11-14 20:02:00 UTC
From: u1418@sparc24.cs.uiuc.edu
Message-ID: <CGHznC.GFo@sparc0a.cs.uiuc.edu>
Source record: 198477

I posted something to this effect last month and got no answer.
If you answer this usefully, I will send you $50 via e-mail ;-)

Is there an X11 server available that will run on an a mega STe?
Presumably any such animal would run on other machines as well.

For those in doubt: An X server provides windows locally for
programs on another machine to display in.

I am strongly under the impression that unix windows just supplies
multiple vt100 connections, not X11 support. If this is incorrect,
please let me know.

I'll be running any software via a SLIP connection, at 14.4k baud,
if it has any bearing.

On a related note - an X server would be more useful with a bigger
screen. Right now I'm running Lars-Erik Osterud's STe double-height
emulator, which is very fast and likeable. Is there something with
a bigger virtual screen out there that won't crash my system every 5
minutes?

I'd appreciate e-mail copies of any followups; school has been eating
into my usenet time.

Thanks very much in advance,
~Adam Aulick

1807. Someone Please List FTPable Falcon Software

Newsgroup: comp.sys.atari.st
Date: 1993-11-14 21:02:46 UTC
From: oyakea@vccsouth18.its.rpi.edu
Message-ID: <2c66dm$5on@usenet.rpi.edu>
Source record: 198478

Hello fellow NETHEADS, I am posting this article to kindly request someone to please list all the falcon030 software one can FTP. I am mainly interested in GAMES, so if anyone knows where I can ftp a nice shoot em up or some nice utilities please let me know .. thanx

Amalaye Oyake

oyakea@rpi.edu

1808. Re: X11 server for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1993-11-14 21:12:45 UTC
From: sourada@iastate.edu
Message-ID: <sourada.753311565@pv0c02.vincent.iastate.edu>
Source record: 198482

Hmmmm, maybe this is a question that should be in the FAQ.

Oh, look, it is in the FAQ (although I'll admit it's probably not exactly what
you were looking for, since it has a (big) price tag):

```
:XWIN: 93.03.01
Is there a version of XWindows for the ST?
==========================================

There actually is a port of XWindows to the ST now, although it is pricey.
Here's the (slightly hacked up) announcement for it:

X/TOS/window/server and X/TOS/window/server/color
-------------------------------------------------
Vendor:
X/software Michael Gehret
X/TOS division
Marktstrasse 8
W-8944 Groenenbach
Germany
TEL: +49 8334 1411
FAX: +49 8334 6245
email: xtosinfo@xsoft.uucp
CPU:
Atari Mega ST, STE, TT
68000 to 68040
Memory:
2 Mbytes (4 Mbytes recommended)
Operating System:
TOS 1.4 or higher
Mouse:
Atari mouse
Graphics:
X/TOS/window/server:
monochrome 640x400x1,
monochrome 1280x960x1 (TT, SM194)
X/TOS/window/server/color:
monochrome 640x400x1,
monochrome 1280x960x1 (TT, SM194)
color 320x200x4
color 640x200x2
color 640x480x4
color 320x480x8
Ethernet Card:
Atari Card (Mega or VME bus)
```

Riebl/Wacker (Mega or VME bus)
Biodata BioNet 100 II (DMA port or VME bus)
Network Software:
Atari/Riebl/Wacker ANS TCP/IP
Biodata TCP/IP
Disk Space:
none (two floppy disks, may load fonts from second disk or font server)
Features:
full X11 Release 5 implementation
Shape, Multi-Buffering, MIT-SUNDRY-NONSTANDARD extensions
PEX extension optional
support of font server protocol
support of X Display Manager Protocol
access control support
compatible to OSF/Motif and OpenLook
high performance (more than 32,000 Xstones on TT)
fast cursor tracking
backing store and save unders support
size of virtual screen limited by memory only, automatic panning
X/TOS/window/server/color supports all video modes at the same time,
including dynamic visuals
loadable key maps (xmodmap format), full support for European keyboard
layouts
3-button mouse emulation with Atari 2-button mouse
may run parallel to GEM (switching with hot key), configurable multi
tasking priorities
about 50 fonts supplied

--
Steven Ourada --- sourada@iastate.edu
Avoid conformity. Embrace change. Resist oppression. Think freely.
Ignore me.

1809. Jaguar gif

Newsgroup: comp.sys.atari.st
Date: 1993-11-14 21:15:42 UTC
From: tawollen@mtu.edu
Message-ID: <2c675u$5ku@pace3.cts>
Source record: 198479

I just uploaded a gif i scanned of the Jaguar that I found to ftp.uni-kl.de
it is in a .zip format. I have been away from atari for too long, but I think
there is a unzip program.. Anyway it is in "/pub3/atari/incoming_new/jag2.zip
if anyone wants it.. Let me know if it is not readable and I will re-upload
it.

Troy

--
-=-=-=

1810. Re: X11 server for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1993-11-14 21:20:36 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.753312036@acp5>
Source record: 198481

u1418@sparc24.cs.uiuc.edu (adam dean aulick) writes:

>Is there an X11 server available that will run on an a mega STe?

There is. Contact info%xsoft@mail.Germany.EU.net (Michael Gehret) for more
information. BTW, you need an ethernet card to use ST or TT as X server.

```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

1811. Re: QWK offline newsreaders

Newsgroup: comp.sys.atari.st
Date: 1993-11-14 21:36:48 UTC
From: vicb@clark.edu
Message-ID: <2c68dg$9iu@clark.edu>
Source record: 198480

In article <95688@cup.portal.com>, Ed - Smith <Hurn@cup.portal.com> wrote:
>> Mountain QWK wouldn't load them? What program was the board using
>of 4 mb RAM instead of the 703K available with PC Ditto, I'd be most
>grateful if someone could point me in the direction of an FTP site
>which has Mountain QWK.
>

atari.archive.umich.edu has it, in the Telecomm directory, I believe. BTW, this demo is considerably slower than the end product, which also has a few other features not in the demo (due to several updates.) The author is also the kind of guy to send an 'updated' demo in the mail if you want, and I think that the newer demos aren't as restricted as the one on a.a.u.e. is.

>Once again, my apologies the the author and beta testers of Mountain
>QWK.
>

No problem; just happy to know that (at least in this case) we didn't miss something.

> - Nancy hurn@cup.portal.com

1812. Re: Magix versus Multitos

Newsgroup: comp.sys.atari.st
Date: 1993-11-14 21:39:46 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CGI46B.3vL@sdf.lonestar.org>
Source record: 198379

```
==================================
ground-activities are reduced because he has entered. MinT hasn't this
flexible priority handling, has it ?
==================================

Yes it does, it works exactly as you described except that it also allows
you to set a priority, like a base number kinda, so you can force some
programs to have less CPU than you think they should.

You can also change the slicing a bit. In MINT.CNF add the line :
SLICES = 3
You will notice that the forground task gets more time than background ones
by quite a bit, however, I like equal sharing.

I think the main difference between Mag!x and MultiTOS is that Mag!x most
likely avoids the rediculous polling that the AES does, and its likely
highly optimized, whereas MiNT does not replace TOS (in fact I've heard of
MAC users using MiNT!) However, Mag!x cannot be had in the US or many other
places, it does not handle pipes or the powerful forms of BIOS redirection
that MiNT does, or loadable file systems, and I don't think it does signal
handling. MultiTOS is also more or less a standard.

Take your pick, but I have a feeling that if ATARI is still around 5 years
from now, that Mag!x may have a tough time coping with people using pipes
and such in their programs (like drag-ndrop) or my print spooler.
```

1813. Protablet for the ST

Newsgroup: comp.sys.atari.st
Date: 1993-11-14 23:05:07 UTC
From: jaeck@netcom.com
Message-ID: <jaeckCGI84K.A6C@netcom.com>
Source record: 198485

Does anyone know where I can obtain the latest version of a product
for the ST called Protablet?

My old version won't run on my rainbow system.

I believe it was written by one John DeMar at Quantum Microsystems in
New York. I dont have a phone number for them that works anymore.

Any help would be appreciated. Thanks in advance. Reply to my e-mail.

1814. Atari monitor pinouts?

Newsgroup: comp.sys.atari.st
Date: 1993-11-15 00:12:08 UTC
From: mueller@cs.unc.edu
Message-ID: <2c6hgoINN514@tetra.cs.unc.edu>
Source record: 198487

I'm looking into the possibility of using Atari monitors with non-Atari computers. I believe the monitors in question are the SC1224 and SM124. I know that the SC1224 supports NTSC rates and can be used as an NTSC RGB monitor with the right cabling. I was also wondering if the SM124 can be used as a monochrome VGA monitor. I guessed this ought to be possible since it has twice the vertical resolution of the SC1224 and therefore ought to run at approximately twice the horizontal sync rate, which would correspond to VGA rates (31.5 khz).

In any case, I'd still like to know the pinouts associated with these monitors for the purposes of making the proper cable. I'd guess this is a relatively frequently asked question, but a quick scan of the past 500 articles didn't reveal anything.

-Carl (mueller@cs.unc.edu)

1815. Re: Falcon040

Newsgroup: comp.sys.atari.st
Date: 1993-11-15 00:25:45 UTC
From: rcollins@magnus.acs.ohio-state.edu
Message-ID: <2c6ia9$83r@charm.magnus.acs.ohio-state.edu>
Source record: 198486

It is nice to have a dream. I prefer to enjoy what exist now.

Raymond Collins
rcollins@magnus.acs.ohio-state.edu
TT030, 4/4Meg TT/ST RAM, 245Meg HD

1816. Re: atari mags/icon editor

Newsgroup: comp.sys.atari.st
Date: 1993-11-15 01:16:48 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.3iIgRL70&WE@semprini.waterloo-rdp.on.ca>
Source record: 198404

In <2brq9i$a4l@TAMUTS.TAMU.EDU>, Jeff M Bilger writes:
>
> Does anybody have the monthly disks to ST-Log (that old atari publication)
> I'm especially interested in the C manship articles. I'm also looking for
> the monthly disks to ST Format..

The C-Manship articles were published a couple of years ago as a book,
"C-Manship Complete"... I think it has a few extra goodies in it too
(over the magazine articles anyway).

I believe the author is Clay Walnum (?), though I don't know the ISBN
number or other details...

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1817. Falcon numbers (was Re: ATARI _DROPS_ THIER COMPUTER LINES!)

Newsgroup: comp.sys.atari.st
Date: 1993-11-15 01:19:42 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.JRie5k01yfw@semprini.waterloo-rdp.on.ca>
Source record: 198405

In <1993Nov9.235132.19150@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
> Pretty pathetic: 15,000 sold in two years. Heck, Apple shipped about that many
> AV macs in one day. Come to think of it, there are more Newtons out there
> than there are Falcons. The same fate will happen to the Jaguar due to Atari's
> inept. Sports fans, it's time to move on.

Actually, that's 15,000 sold in one year; they weren't available 'til late
'92.

Still, pretty bad. The Jaguar should sell that many in a month.

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cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1818. Re: ATARI _DROPS_ THIER COMPUTER LINES!

Newsgroup: comp.sys.atari.st
Date: 1993-11-15 01:29:38 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.wKL6IAk2iz6@semprini.waterloo-rdp.on.ca>
Source record: 198406
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1993Nov10.155542.23133@dmu.ac.uk>, SG Yardley writes:
> The 15,000 figure is just for the UK, which I expect is more sales than the
> Newt. At about 500 quid each I know which choice I'll be making!

That seems pretty unlikely. What's the population of the UK? If there
were 15k there alone, there'd probably be at last 100k in the US.

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cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1819. Re: Background File Transfer?

Newsgroup: comp.sys.atari.st
Date: 1993-11-15 01:52:26 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.olxMVYbNmaE@semprini.waterloo-rdp.on.ca>
Source record: 198407

In <CGD8pB.MA8@sdf.lonestar.org>, Evan Langlois writes:
> ARGH!!! XYZ is a horrible thing to use with MiNT. It runs in supervisor
> mode so its really bad. I was going to port RZ and SZ but I found an older
> port of the Unix sources (by Bammi I think) that was compiled in Alcyon or
> MWC. All I did was recompile in GNU C for more efficiency (not much
> difference really) and it works fine in MiNT. Its only real problem is the
> lack of MiNT filenames and the fact that it does some direct hardware
> calls for sending an RS232 break (how else can you do this?) and it traps the
> critical error vectors, so if ANY program bombs, MiNt will trap it nicely
> as usual, but RZ or SZ, if running, will think they crashed too! and abort.
> I was going to do a better port, and add in GEM ACC port, but I didn't think
> there was much of a need. Is there such need?

Hmm, dunno... It might be nice if you uploaded your rz/sz recompile
though... ;-) I think most people that need an ACC that does
background downloads would use STalker 3 or CoNnect or something like
that..

> The original Unix sources aren't that good though. The code uses lots of
> global variables and is not well suited to any major changes. For instance,
> if you wanted to modify the code to handle 2 simultaneous transfers you
> couldn't do it, too many globals, your best bet would be to hope you could
> coax shared-text out of it.

Well, that's the code I grabbed from gatekeeper.dec.com, and that's
about the extent of my hopes for it... If I have a functioning brain
when I do the port, it should work with any of the serial ports under
MiNT (I plan to make this a MiNT-only thing, and access u:/dev devices).

I've got mucho work to do for the Info-Zip folks first though...

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cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1820. Re: BBS Software

Newsgroup: comp.sys.atari.st
Date: 1993-11-15 01:56:46 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.v23sIiXjI5U@semprini.waterloo-rdp.on.ca>
Source record: 198408

In <2bt8kn$npq@loch2.cc.strath.ac.uk>, "B.A.Baird" writes:
>
> I'm interested in setting up a BBS but I'm unsure of what system to buy.
> Michtron is of no use as it does not seem to like my Falcon.
>
> I have QBBS V1.10 and this seems pretty good,but the sysop on my local BBS,
> Digital Impulse(who currently uses QBBS), is practically demanding I buy
> the Ratsoft program which is,apparently,fully Falcon compatible.
>
> Any ideas on which is best,QBBS or RATsoft, or does anyone know of any
> other wonderfull BBS program?

This would all depend on whether you were content to let your machine sit around all day running a BBS program and nothing else. Personally, I'd rather run a TOS/TTP program in a window under MiNT, and continue to use my machine for my own purposes.

Fnordadel (source, manuals, and binaries available on atari.archive.umich.edu) works fine, though it seems to be missing zmodem upload/download (though, since source is available, and zmodem source is available, you could add it yourself).

RATsoft isn't even a conforming GEM program as of the latest version, so you couldn't even run it under MultiTOS (in fact, it complains if you attempt to run it and MiNT is loaded); it is a rather nice BBS program though.

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cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1821. Re: Falcon040

Newsgroup: comp.sys.atari.st
Date: 1993-11-15 02:04:20 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.6BL&&Q&tAiM@semprini.waterloo-rdp.on.ca>
Source record: 198409

In <memo.944906@cix.compulink.co.uk>, Ofir Gal writes:
> I think it's time you Americans realised that there is life outside the US
> and that prices in Europe are different. And with such a slow OS the Mac
> indeed needs an 040.

Hey, just boot the Mac version of MiNT on it... ;-)

--
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cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1822. Re: Falcon040

Newsgroup: comp.sys.atari.st
Date: 1993-11-15 02:07:06 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.yb5D07C6McM@semprini.waterloo-rdp.on.ca>
Source record: 198410

In <CGAEH4.C02@ryn.mro4.dec.com>, My name is Brian Rost writes:
> If you had to put up with the DOS-centrism of the US market, you'd be grumpy,
> too 8^) 8^)

No kidding... I'm in the process of getting flamed for saying bad
things about DOS in alt.religion.computers... I mean, really... All I
said was that learning to use your software was much less of a problem
for users than the hellish limitations imposed on them by DOS (this was
in a "/" vs "-" for command-line options discussion).

Somehow they decided that if I used "-" as a command-line option under
DOS I was ignoring the needs of users. Funny, that.

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cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1823. CoNnect 2.20 question.....

Newsgroup: comp.sys.atari.st
Date: 1993-11-15 02:50:17 UTC
From: oddjob@oz.plymouth.edu
Message-ID: <1993Nov15.025017.23492@oz.plymouth.edu>
Source record: 198488

I've finally got ConNect working with my Mega STe and Supra v32bis
faxmodem. Now I have a question that I hope SOMEBODY can answer for
me......

How do I get it to correctly send the PF1, PF2, PF3, & PF4 keys that
are on a vt220/vt320/vt420/etc. keyboard ??? I use a number of pieces
of software on our VAXen that REQUIRE these keys to be useful.

Unlike Uniterm where the (,),/, and * keys on the ST numeric keypad
emulate PF1 thru PF4 I can't seam to figure out how to set up connect
to work with them.

Any ideas ???

-AndyS-

--
E-mail un*x :oddjob@oz.plymouth.edu	Any "end-user" software that provides
*penVMS :astoffel@psc.plymouth.edu	NO avenue for user modification or
ALL-IN-1:astoffel@a1.plymouth.edu	programmability is NOT user friendly.

1824. Changing the DeskCart battery

Newsgroup: comp.sys.atari.st
Date: 1993-11-15 03:08:49 UTC
From: rrice@netnews.upenn.edu
Message-ID: <162508@netnews.upenn.edu>
Source record: 198489

Ach! The agonies I went through traveling down the same weary road! Never before in the history of human conflict was so much bad advice given in such a short time by so many.

The one thing most people said that turned out to be correct is that on a modern system (Now I run a Mega 4 STE), you can do much better (in most ways...) with Multidesk Deluxe and a horde of accessories. On older hardware, though, the DeskCart was something worth the time and the trouble...

All right--there are four pins holding the plastic housing together, at each corner (I think). The chips are somewhat recessed from the end FURTHEST from the cartrdige card (the end that sticks into the computer). Take something sharp, thin, and strong and pry IN THE MIDDLE of each of the three sides until the housing separates. The circuit board rides over the pins. You have just learned to your horror that the QMI people SOLDERED the old battery in place!! If you understand that sort of thing, de-solder the old battery out, noting which way was "up/positive" for future use. I don't solder, so I used a very sharp pocket knife which traumatized the contact tabs sorely! Worked, though. You can get a new, Lithium battery for the thing at Radio Shack--fortunately, it's a common model. Then you can either solder it back into place (or get someone else to do it) or do what I did, which was to mash the tabs flat and then wedge them (I used a cut-up credit card) firmly against the battery--Most ticklish work, and sometimes the battery slipped!! I'd have to disassemble the thing and repeat the process. I hope you can solder...

That DID work, though. Nice little gadget--made ST Writer a lot better program if you had it. Crashes a lot of modern stuff, though.

Rob S. Rice/rrice@mail.sas.upenn.edu

1825. Re: screen for mint?

Newsgroup: comp.sys.atari.st
Date: 1993-11-15 03:30:07 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CGIKE8.9vx@sdf.lonestar.org>
Source record: 198377

==========
Could somebody mail me an address for a ftp-site and a filename for
unix-style 'screen' utility program. ('screen' is a program, which allows
you to have different programs running at the same time + allows you to
change between them by a keyboard shortcut. Only one program outputs
on screen at the time. You can also get more screens with another
keyboard shortcut (when you create a new screen, 'screen' returns
you to the shell prompt.))
==========

I was about to say "get TOSWIN", but now that I think of it, I've been booting to SH and leaving out GEM and TOSWIN so I can get C++ to fit into 4MB with MiNT running. Otherwise it gives errors about memory. SO! considering I haven't set up any TERM or TERMCAP stuff for SH (and it always spews off the edge of the screen since line-wrap is off when you boot up) and I let TOSWIN do the TERM/TERMCAP stuff, so less doesn't work without it!

And, I can never seem to make anything stop with ^Z so I can stick it in the background. A utility such as you describe would fix those compile-time sessions when I don't have GEM.

Anyone wanna buy me an 8MB TT with MultiTOS a 200MB hard disk and virtual memory?

If you find that utiltity, lemme know where, email to evanlang@sdf.lonestar.org
I'f I ever come across such I'll let ya know!

1826. Re: Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1993-11-15 06:21:28 UTC
From: ralph@cerfacs.fr
Message-ID: <RALPH.93Nov15062128@hal.cerfacs.fr>
Source record: 198411
Cross-posted to: comp.sys.atari.st,umich.archives

```
>>>>> On 13 Nov 1993 00:06:49 -0500,
>>>>> atari-archivists@atari.archive.umich.edu (Atari Archive Robot)
>>>>> said:

Robot> -rw------- lenn 58 Nov 12 19:30 ./Applications/Math/pi_st.readme
Robot> -rw------- lenn 84956 Nov 12 19:30 ./Applications/Math/pi_st.zip

These 2 won't be very readable!

--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
================================================================================
Got a Sun IPC lap clone w/1.05 GB! Got a Mega 4STfm with TOS 2.06, floptical!
```

1827. Re: ST vs Mac in the Worl

Newsgroup: comp.sys.atari.st
Date: 1993-11-15 06:58:32 UTC
From: schmerl@ist.flinders.edu.au
Message-ID: <1993Nov15.065832.19716@frodo.cc.flinders.edu.au>
Source record: 198493

I would like some cold hard facts, not just just opinions, about the specifications of an ST, Falcon, a clone, an Amigas and ,if possible, a Macs music capabilities. Initially I was going to get a 1040 STe due to the built in midi ports (which is a brilliant idea), and the bloody cheap price (I can get a brand new one for $299 Australian, which is about 120 British pounds or 180 American dollars). Also, not trying to blow the city of Adelaide's trumpet or anything, but there is a a hell of a lot of mus

ic being produced in this city (dance, mainly Detroit type techno), with the majority of it being made on ST's. I was then considering getting a Falcon, but when I found a 486 DX 33 with 4meg ram, a 1 meg video card, Vesa locall buss, modem (need I go on) at the same price ($1999 Australian), I began to get a little jaded with the Atari's, as it got me thinking about their limited availability of other applications (games, business stuff etc), the small amount of RAM available compared to a clone, the lim

ited graphics capabilities compared to a clone or a Mac. I also guess I'm being beguiled by the mass availability of sound cards, cd roms etc. Please don't flame me for thinking this way, but when I do decide on a system, I want something that will be usefull and competitve for a wide variety of applications, but music will be right at the top of the list. Either E-mail me or post an answer to this group about specifications (not just music making abilities but also speeds, max RAM, availability of periphe

rals etc) because I'm sick of opinions, and I would like a list of cold hard facts. Thanks.

P.S. although I'm unsure about what I'll eventually get , I still think 1040 STe's are great machines in their own right. I saw a comparison recently between an Amiga 1200 and a STe, and all of the specifications were identical apart from a few in the STe's favour (dos compatible drives, inbuilt midi ports, safe internal power supply etc), for only $199 compared to $1299 for the amiga. Nuff said.

1828. Re: Atari monitor pinouts?

Newsgroup: comp.sys.atari.st
Date: 1993-11-15 07:12:38 UTC
From: Lonnie McClure <LMCCLURE@delphi.com>
Message-ID: <931115.07958.LMCCLURE@delphi.com>
Source record: 198494

There would be a few problems with attempting to use a SM124 as a mono VGA monitor. One is the scan rates...the horizontal scan rate of the SM124 is in the neighborhood of 35.5Khz, not the 31.5Khz of 'basic' VGA. Also, the video signal fed to the SM124 is TTL...5 volts or 0 volts, whereas a mono VGA output is around 1 volt peak, and is analog, with 'basic' or VGA giving 64 levels of grey (technically, 62, plus black and white).

1829. Re: crossassembler z80

Newsgroup: comp.sys.atari.st
Date: 1993-11-15 09:09:32 UTC
From: rincewind@discworld.oche.de
Message-ID: <2ce818c45f6c@discworld.oche.de>
Source record: 198446

In <2bnrp6$73g@risc1.rz.fh-heilbronn.de>,
Ralf Geiger (geiger@sun1.rz.fh-heilbronn.de) wrote:

RG>i need a crossassembler for z80 processor on my atari st
RG>on which ftp site in europe is it available?

The FAS package is available from ftp.informatik.rwth-aachen.de in
/pub/atari/FAS (I think). It does Z80 and many other processors, and is free.

cu
Michael
--
Michael Schwingen Ahornstraï¿½e 36 W-5100(52074) Aachen Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for long mails!
"Woof. In tones of low menace."
-- Gaspode the wonder dog
(Terry Pratchett, Moving Pictures)

1830. CIX with JANET (was Re: British Falcon owners unite!)

Newsgroup: comp.sys.atari.st
Date: 1993-11-15 09:21:26 UTC
From: lpzssm@unicorn.nott.ac.uk
Message-ID: <2c7hmm$dr1@unicorn.ccc.nottingham.ac.uk>
Source record: 198496

In article <memo.966120@cix.compulink.co.uk>, ogal@cix.compulink.co.uk (Ofir Gal) writes:
>
>
> In article <753033871.24037@minster.york.ac.uk>, andrew@minster.york.ac.uk writes:
> >
> >Okay, so how am I supposed to get access to CIX through JANET?
>
> You can't. CIX is a commercial board, and a very good one at that.
>

Well, you can hook up to CIX from a JANET site with "telnet
cix.compulink.co.uk" but you'll still need to pay for using the
account itself.

Is CIX _still_ beta-testing its Internet gateway BTW ?

regards,

Sam.

1831. How do I unpack PAX files?

Newsgroup: comp.sys.atari.st
Date: 1993-11-15 10:39:00 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Nov15.103900.3927@bradford.ac.uk>
Source record: 198445

I just found GemView 3.0 on ftp.uni-kl.de in /pub3/atari/incoming. The files, though, are in PAX format. Has anyone got any ideas? Please don't tell me I have to compile C source myself, as this is a pain in the arse. Anyway, what's wrong with ZIP all of a sudden?

Steve Taylor. |||
Long Live / | \, if they don't shoot themselves in the foot.

1832. Test...

Newsgroup: comp.sys.atari.st
Date: 1993-11-15 10:48:50 UTC
From: d93rkr@t.hfb.se
Message-ID: <1993Nov15.104850.21089@t.hfb.se>
Source record: 198497

```
Testing.... testing.....
```

---
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/
_/ _/ _/ _/ _/ _/ _/ _/ STm
University of Borl&#65533;nge, Sweden _/_/_/ _/ _/_/_/ _/_/ _/ STe
_/ _/ _/ _/ _/ _/ _/ _/ F-030

1833. Re: Is there an archiver...

Newsgroup: comp.sys.atari.st
Date: 1993-11-15 10:53:31 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.93Nov15115332@issan.informatik.uni-dortmund.de>
Source record: 198498

>>>>> In article <162141@netnews.upenn.edu>, rrice@netnews.upenn.edu (Rob S. Rice) writes:

|> Another kind person said that I would get better compression if I did
|> just stick them into a single large archive. I didn't know that, but
|> I don't think it responds to my worries about one bad file taking the
|> whole thing with it, which happened to me several times--long ago, I
|> admit.

In this aspect, zoo is very reliable. You can unpack almost everything
from a corrupted archive. There is an utility (fiz) which scans the
archive to search for header and data blocks and gives you the
offsets. Then you can tell zoo to begin extracting at a certain point
in the file, to skip a bad file. This even works if there is a block
missing in the file. E.g.:

zoo x@1234,1345 y.zoo

means "extract from offset 1234 in y.zoo, but pretend this is offset
1345 for interpreting data pointers". Zoo is the most reliable
archiver i know.

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

1834. Re: Magix versus Multitos

Newsgroup: comp.sys.atari.st
Date: 1993-11-15 11:02:12 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.753361332@acp5>
Source record: 198499

patrik_sanfridsson@p2.stacken.ct.se (Patrik Sanfridsson) writes:

>Ok, could we have some GEM-Bench figures for the Falcon please.

Mag!X for the Falcon isn't ready yet. There's only Mag!X fuer ST/STE/TT.

```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

1835. Re: Lattice C addr

Newsgroup: comp.sys.atari.st
Date: 1993-11-15 11:02:15 UTC
From: PostMaster@barclays.co.uk
Message-ID: <CGJ5Bs.1I8@barclays.co.uk>
Source record: 198412

In article <CFzGry.Fsw@cbfsb.cb.att.com>, ncherry@cbnewsg.cb.att.com (neil j.cherry) writes:
|> Is Lattice C still produced by Metacomco? If it is what is there address? And
|> are they currently supporting the US?
|>
It has nothing to do with Metacomco. It's now at version 5.x and is supported by Hisoft in the UK. hisoft@cix.compulink.co.uk.

|> If you get the idea I don't like Metacomco you're right!
They went out of business about 4 years ago AFAIK.

|> NJC

--
+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

1836. MagiX!

Newsgroup: comp.sys.atari.st
Date: 1993-11-15 11:11:55 UTC
From: bunka@mibm.ruf.uni-freiburg.de
Message-ID: <2c7o5s$omc@sun8.ruf.uni-freiburg.de>
Source record: 198500

Hi Dirk,

> Where can I get Magix ?
Wolfgang Wander wrote:
>>Which company is distributing it in Germany?
>
>
>This is Application Systems Heidelberg
> Postfach 102646
> 69016 Heidelberg
> Fax: +49 6221 300389

>>What is this distributors e-mail adress?

>Wilfried Behne (one of the 3 mag!x programmers) : wilfried_behne@H.maus.de

> Wolfgang

Andreas

1837. Re: ST wordprocessors *summary*

Newsgroup: comp.sys.atari.st
Date: 1993-11-15 11:12:06 UTC
From: PostMaster@barclays.co.uk
Message-ID: <CGJ5s6.1LM@barclays.co.uk>
Source record: 198435

Note that Calligrapher is no longer supported. The author has dropped ST support.

--
+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

1838. Location of MIDI music files

Newsgroup: comp.sys.atari.st
Date: 1993-11-15 11:50:58 UTC
From: ggreenbe@rodan.syr.edu
Message-ID: <1993Nov15.065058.1396@newstand.syr.edu>
Source record: 198402

I was looking to find midi files that could be read/played/manipulated with a sequencer...is there an ftp site that has such files? I was looking for music files...things that could be played through the sequencer while another part is played "live" on a keyboard. If there isn't a place with files like this, is there a way to convert .mod files into .mid files? Or are perhaps .mod files already in a format that sequencers can usually read?

Thanks for any help with this.
--Gerry
ggreenbe@rodan.acs.syr.edu

1839. Re: CoNnect 2.20 question.....

Newsgroup: comp.sys.atari.st
Date: 1993-11-15 11:59:48 UTC
From: wwc@dxhrb1.cern.ch
Message-ID: <CGJ7zp.6pJ@dscomsa.desy.de>
Source record: 198401

In article <1993Nov15.025017.23492@oz.plymouth.edu> oddjob@oz.plymouth.edu (Andrew C. Stoffel) writes:
>
>Unlike Uniterm where the (,),/, and * keys on the ST numeric keypad
>emulate PF1 thru PF4 I can't seam to figure out how to set up connect
>to work with them.
>
>Any ideas ???

Yes - at least two.

The first:

Enable the vt100 keypad mode in the 'Compatibility...' dialog. This will give you the vt100 keypad UniTerm uses, too.

The second:

If you need very special setups for this keys you might want to use a so called scantable. i.e. a table were any keyboard key may be mapped to a sequence of characters that shall be sent, if this key is pressed. To get help about the use and structure of scan tables go to the 'Character Set...' dialog and press the help key once.

Wolfgang

1840. Online UK (was Re: Online)

Newsgroup: comp.sys.atari.st
Date: 1993-11-15 12:09:15 UTC
From: mkite@lincoln.gpsemi.com
Message-ID: <CGJ8FG.J4n@bailgate.gpsemi.com>
Source record: 198403

In article <2c0muuINNoph@dns1.NMSU.Edu>, wlamar@acca.nmsu.edu (WLAMAR) writes:
|> GREEN P (d3hq@jupiter.sun.csd.unb.ca) wrote:
|> : Of the online services, such as , Compuserve, GEnie and Delphi, which
|> : provides the best support for the Atari. Has any one done a cost
|> : analysis of the services offered for the Atari?
|>
|>
|> I've used GEnie, Delphi and Compu$erve in the past and am presently
|> using GEnie. Supposedly, GEnie is Atari's official online home.
|> On there you can post and receive answers directly from Atari personel
|> such as Bob Brodie. I don'y know much about Delphi or Compu$erve since

Ok - so on a slightly different angle - which is the best online that has
a UK dialup ? I know this discussion was around a while ago - but I didn't
have a modem (or rather wasn't about to buy a modem) then. Any cost info
gratefully received.

Thanks,

Martin
--

==
== Martin Kite == G.E.C. Plessey Semiconductors, Lincoln, England ==
== --- ==
== Internet e-mail - mkite@lincoln.gpsemi.com ========================
========================== (from Janet - mkite@com.gpsemi.lincoln) ==
==

I just work for G.P.S., I ain't got no authority - you know how it goes ...

1841. Re: Is there an archiver...

Newsgroup: comp.sys.atari.st
Date: 1993-11-15 12:55:13 UTC
From: ianm@lsupoz.apana.org.au
Message-ID: <2c7u7h$3ik@lsupoz.apana.org.au>
Source record: 198414

If you have the NeoDesk CLI you could use the following batch file
to ZIP (or LZH or whatever) each file into its own archive:

```
set path <path of archiver>
echo %first *.* (or *.MOD etc for individual file types)
repeat
set head "%name $item"
set zfile "$head ~ .zip"
zipjr -a $zfile $item
until %not %next
```

I used this to ZIP all the MOD files on my BBS into individually
named ZIP archives.

Ian Mackereth | His .sig bore this strange device:
ianm@lsupoz.apana.org.au |
or Fido 3:712/520 | "Excelsior!"

1842. Looking for Yamaha sy85/tg9000 software

Newsgroup: comp.sys.atari.st
Date: 1993-11-15 12:59:19 UTC
From: s861021@minyos.xx.rmit.OZ.AU
Message-ID: <2c7uf7$o9f@aggedor.rmit.OZ.AU>
Source record: 198413

Hello there, Can someone direct me to any specific ftp sites that
have software relating to the Yamaha SY85/TG9000 midi player.
looking for a friend. thankyou.

1843. Searching for an Icon-Editor (Color!)

Newsgroup: comp.sys.atari.st
Date: 1993-11-15 13:47:35 UTC
From: chris-m@pz-oekosys.uni-kiel.d400.de
Message-ID: <chris-m.7.0@pz-oekosys.uni-kiel.d400.de>
Source record: 198415

Hi!

It's now a long time ago that ATARI shipped their new color-icons.
Therefore would I like to know whether there is now an editor for
these icons available and where to get it!
(By the way, the editor should be PD or SW. The other ones, ZOOM and
Interface are known to me.)

Greetings,
Christian

Christian Mittendorf chris-m@pz-oekosys.uni-kiel.d400.de
Manrade 41 christian_mittendorf@ki.maus.de
D-2300 Kiel 1 Phone: 0431/338838

1844. QICK 80 tape bck prg ??

Newsgroup: comp.sys.atari.st
Date: 1993-11-15 14:15:58 UTC
From: anderss@edb.tih.no
Message-ID: <CGJEAn.2r5@edb.tih.no>
Source record: 198417

Do anyone know of progs to use with Connor QUICK 80 250Mb backup system ??
I'm using a F030 !! and i think i gonna by an external unit !

1845. Re: 800x600?

Newsgroup: comp.sys.atari.st
Date: 1993-11-15 15:06:23 UTC
From: seibert@Informatik.TU-Muenchen.DE
Message-ID: <1993Nov15.150623.23606@Informatik.TU-Muenchen.DE>
Source record: 198416

In article <H.eg.LZylnimJMas@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
|> > I always work with 1024*768 103Hz inerlaced ... on big CDK files, letters,
|> > bills ... and its fine.
|>
|> I must be spoiled then. I can see 60Hz non-interlaced flickering...
|> 50Hz European games really bother me (but only if the screen is bright;
|> the flicker is less noticable on dark screens).
|>
|> I imagine you're not using the standard green desktop?

That does not depend that much on the desktop (for Calamus 1.09n I have to use
mono-mode) but you should always remember:
Only fine structures have 51.5Hz. The human eye is more flicker-sensitive in a
range of 30 degrees apart from the center - thats why the flickering of the
whole screen is very important. Try 103Hz before you say it's bad - and if you
don't like it all the time you can even switch from within a programm to a
more stable resolution.
--
==========
seibert@informatik.tu-muenchen.de ist
Ewald Seibert, Herschelstr.1 85057 Ingolstadt, 0841-86480
Dont't blame ATARI for things, the GURU told you from the ARABIAN NIGHTS

1846. Falcon Games Compatibility

Newsgroup: comp.sys.atari.st
Date: 1993-11-15 16:04:30 UTC
From: andrew@minster.york.ac.uk
Message-ID: <753379470.8941@minster.york.ac.uk>
Source record: 198365

Has anyone compiled a list of commercial games that are
compatible (using backward for example) with the Falcon?
Also is there a list of games that have Falcon versions?
(IsharII for example)

I am willing to compile such a list if you want.

e-mail: andrew-atari@minster.york.ac.uk if you have tried
a game and it worked so it was playable. Any
hints on getting that game to work would be appreciated.

For myself - are Populous and Populous II compatible?

Is there a version of the new collection (Ishar/Transarctica/Storm Master)
that is Falcon specific? Was there ever a F030 version of Storm
Master? Is it compatible? Does anyone have the telephone number of
Daze Marketing?

-Andrew Hague
-Looking for Christmas Presents for a Falcon030 user.

1847. Re: Magix versus Multitos

Newsgroup: comp.sys.atari.st
Date: 1993-11-15 16:17:28 UTC
From: and@thor.mim.uni-hannover.de
Message-ID: <and.91.2CE7AB97@thor.mim.uni-hannover.de>
Source record: 198361

In article <memo.960925@cix.compulink.co.uk> ogal@cix.compulink.co.uk (Ofir Gal) writes:
>From: ogal@cix.compulink.co.uk (Ofir Gal)
>Subject: Re: Magix versus Multitos
>Date: Fri, 12 Nov 1993 23:19:20 +0000

>In article <seimet.753106457@acp5>, seimet@chemie.uni-kl.de (Uwe Seimet)
>writes:
>>ogal@cix.compulink.co.uk (Ofir Gal) writes:
>>
>>You're compatible with Mag!X if your programs are clean. There's no need for
>>any extra programming or any adaption to Mag!X.
>>

>There is at least one incompatibility - the way windows are bottomed, it's
>one way with MTOS and another with Magix (inherited from EOS I think).

The difference is:

MTOS can only bottom windows which understand the BOTTOMED Message, i.e.
only windows of very new programs.

Mag!X checks if a program can handle BOTTOMED, in this case it acts like
MTOS, otherwise it bottoms the window itself (in a very tricky way to avoid
problems with dialog boxes in windows).

Andreas Kromke and@thor.mim.uni-hannover.de
X400: C=DE AD=DBP PD=UNI-HANNOVER
OU1=MIM OU2=THOR S=AND

1848. ST FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1993-11-15 16:18:13 UTC
From: s1014097@cedarville.edu
Message-ID: <s1014097.3.2CE7ABC4@cedarville.edu>
Source record: 198418

I have the following system for sale...

1040STf with socketed TOS, 1 meg, mouse.
SC1224 color monitor.

Works fine, need to sell one of my ST's to save money for a Falcon.

asking 250.00

I will also throw in a bunch of (original) games.

I also have a Lynx system for sale.
Lynx II
External power supply
Car adapter
Carrying pouch
California Games and all the manuels, works great.

asking 75.00

reply via e-mail.

1849. 2.5 MB in STE

Newsgroup: comp.sys.atari.st
Date: 1993-11-15 16:25:28 UTC
From: rahin@scs.leeds.ac.uk
Message-ID: <1993Nov15.162528.29864@gps.leeds.ac.uk>
Source record: 198420

A quick question. Is it possible to have 2.5 MB in an STE as follows ?

```
High byte Low byte
--------- --------
Bank 0 256 KB 256 KB
Bank 1 1 MB 1 MB
```

Thanks in advance.

- Rahin
(rahin@scs.leeds.ac.uk)

1850. Re: Sync Rate problem

Newsgroup: comp.sys.atari.st
Date: 1993-11-15 16:30:38 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.93Nov15173039@arthur.crpht.lu>
Source record: 198419

> I have a problem. About 5 times im the last week, my ST has
> spontaneously changed to 60Hz. I use it in 50Hz on a very old
> Black & White TV, when I am using it for comms, so that I can
> watch TV on my colour TV. Alll of a sudden, it decides to go
> into 60Hz. The first time it happened, I thought the TV had
> finally kicked the bucket, but after that, I tried connecting
> it up to my other TV once the problem occurred, which can cope
> with 60Hz, and it _was_ in 60Hz. I just used RE_SYNC.PRG to flick
> it back into 50Hz and carried on as before.

I suppose you have a rather old ST. I got the same problem. I found the reason and fixed it. But I don't remember exactly how (my ST is a real mess inside and I don't remember what all the things are for I've put in.) but I think it's an inverter which gives not enough voltage. The inverter has some unused gates so I switched with some wires to another one.

Hmm, but it could also be that this corrected my harddisk problem... I simply don't remember.

The 60Hz swich always occured when I plugged in/out connectors. This is due to static electricity (I have 105V potential difference between HD and ST if not plugged together!!!) and my HD was very happy about that too: it doesn't allow me to write anything now.

Try to connect/disconnect your modem, printer, floppy and see if the Hz-change occurs. In the meanwhile I'll look into my ST to find out what I did.

Bye,
Georges.

--
Georges Kesseler
Office: kesseler@crpht.lu
Private: kesseler@restena.lu
IRC: Gunstick

1851. Testers Wanted for MiNT-using Desktop

Newsgroup: comp.sys.atari.st
Date: 1993-11-15 16:55:22 UTC
From: sms@sys.uea.ac.uk
Message-ID: <sms-151193163615@cgpq1.sys.uea.ac.uk>
Source record: 198421

As the subject says I'm looking for testers for an alternative desktop which I am writing. I already have a few testers but some have just dropped out due to losing Internet access for various reasons.

The program requires MiNT to run as it uses several processes, pipes and the like, so you will need MiNT to test it (No I won't send you MiNT... you're on your own there).

It will probably also need a hard drive, being realistic. It will hopefully run on floppy-only systems but I wouldn't try it.

As for memory, 1MB may not be enough to use it properly. I only test it myself on an 8MB TT and a MegaST2 so I don't know. I do have a 1MB STM but it's floppy only and I only ever use if for games.

I've been developing this on and off for about a year now so it's reasonably well developed although there's still lots to do and lots to iron out. I'm not just interested in bug-finding, I'm also after comments on how the desktop looks and works as a whole. I'm kind of scavenging for ideas too.

If you are interested, send me an EMAIL describing your Atari setup:
- Machine
- Memory configuration
- Hard drive configuration
- TOS version (and country)
- MiNT version (and perhaps any XFS's you use)
- Software enhancements (NVDI, Warp9 etc)
- Other appropriate hardware (graphics cards etc.)
- Anything else you care to tell me :-)

If you don't have time to be a tester but have some suggestions as to what you would like in a replacement desktop, drop me a line... I'm always open to suggestions...

Thanks in advance,
Steve.

==
Steve Sowerby, Ph.D. Student, Computational Geometry Project,
School of Information Systems, University of East Anglia, Norwich.
EMAIL : sms@sys.uea.ac.uk
POST:Steve Sowerby, P/G Student, SYS, UEA, Norwich NR4 7TJ, England
==

1852. Re: ATARI _DROPS_ THIER COMPUTER LINES!

Newsgroup: comp.sys.atari.st
Date: 1993-11-15 17:01:50 UTC
From: thopman@herman.cs.uoguelph.ca
Message-ID: <2c8clu$lqp@nermal.cs.uoguelph.ca>
Source record: 198423
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:
: In <1993Nov10.155542.23133@dmu.ac.uk>, SG Yardley writes:
: > The 15,000 figure is just for the UK, which I expect is more sales than the
: > Newt. At about 500 quid each I know which choice I'll be making!

: That seems pretty unlikely. What's the population of the UK? If there
: were 15k there alone, there'd probably be at last 100k in the US.

It's not that unlikely...consider the number of ST's in the UK versus the
number of ST's here population-wise. The UK has a far higher concentration.

THeo

1853. Re: Sync Rate problem

Newsgroup: comp.sys.atari.st
Date: 1993-11-15 17:22:41 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Nov15.172241.14694@bradford.ac.uk>
Source record: 198427

Georges Kesseler (kesseler@arthur.crpht.lu) wrote:

: I suppose you have a rather old ST.
Yep I bought it 2nd hand 2 years ago. TOS 1.2, 1987.

: The 60Hz swich always occured when I plugged in/out connectors. This is due
: to static electricity (I have 105V potential difference between HD and ST if
: not plugged together!!!) and my HD was very happy about that too: it doesn't
: allow me to write anything now.

Sounds like static it is then. I am always getting static shocks when I
touch anything earthed. Maybe I'm prone to it? This sound like it, but I
am a bit surprised.

: Try to connect/disconnect your modem, printer, floppy and see if the Hz-change
: occurs.

I've got connected now: monitor & TV,
RS232 connection to Uni computer,
ICD Hard Drive
STAR LC20 printer
2nd floppy drive
memory expansion

The problem doesn't _yet_ occur with any great frequency (pardon the pun)
so I can't to tests like those you suggest.

: In the meanwhile I'll look into my ST to find out what I did.

Thanks a lot. I'll look forward to it!

Steve Taylor. |||
Long Live / | \, if they don't shoot themselves in the foot.

1854. Re: What is UPSIS?

Newsgroup: comp.sys.atari.st
Date: 1993-11-15 17:23:35 UTC
From: thopman@herman.cs.uoguelph.ca
Message-ID: <2c8dun$lqp@nermal.cs.uoguelph.ca>
Source record: 198424

S.P.Taylor (S.P.Taylor@bradford.ac.uk) wrote:
: Anyway, I thought you had to have a license to distribute GDOS. It was
: sitting there bold as brass in the AUTO folder, so anyone who wants it and
: doesn't have it, it's at ftp.uni-kl.de.

I thought you did too, but it's really kind of pointless, since FontGDOS
(an enhanced version of GDOS) is sitting in atari.archive.umich.edu, free
for the FTP'ing. (Yes, FontGDOS is from Atari, not a thrid party...)

THeo

1855. Re: Looking for Yamaha sy85/tg9000 software

Newsgroup: comp.sys.atari.st
Date: 1993-11-15 17:24:06 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Nov15.172406.14773@bradford.ac.uk>
Source record: 198428

Candy Man (s861021@minyos.xx.rmit.OZ.AU) wrote:

: {I'm} looking for a friend. thankyou.

I'll be your friend. (Joke by the way)

Steve Taylor.

1856. Re: Searching for an Icon-Editor (Color!)

Newsgroup: comp.sys.atari.st
Date: 1993-11-15 17:25:45 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Nov15.172545.14939@bradford.ac.uk>
Source record: 198429

CHRISTIAN MITTENDORF (chris-m@pz-oekosys.uni-kiel.d400.de) wrote:
: Hi!

: It's now a long time ago that ATARI shipped their new color-icons.
: Therefore would I like to know whether there is now an editor for
: these icons available and where to get it!
: (By the way, the editor should be PD or SW. The other ones, ZOOM and
: Interface are known to me.)

I don't think one exists. If it does though, I would love to hear about it
- post any responses here please.|
\|/

Steve Taylor. |||
Long Live / | \, if they don't shoot themselves in the foot.

1857. Re: 2.5 MB in STE

Newsgroup: comp.sys.atari.st
Date: 1993-11-15 17:27:01 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Nov15.172701.15047@bradford.ac.uk>
Source record: 198430

M A Rahin (rahin@scs.leeds.ac.uk) wrote:

: A quick question. Is it possible to have 2.5 MB in an STE as follows ?

: High byte Low byte
: --------- --------
: Bank 0 256 KB 256 KB
: Bank 1 1 MB 1 MB

I do believe it is.

Steve Taylor. |||
Long Live / | \, if they don't shoot themselves in the foot.

1858. Re: Jaguar gif

Newsgroup: comp.sys.atari.st
Date: 1993-11-15 17:31:36 UTC
From: scott@wupatki.santafe.edu
Message-ID: <SCOTT.93Nov15103136@wupatki.santafe.edu>
Source record: 198422

```
>>>>> "Troy" == Troy A Wollenslegel <tawollen@mtu.edu> writes:

Troy> I just uploaded a gif i scanned of the Jaguar that I found to
Troy> ftp.uni-kl.de it is in a .zip format. I have been away from
Troy> atari for too long, but I think there is a unzip
Troy> program.. Anyway it is in "/pub3/atari/incoming_new/jag2.zip if
Troy> anyone wants it.. Let me know if it is not readable and I will
Troy> re-upload it.

ftp> get jag2.zip
200 PORT command successful.
550 Sorry, you can't download files recently uploaded.
```

1859. Re: 2.5 MB in STE

Newsgroup: comp.sys.atari.st
Date: 1993-11-15 17:39:41 UTC
From: thopman@herman.cs.uoguelph.ca
Message-ID: <2c8est$lqp@nermal.cs.uoguelph.ca>
Source record: 198426

M A Rahin (rahin@scs.leeds.ac.uk) wrote:

: A quick question. Is it possible to have 2.5 MB in an STE as follows ?

: High byte Low byte
: --------- --------
: Bank 0 256 KB 256 KB
: Bank 1 1 MB 1 MB
I don't know if you can do it exactly that way or if you have to switch the banks around, but yes you can. However, you have to have a patch that'll fix the memory sensing routines in TOS. Not a major irritant if you have a hard drive, but I suppose it would be if you're booting off floppies. Sorry, I don't know where you can get the patch...I know it was in an ST User a while ago.

THeo

1860. WANTED: GDOS fonts for an HP laserjet

Newsgroup: comp.sys.atari.st
Date: 1993-11-15 17:42:51 UTC
From: adw@ukc.ac.uk
Message-ID: <6621@eagle.ukc.ac.uk>
Source record: 198431

Does anyone out there have any GDOS fonts for use with the 300dpi laserjet.sys printer driver that comes with FontGDOS?

If so could let me know (so I won't have to "do it myself").

Thanks,

Lloyd.

P.S: I'm not rich - the printer belongs to my brother... :-)

1861. Re: Falcon040

Newsgroup: comp.sys.atari.st
Date: 1993-11-15 17:44:24 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.epxLLWgYHsU@semprini.waterloo-rdp.on.ca>
Source record: 198391

In <931113.17660.BIBLINSKI@delphi.com>, Gordie Meyer ATARI UNITED cofounder writes:
> In an article on the front page of Electronic Buyer's News, Sept. 20th issue,
> is the following:
> "Current 68040 chips specified as 25-, 33-, and 40-MHz are already capable
> of running internal processing circuitry at 50, 66, and 80 MHz,
> respectively. That has been true all along, since the chips were
> introduced."
>
> The article goes on to describe how the doubled speeds are done, and it isn't
> quite like the Intel chips, but it has the same end result. They go faster.
> Apple will be releasing a couple of color notebooks next April, using the
> 'double speed' capability. The retail on the base model is supposed to be
> $3500. It is their entry into high-end portable computing, according to the
> article.

Thanks for posting that snippet Gordie! Hopefully I won't get flamed now
for my other article in this thread (than again, knowing this
newsgroup...).

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1862. Re: Is there an archiver...

Newsgroup: comp.sys.atari.st
Date: 1993-11-15 17:47:14 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.vvtcFLJl5R2@semprini.waterloo-rdp.on.ca>
Source record: 198392

In <162141@netnews.upenn.edu>, Rob S. Rice writes:
> One helpful soul told me that gzip (GNU Zip? If so, can I run it
> under TOS?) would archive each file in a directory into individual
> archives--could I unpack them with, say, ST Zip 2.30? Thank you for
> the input!

No, you uncompress them with... gzip! GNU zip (ie, gzip) runs on
practically every computer in use today (except, possibly, the Mac). ST
ZIP 2.30 will only work on zip files (not GNU zip files, which have an
extender of .gz usually)...

--
------------------==----------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1863. Re: Jove files needed

Newsgroup: comp.sys.atari.st
Date: 1993-11-15 17:50:38 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.&19WhYSQxEQ@semprini.waterloo-rdp.on.ca>
Source record: 198393

In <H.eg.tppVTn5TAgo@albemuth.equinox.gen.nz>, John Collis writes:
> Also what is everyones favourite Emacs clone?? (GNU Emacs is just a
> little too big to run for my system. :-((( )

MicroEMACS; I should be working on a port of 3.12 Real Soon Now, but the
3.11 port is quite good (although the GEM version isn't so hot, IMHO).

--
------------------==----------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1864. IdeaList Registration

Newsgroup: comp.sys.atari.st
Date: 1993-11-15 18:03:31 UTC
From: lpzssm@unicorn.nott.ac.uk
Message-ID: <2c8g9j$dcs@unicorn.ccc.nottingham.ac.uk>
Source record: 198425

This is a repeat of a message I sent round earlier - note the deadline
is the END OF NOVEMBER.

regards,

Sam

IDEALIST

REGISTRATION OFFER

As an incentive to get people to register IdeaList I'm organizing
(with the author's approval) a group UK registration - no need to
worry about converting currencies, money order expense etc. For the
unconverted, a brief description of IdeaList appears at the end of
this.

HOW IT WORKS

The UK registration fee is 9 pounds. All registrations sent to me by
the end of November will be converted to DM and sent to the Christoph
(the author). You will then be sent the latest English version of
IdeaList and supporting programs (such as IdeaBook), and be notified
of future upgrades.

IdeaList 3.4 should be ready by then and will include:

- RTF import so you can print out files from most PC word-processors,
as well as Atari-Works.
- Foot-line printing - add your own foot-line to the printout of any
text file with directly-selectable text attributes.
- Import of First Word Plus head/foot lines
- Read ASCII lists for batch-printing with the printer-queue facility
- Enhanced interface with window-based dialogues (open several at
once) and optional "dialogues at mouse position".
- revised English manual

Please make cheques payable to Sam Marshall and send them to:

Malgrat
Manor Park
Ruddington
Nottingham
NG11 6DS

Don't forget to include your own address ! If you include an e-mail
I'll acknowledge receipt immediately. Otherwise, please allow until

mid-December to hear from Cristoph.

IDEALIST DESCRIPTION

IdeaList is a comprehensive printing utility. It can output ASCII and First Word (Plus) files in up to 9 columns with proper formatting, add its own headers, print in batches, reverse order, odd/even pages only etc (anything you'd expect from a top WP's printing facilities). Drivers are provided for a huge range of printers, including Epson FX, Star 9 & 24 pin, SLM, Deskjets (several including landscape), BJ10 etc. Drivers can be modified to include font-downloading and other printer-specific text-attribute control. Output can be re-directed to a file containing embeded printer codes and printed later from the desktop (or even on a PC).

The interface is very well done, with page-preview modes, keyboard shortcuts and preference options for just about everything.

The accessory version is almost as fully-featured and also offers background printing so you can run another application whilst IdeaList does its stuff even on a normal ST.

See last month's ST Review and ST Applications for more information (Review said it was one of the best pieces of shareware they'd seen). Even better, take a look at the real thing -

ftp from src.doc.ic.ac.uk
/computing/systems/atari/uni-paderborn/tools/printer/ideal321.lzh

Also available from Floppyshop and the ST Club.

I'll be happy to answer any questions by e-mail

1865. Re: CLA - ECAD program for Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-11-15 18:09:40 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CGJp44.5JE@newcastle.ac.uk>
Source record: 198432

In article <2bsgdr$3c3@news.dmpe.CSIRO.AU>, karlm@highett.mel.dbce.csiro.au (Karl Meyland) writes:
>This is a plea for information on the port of CLA for the Falcon that Craig was
>doing. I e-mailed him, but the message must of gotten chewed, so I was
>wondering if anyone else had some information on it.
>

As the author - I must state that this is NOT a port of a program, it's an original production all my own (with a little help here & there).

Also, it's not just a Falcon program, although it supports the TOS4.x GUI (as well as older ones via seperate resources - more programs should do this as it doesn't take that much effort to include 2 RSC's), and extended screen modes.

CLAv2 is still in beta test, and will be for a couple of weeks minimum yet.

Anyone wanting ECAD before then should check out Galaxy CAD. It's PD. It's a port from Unix/Mac. It's REALLY powerful. And it's a pig to use....but it is very potent if you stick with it (it took me 2 years to work out how to do buses - perhaps I should have bought the manual....).

Craig.

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 4883098
Stevenage,England.|| Snail-mail: 2 Sun Street, Suniside, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

1866. Re: WANTED: GDOS fonts for an HP laserjet

Newsgroup: comp.sys.atari.st
Date: 1993-11-15 19:47:36 UTC
From: thopman@herman.cs.uoguelph.ca
Message-ID: <2c8mco$pf3@nermal.cs.uoguelph.ca>
Source record: 198433

A.D.Webber (adw@ukc.ac.uk) wrote:

: Does anyone out there have any GDOS fonts for use with the 300dpi laserjet.sys
: printer driver that comes with FontGDOS?

: If so could let me know (so I won't have to "do it myself").
I don't know if there's a source of fonts in resolutions like that...I
asked, and didn't get an answer. You could try looking for 180 dpi fonts
(standard lo rez 24 pin printer fonts, and use them. You just won't be
able to get as big point sizes, since the point sizes will be scaled down
by a factor of 5/3. If you do find some, could you post where you found
them, or mail me?
: P.S: I'm not rich - the printer belongs to my brother...
More's the pity, right? :-)

THeo

1867. Need File Formats, NEO or Deags

Newsgroup: comp.sys.atari.st
Date: 1993-11-15 20:04:02 UTC
From: glee@gvls1.vfl.paramax.com
Message-ID: <1993Nov15.200402.24548@VFL.Paramax.COM>
Source record: 198443

```
Hi
Anyone have file formats for NEO or Degas. Need
to convert to GIF for PC viewing.

--
*****************************************
* glee@gvlf6.vfl.paramax.com *
*****************************************
```

1868. Re: Atari ST(E)uff for Sale!

Newsgroup: comp.sys.atari.st
Date: 1993-11-15 20:24:04 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Nov15.202404.18065@newshost.lanl.gov>
Source record: 198436

In article 22917@nuchat.sccsi.com, asmith@zero.cypher.com (Andrew Smith) writes:
>I'm posting this for a friend. Reply via email to me and I'll pass
>your stuff along to him.
>
>FOR SALE: Atari 520STE Computer (1 meg RAM)
> JVC style Atari SC1224 monitor excellent condition
> about 30 magazine cover disks
> about 400 game disks (ok, most are pirated, so sue me)
^^^^^^^^^^^^^^^^^^^^^^^^^^

No, I won't sue your friend but it continually amazes me how such individuals
can be so callous as to publicly admit that they are a THIEF as if it's a fact
that they should be proud of.

The Atari computer industry is in serious trouble and while I won't go so far
as to say piracy is the chief cause, it certainly is a big factor.

Yessir, reading posts like this one sure makes me want to continue supporting
the Atari user.... NOT! You may have just posted this for a friend, but doing
so puts you in the same pirate/thief/criminal category, IMHO.

My apologies to the legitimate Atari users on the net (yes, there ARE some left).

Disgusted,

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____

John Hutchinson internet: hutch@ilmen.lanl.gov
Los Alamos National Laboratory GEnie: HUTCH or FAIR-DINKUM

1869. Re: Jaguar gif

Newsgroup: comp.sys.atari.st
Date: 1993-11-15 20:30:04 UTC
From: bossoj@alum01.its.rpi.edu
Message-ID: <2c8osd$mof@usenet.rpi.edu>
Source record: 198434

Jaguar game pics, as well as 3DO, are available throught ftp
@ wuarchive.wustl.edu, under /pub/msdos_uploads/3dojaguar.

Joe
bossoj@rpi.edu

1870. Re: Online

Newsgroup: comp.sys.atari.st
Date: 1993-11-15 20:46:46 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Nov15.204646.22008@newshost.lanl.gov>
Source record: 198439

In article 20425@jupiter.sun.csd.unb.ca, d3hq@jupiter.sun.csd.unb.ca (GREEN P) writes:
>Of the online services, such as , Compuserve, GEnie and Delphi, which
>provides the best support for the Atari. Has any one done a cost
>analysis of the services offered for the Atari?

There is no contest here... GEnie provides the most online support for the Atari. Delphi is much improved over recent years and CIS has become nothing more than a gossipy mouthpiece for ST Reports (and very unprofessional, IMHO). Delphi offers good rates, CIS is *still* too expensive and GEnie is still a very good value, particularly for Atarians. And GEnie's proprietary (but free) software, Aladdin, is one of the best I've used on any platform. Only wish it was Falcon compatible.

Your mileage may differ but I've been a happy user of GEnie for years.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____

1871. Re: atari mags/icon editor

Newsgroup: comp.sys.atari.st
Date: 1993-11-15 20:51:21 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Nov15.205121.22696@newshost.lanl.gov>
Source record: 198440

In article a4l@TAMUTS.TAMU.EDU, jmb8302@cs.tamu.edu (Jeff M Bilger) writes:
>
>Does anybody have the monthly disks to ST-Log (that old atari publication)
>I'm especially interested in the C manship articles. I'm also looking for
>the monthly disks to ST Format..

Gee, why mess around with the magazine articles when you can buy the whole series in a revised, corrected and enhanced form _with_ disk direct from the author, Clay Walnum, at Taylor Ridge Books, (203) 643-9673. It's only $29.95 + $3 shipping but double-check because I think he has a sale going on.

Hey, he offers a great book+disk for GFA BASIC users, as well. :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____

1872. Diamond Back - new version out yet?

Newsgroup: comp.sys.atari.st
Date: 1993-11-15 21:25:18 UTC
From: selick@csa.bu.edu
Message-ID: <2c8s3u$h9c@news.bu.edu>
Source record: 198437

I remember readiong a few months ago about a new version of Diamond Back coming out in the near future. I believe I have 2.42 right now. Will this new version support a scsi tape backup drive? How about if it uses parity? Basically, I have access to a Scsi II tape drive from a DEC computer and I would like to use it for backups on the 1040 STe atari. What do you think? I've got a Supra Scsi host adaptor.

-Steve
selick@csa.bu.edu

1873. Re: Wanted: Deskjet Driver for GCR

Newsgroup: comp.sys.atari.st
Date: 1993-11-15 21:58:54 UTC
From: wmagro@baron.ncsa.uiuc.edu
Message-ID: <2c8u2u$3c3@vixen.cso.uiuc.edu>
Source record: 198438

Dirk Moebius (moebius@apoll) wrote:
: William Magro (wmagro@baron.ncsa.uiuc.edu) wrote:
: : Ftp to a mac site and download the deskjet drivers by Ollie Arnxxx and
: : another guy, whose name I remember even less. It is at version 3.0
: : and works with almost all software. You can search for it in archie
: : using DJ3.0 as a search pattern I believe. If you get really desperate
: : and can't find it, mail me. I will point you to a site.

: O.K.,
: I *GOT* the file at last,
: *CONVERTED* it from atari to mac (luckily I got StuffIt),
: *INSTALLED* it in the system folder (system 6.0.5) and...

: it doesn't work!!

The symptoms are consistent with the old DJ/Atari power on problem.
Make sure that you turn the printer on before (or possibly at the same
time as) the computer.

Also check that you have selected the printer with the chooser and
do a page setup. Occasionally, I get the no printing problem. Simply
unplugging the parallel cable and replugging seems to do the trick.
Finally, check your spectre setup screen and make sure that it isn't
mapping the printer port to the serial port. There is a setting where
it does this. Turn on your modem to see if that is where the data is going.

Good luck.
--
William Magro NeXTMail welcome
wmagro@uiuc.edu

1874. Re: atari mags/icon editor

Newsgroup: comp.sys.atari.st
Date: 1993-11-15 22:09:49 UTC
From: rvenable@helix.nih.gov
Message-ID: <1993Nov15.220949.7193@alw.nih.gov>
Source record: 198441

>In <2brq9i$a4l@TAMUTS.TAMU.EDU>, Jeff M Bilger writes:
>> Does anybody have the monthly disks to ST-Log (that old atari publication)
>> I'm especially interested in the C manship articles. I'm also looking for
>> the monthly disks to ST Format..

In article <H.eg.3iIgRL70&WE@semprini.waterloo-rdp.on.ca>
cherborth@semprini.waterloo-rdp.on.ca writes:
>The C-Manship articles were published a couple of years ago as a book,
>"C-Manship Complete"... I think it has a few extra goodies in it too
>(over the magazine articles anyway).
>
>I believe the author is Clay Walnum (?), though I don't know the ISBN
>number or other details...

The book doesn't seem to have one (ISBN); however--

C-manship Complete
Clayton Walnum (1990)

Taylor Ridge Books
P.O. Box 48
Manchester, Connecticut 06040
(203) 643-9673

I got mine from Toad a year or so ago, with the disk; I recommend the disk,
as I found the quirky boldface font used for the source listings hard to read.

It's based on Megamax (or the later LaserC) C compiler.

Rick
\/enable

--
Rick Venable (301) 496-1905 |=| "Eschew
FDA/CBER Biophysics Lab HFM-419 |=| Obfuscation"
Bethesda, MD 20892 USA |=|
rvenable@helix.nih.gov |=| -- the Phantom Nerd

1875. Re: CIX with JANET (was Re: British Falcon owners unite!)

Newsgroup: comp.sys.atari.st
Date: 1993-11-15 22:29:39 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.972113@cix.compulink.co.uk>
Source record: 198442

>Is CIX _still_ beta-testing its Internet gateway BTW ?
>

Yes it is.

Ofir ogal@cix.compulink.co.uk

1876. Looking for an Atari 130XE

Newsgroup: comp.sys.atari.st
Date: 1993-11-15 22:30:01 UTC
From: bbs@cris.com
Message-ID: <331.UUL1.3#25345@cris.com>
Source record: 198450

Does anyone know where I can buy an Atari 130XE 8-bit computer? The old Antic Magazine used to have lots of places listed for mail order purchases, but the old magazine isn't around anymore. Does anyone out there want to sell their Atari 130XE (and disk drive)?

My request may seem strange, but it's an old hobby and my Atari 400 is just about dead.

Thanks!

~~George

//george@tinytoons.pp.wbst129.xerox.COM\\

```
+-----------------------------------+
| Address Private Email replies with
| TO: George
| on the first line of message text.
+-----------------------------------+
```

1877. ST/STE Chips for sale...CPU's, TOS, & SIMMs!!! CHEAP!!!

Newsgroup: comp.sys.atari.st
Date: 1993-11-15 22:57:20 UTC
From: jhurwitz@access.digex.net
Message-ID: <2c91gg$a86@access.digex.net>
Source record: 198444
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

```
I have the following for sale:
-----------------------------

- 2 Simms from an STe, 120ns, 1x9s..............28.00 ea.
- 1 JRI 16mhz 68000 CPU for the ST..............30.00
* provides approx 30% increase in cpu speed,
more on math/compression tasks.
- 1 Motorola 8mhz 68000 CPU for the ST........... 5.00
- 1 2chip set of TOS 1.2 ROMs..................10.00

All prices include shipping.
---------------------------

Send email or call 301-424-4350 if interested.
```

1878. Re: Magix versus Multitos

Newsgroup: comp.sys.atari.st
Date: 1993-11-15 23:06:22 UTC
From: Jan_Kriesten@f4344.n244.z2.fidonet.org
Message-ID: <2ce7fdc0@f4344.n244.z2.fidonet.org>
Source record: 198242

US> Mag!X demonstrates that there is no speed loss at all with
US> preemptive multitasking. On the contrary with Mag!X the Atari gets
US> faster than with any "singletasking" TOS version.

That's very true. And I think that's the reason why it's better for the older
Ataris then any MultiTOS released up to now ...

Als dann ...

--- Jan.

1879. Magic Sac problems

Newsgroup: comp.sys.atari.st
Date: 1993-11-16 00:41:52 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <93319.194152STIRRE31@MAINE.MAINE.EDU>
Source record: 198448

I just recently received Magic Sac from someone on Netnews
and everytime I try to boot-up, I get a bus error. I was
wondering if this could be because I'm using an STe? I
don't know if the newer TOS could be causing problems with
it. I also have 1 meg of RAM. Everything else is just as
it came from Atari. Any suggestions?
Thanks,
scott tirrell

1880. Atari ST hardware and software for sale

Newsgroup: comp.sys.atari.st
Date: 1993-11-16 00:48:08 UTC
From: griffin@teleport.com
Message-ID: <2c9808$4h1@kelly.teleport.com>
Source record: 198447
Cross-posted to: pdaxcess.forsale.computers,pdx.forsale,or.forsale,pnw.forsale,comp.sys.atari.st,misc.forsale.computers.other

I have the following Atari ST hardware and software for sale.
Hardware

Atari 1040STf Computer with 1MB RAM, internal 720K 3.5" drive
Future GTS-100X 720K DS/DD External 3'5" Drive

Software

Deep Space
Drakkhen
Fiendish Freddy's Big Top O' Fun
Heroes of the Lance
Karate Kid Part II
Lancelot
A Mind Forever Voyaging
Moebius: The Orb of Celestial Harmony
Phantasie I
Prime Time
Renegade
Rings of Zilfin
Silicon Dreams
Star Trek: The Rebel Universe
World Games
World Karate Championship

If you are interested in any of these, or have any questions about any of
the hardware or software, please email me at griffin@teleport.com. Please,
reasonable offers only. Thank you.
--
griffin@teleport.com Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-0636 (1200/2400, N81)

1881. Atari 1040STf and MORE for sale

Newsgroup: comp.sys.atari.st
Date: 1993-11-16 00:57:19 UTC
From: eggert@sun.lclark.edu
Message-ID: <1993Nov16.005719.2252@lclark.edu>
Source record: 198449

I still have the following items for sale: $125 Takes all.

Atari 1040 STf -
1 meg RAM
with Atari mouse
Atari SC1224 -
Screen bows at top and bottom. This is
apparently due to a burned out capacitor.
Should be an easy fix.

Software -
Laser C compiler
Laser C Debugger package
Quantum Paint
BBS Express! ST
Falcon Flight Simulator
Bloodwych
Chrono Quest
Carrier Command
Gone Fishin'

Again, all of this could be had for $125 buyer pays shipping. I will ship c.o.d. if desired, but I ask that the buyer pays for that ahead of time (I got royally screwed on a previous deal that ALL of this was supposed to go with).

Jonathan Eggert
eggert@lclark.edu
L.C. Box 1151
Lewis & Clark College
Portland, OR 97219

1882. Re: sed, grep, awk

Newsgroup: comp.sys.atari.st
Date: 1993-11-16 01:23:49 UTC
From: warwick@cs.uq.oz.au
Message-ID: <16361@uqcspe.cs.uq.oz.au>
Source record: 198351

Evan Langlois (evanlang@sdf.lonestar.org) wrote:
> Can someone tell me EXACTLY what these programs do, how they do it, and
> where I can get docs and source for them.

Mickey Boyd answered the last Q's, so I'll answer the first.

grep

Global Regular Expression Print. Allows even the novice user to
make complex searches for text in ASCII files. For example:

grep cat pets.doc

prints all the lines in pets.doc which contain "cat". To restrict
this to seprarate words, use:

grep '\<cat\>' pets.doc

For the experienced user, grep can also use regular expressions,
for example to find all lines where "cat" and "dog" appear on the
same line, in that order, use:

grep '\<cat\>.*\<dog\>' pets.doc

sed

Stream EDitor. Allows you to make very complex edit to a file using
a script of edits. For example, if you want to swap every occurance
of the word "dog" to "cat", while not changing "catalog" to "dogalog",
you could use:

sed -e 's/\<cat\>/XCATX/g' -e 's/\<dog\>/cat/g' -e 's/XCATX/dog/g'

It is not for the feint-hearted, but an extremely powerful tool for
the experienced user.

awk

Aho Weinberger Kerninghan program. Combining the power of grep
and sed, plus a power processing language. For example:

Add up first column, print sum and average:

```
{ s += $1 }
END { print "sum is", s, " average is", s/NR }
```

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library

/ * <- Computer Science Department, |||||| GEM++ = C++ GEM library
_.-._/ University of Queensland, _// || _ Both are Free Software
_____ v ___ Brisbane, Australia. ______ |_/ || _| ________________________

1883. .GL or .DL viewers converters?

Newsgroup: comp.sys.atari.st
Date: 1993-11-16 01:36:46 UTC
From: awest@ub.d.umn.edu
Message-ID: <2c9are$dmr@ub.d.umn.edu>
Source record: 198353

Just as the title says...are there any programs that can view .DL or .GL animations on a stock 1040ST? Or are there any that convert to animatic (.SEQ) form?

Thanks

--
-- ^ "Never tease a weasel" | Andrew West (aka "The Piano Man")
(o o)\ -Jean Conder Soule | University of Minnesota-Duluth
\ /\ "Cool!" -Beavis | GEnie: A.WEST@genie.geis.com
v \ "Heh heh!" -Butthead | internet: awest@d.umn.edu

1884. Atari Compatable SCSI CD-ROM for sale !!! CHEAP !!!

Newsgroup: comp.sys.atari.st
Date: 1993-11-16 01:40:24 UTC
From: jhurwitz@access.digex.net
Message-ID: <2c9b28$8nc@access.digex.net>
Source record: 198352

I have a NEC external CDR-36 SCSI CD-ROM for sale..... $175

Perfect for the Atari ST(e)/TT/Falcon computers.

Plug into any ICD card or Link and go.

```
__/ / . + .
_/__/_/\
_/____/ \/ J. Hurwitz ,
. / / \/| . *
/ / /|/ In DX7 Heaven . o
/_____/ / |
/____/\\/ / Roaming Cyberspace "Space is the place"
/ o \ || / .
| o o |// . -Sun Ra +
\o o// jhurwitz@access.digex.com
--^-- . *
+ ' +
```

1885. STalker 2.06?

Newsgroup: comp.sys.atari.st
Date: 1993-11-16 01:40:55 UTC
From: awest@ub.d.umn.edu
Message-ID: <2c9b37$dvu@ub.d.umn.edu>
Source record: 198354

As long as I am in the question asking mood...

I have recently inherited STalker 2.06 from a friend who trashed his ST...:-(Anyhow...is there a way to change the font? I found an ANSICOLR.FNT somewhere (I forget now...perhaps the author can come and yell at me...) that said it was for STalker...but I can't find a way to change the font! Now my screen is 20x76 or so and a bit frustrating...oh well...

Thanks again...

--
-- ^ "Never tease a weasel" | Andrew West (aka "The Piano Man")
(o o)\ -Jean Conder Soule | University of Minnesota-Duluth
\ /\ "Cool!" -Beavis | GEnie: A.WEST@genie.geis.com
v \ "Heh heh!" -Butthead | internet: awest@d.umn.edu

1886. VME graphics cards

Newsgroup: comp.sys.atari.st
Date: 1993-11-16 02:45:27 UTC
From: jeffmay@magnus.acs.ohio-state.edu
Message-ID: <2c9es7$jq@charm.magnus.acs.ohio-state.edu>
Source record: 198355

Hi. A friend of mine was considering getting a graphics card for
his Mega STE, and was wondering what was available. He's not
looking for anything major, just something that gives at least
640 x 480 in 16 or 256 colors. If anyone has any knowledge/experiences
they would like to share, we would appreciate it. Thanks.
--Jeff

1887. Re: Diamond Back - new version out yet?

Newsgroup: comp.sys.atari.st
Date: 1993-11-16 02:45:31 UTC
From: rcollins@magnus.acs.ohio-state.edu
Message-ID: <2c9esb$js@charm.magnus.acs.ohio-state.edu>
Source record: 198356

In article <2c8s3u$h9c@news.bu.edu> selick@csa.bu.edu (Steven Selick) writes:
>
>I remember readiong a few months ago about a new version of Diamond Back
>coming out in the near future. I believe I have 2.42 right now. Will this
>new version support a scsi tape backup drive? How about if it uses parity?
>Basically, I have access to a Scsi II tape drive from a DEC computer and I
>would like to use it for backups on the 1040 STe atari. What do you think?
>I've got a Supra Scsi host adaptor.
>
>-Steve
>selick@csa.bu.edu
I have the Fall Oregon Research News in hand. Atari Fall Celebration
20-50% Savings on all products in their new line. Prices good until December
31, 1993.

Diamond Back 3, SCSI tape backup, full window interface (this makes the using
the program idiot proof), Falcon 3D interface. popup dialogs, and much more
Oregon Research, 16200 S.W.Pacific Hwy., Suite 162 Tigard, OR 97224
Phone (503)620-4919 Fax: (503)624-2940

Raymond Collins
rcollins@magnus.acs.ohio-state.edu

1888. Re: Atari ST(E)uff for Sale!

Newsgroup: comp.sys.atari.st
Date: 1993-11-16 04:33:08 UTC
From: asmith@zero.cypher.com
Message-ID: <1993Nov16.043308.12880@nuchat.sccsi.com>
Source record: 198357

In article <1993Nov15.202404.18065@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>
>No, I won't sue your friend but it continually amazes me how such individuals
>can be so callous as to publicly admit that they are a THIEF as if it's a fact
>that they should be proud of.
>
>The Atari computer industry is in serious trouble and while I won't go so far
>as to say piracy is the chief cause, it certainly is a big factor.
>
>Yessir, reading posts like this one sure makes me want to continue supporting
>the Atari user.... NOT! You may have just posted this for a friend, but doing
>so puts you in the same pirate/thief/criminal category, IMHO.
>
>My apologies to the legitimate Atari users on the net (yes, there ARE some left).

Hey, I am a legitimite user! I simply posted something for a friend. I am
not in any way trying to support his piracy, nor am I gaining anything
through the sale of his equipment. It's simply a fact, he's got a lot of
disks, mainly old games that can't even be found for sale any more. I've
seen what piracy has done to the ST and I'm really sorry for it too...

--

□
Andrew Smith aka Hawkeye aka Zap030 I don't need an Amiga.
Happy Atari Falcon030 User! I do serious things.
□

1889. Re: Sinclair

Newsgroup: comp.sys.atari.st
Date: 1993-11-16 05:08:36 UTC
From: neurom@u.washington.edu
Message-ID: <2c9n8k$82q@news.u.washington.edu>
Source record: 198358

In article <memo.944912@cix.compulink.co.uk>,
Ofir Gal <ogal@cix.compulink.co.uk> wrote:
>
>Mr. Sinclair must be suffering from a severe mental disorder. After being
>bombarded with mail for at least two weeks, he still goes on with his
>drivel. Is there anything that can be done to stop this?
>
>Ofir ogal@cix.compulink.co.uk

I have one main question. Why? Does our Mr.S have such a dull and
absolutely undesirable life that he must sit in the forum of a computer
he obviously hates just so he can take cheap shots? I don't sit in the
Mac or WinNT forums, but I see Mac people here, and WinNT people in the
OS/2 forum. (Okay, so I made one net.booboo by bringing in another
computer system. So.Sorry)

Are these people _really_ that boring?

Just a thought.

--Neuromancer
neurom@u.washington.edu

1890. Re: Sinclair

Newsgroup: comp.sys.atari.st
Date: 1993-11-16 05:12:22 UTC
From: neurom@u.washington.edu
Message-ID: <2c9nfm$83j@news.u.washington.edu>
Source record: 198359

In article <7809.1288.uupcb@nezuld.com>,
Dirk Vandenheuvel <dirk.vandenheuvel@nezuld.com> wrote:
>>
>Maybe we can all pitch in and haven him killed?? :> (Internet newgroup
>hires assassin to kill pest..).

...film at 11. I can see it. (The media would _luv_ it. "Computer
nerds with guns, next on Sally." "Tonight, on A Current Affair, should
you suspect your computer technician. Tonight we'll hear from a woman
who claims her husband was killed and she was raiped, by a net.geek!")

. . . I have to stop these late night sessions . . .

--Neuromancer
neurom@u.washington.edu

1891. Re: JAGUAR GAMES

Newsgroup: comp.sys.atari.st
Date: 1993-11-16 05:18:40 UTC
From: neurom@u.washington.edu
Message-ID: <2c9nrg$84o@news.u.washington.edu>
Source record: 198360

In article <rjungCGGC1p.LFo@netcom.com>,
Robert A. Jung <rjung@netcom.com> wrote:
>In article <2c3fpd$59@darkstar.UCSC.EDU> aspect@cats.ucsc.edu (Christopher Taylor Oates)
writes:
>>In article <2c3cp0$5jb@charm.magnus.acs.ohio-state.edu>
jpoling@magnus.acs.ohio-state.edu (Jeff A Poling) writes:
>>>Anybody who would make a purchase decision of that monetary value based on a
>>>TV commercial is a real ... well, you get the picture.
>>
>>What? standard American consumer?? :)
>
> ...3DO owner. B-)
>

Ooohhh... Cold, very cold.

...although, you know, I _do_ know alot of people like that...

> --R.J.

--Neuromancer
neurom@u.washington.edu

1892. Re: Hermes vs. MiNT, Round Two!

Newsgroup: comp.sys.atari.st
Date: 1993-11-16 06:20:26 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.eg.ex7uQM3XFdo@yonder.equinox.gen.nz>
Source record: 198369

In <H.eg.uBA8o890u1k@semprini.waterloo-rdp.on.ca>, Chris Herborth writes:
>Now, if we could just get Martin to harass the uucico author into giving
>up his code so somebody could translate it into C... If it looks like
>this is reliable (as long as my screen saver doesn't kick in), I'll be
>registering Hermes ASAP!

Why don't you grab a copy of it from another platform, the atari one
is shit. It doesn't even have a way of limiting the packet size.
If your host site defines something absolutly huge, you'll be stuck
using it. Imagine a 6k acknologement after every packet?
I was stuck with something like that for a while using a 2400bps modem,
thank god they reduced it to 1k. (limiting it to 64bytes sucks for
high speed modems, so they raised the number so sites could choose
themselves here ... unfortunatly I couldn't :-( )

Craig.

--
:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::
:: (CraigS on IRC, usually found on channel #talk) ::

1893. Re: New files uploaded to ftp.cs.ruu.nl

Newsgroup: comp.sys.atari.st
Date: 1993-11-16 06:37:14 UTC
From: warwick@cs.uq.oz.au
Message-ID: <16380@uqcspe.cs.uq.oz.au>
Source record: 198363

zap@eskimo.com (Randell Spreadborogh) writes:

>I noticed you referred to an icon file. I would like to aquire some
>customized NeoDesk icons for my desktop. Any frustrated icon artists out
>there?

I think all applications should have a desk icon provided with them.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library
/ * <- Computer Science Department, |||||| GEM++ = C++ GEM library
_.-._/ University of Queensland, _// || _ Both are Free Software
_____ v ___ Brisbane, Australia. ______ |_/ || _| ________________________

1894. Re: QICK 80 tape bck prg ??

Newsgroup: comp.sys.atari.st
Date: 1993-11-16 07:43:57 UTC
From: mboom@mswe.dnet.ms.philips.nl
Message-ID: <1993Nov16.084357.131626@mswe.dnet.ms.philips.nl>
Source record: 198262

In article <CGJEAn.2r5@edb.tih.no>, anderss@edb.tih.no (Anders Skar) writes:
> Do anyone know of progs to use with Connor QUICK 80 250Mb backup system ??
> I'm using a F030 !! and i think i gonna by an external unit !
>

Have a look at GEMAR. I think it can do the trick. It is shareware and
is available at several ftp sites. (Current version 1.23 I think)

Marcel.

#include <stddiscl.h> Are you sure you won't change your mind?
email: mboom@mswe.dnet.ms.philips.nl Why, what's wrong with the one I have?
voice: +31 40 762007 / +31 4408 3531 Spock in ST4

1895. Re: BBS Software

Newsgroup: comp.sys.atari.st
Date: 1993-11-16 07:46:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2ce88552@troed.ct.se>
Source record: 198224

In a message of 15 Nov 93 02:56:46, Chris Herborth wrote:

CH> source is available, you could add it yourself).
CH>
CH> RATsoft isn't even a conforming GEM program as of the latest version, so
CH> you couldn't even run it under MultiTOS (in fact, it complains if you

RATSoft Swedish Support mode ON:

RATSoft is 110% GEM/TOS compatible.

The reason RATSoft complains when ran under MultiTOS is only because MultiTOS v1.04 is too slow to run a BBS program (and highspeed modems) at the same time as anything else, the author is adding Geneva compatibility though, and he'll add MultiTOS when/if it becomes fast enough.

Troed / SysOp of the Swedish RATSoft/ST Support Site

RATSoft Swedish Support mode OFF:

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

1896. Re: 2.5 MB in STE

Newsgroup: comp.sys.atari.st
Date: 1993-11-16 09:29:28 UTC
From: mkite@lincoln.gpsemi.com
Message-ID: <CGKvp5.3FD@bailgate.gpsemi.com>
Source record: 198364

In article <2c8est$lqp@nermal.cs.uoguelph.ca>, thopman@herman.cs.uoguelph.ca (Theodore L Hopman) writes:
|> Sorry, I don't know where you can get the patch...I know it was
|> in an ST User a while ago.
|>
|> THeo

It was on the cover disk of STF a while ago - I can e-mail you it if you want (as I think it was PD or shareware anyway).

Let me know,

Martin
--

==
== Martin Kite == G.E.C. Plessey Semiconductors, Lincoln, England ==
== -- ==
== Internet e-mail - mkite@lincoln.gpsemi.com ======================
========================== (from Janet - mkite@com.gpsemi.lincoln) ==
==

I just work for G.P.S., I ain't got no authority - you know how it goes ...

1897. Re: QICK 80 tape bck prg ??

Newsgroup: comp.sys.atari.st
Date: 1993-11-16 09:32:24 UTC
From: djs@jet.uk
Message-ID: <1993Nov16.093224.16821@jet.uk>
Source record: 198389

In <CGJEAn.2r5@edb.tih.no> anderss@edb.tih.no (Anders Skar) writes:

>Do anyone know of progs to use with Connor QUICK 80 250Mb backup system ??
>I'm using a F030 !! and i think i gonna by an external unit !
I use TapeBIOS and gtar with my QIC tape and ST. This software, though, expects to see an ACSI to SCSI converter. A colleague at JET, who has a TT, has done some work on the drivers, and may have a version that talks direct SCSI (and therefore may be of use on the Falcon). Contact dba@jet.uk

--
- Due to British Government restrictions, the words of Mr Stevenson have been typed by an actor.

- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

1898. Anyone cracked Cubase 3.01 yet?

Newsgroup: comp.sys.atari.st
Date: 1993-11-16 09:41:31 UTC
From: gp93rjo@t.hfb.se
Message-ID: <gp93rjo.753442891@txfs1.hfb.se>
Source record: 198366

Has anyone done it?

1899. Re: FALCON software help needed.

Newsgroup: comp.sys.atari.st
Date: 1993-11-16 09:47:27 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CGKwJ3.JEy@newcastle.ac.uk>
Source record: 198367

In article <CGC41C.Dsp@westminster.ac.uk>, avsec@westminster.ac.uk (Philip Shore) writes:
>CPX's on FALCON
>---------------
>Its says in the manual for the Falcon, that in one of the CPX's you can
>toggle the cache on and off. (I know you can do it with MultiTos)
>Well my CPX has a blank space where the button is meant to be.
>Where's it gone ?

Hmm. For some reason, Atari removed this option from the CPX in all recent versions (older versions of the General CPX it still appears). Apparently it's to do with the _MCH cookie, and the option only appears for a TT nowadays.....

Use BACKWARDS or one of the other ST compatibility progs. to turn off the cache if you need to.

Craig.

1900. Re: Sinclair

Newsgroup: comp.sys.atari.st
Date: 1993-11-16 10:02:46 UTC
From: PostMaster@barclays.co.uk
Message-ID: <CGKx8n.GL8@barclays.co.uk>
Source record: 198384

In article <2btd2u$1bf@sus.edu.eur.nl>, cspas050@sus.edu.eur.nl (M.A. Onstwedder) writes:
|> Hey guys, I am a atarier from the beginning (i said a thousand * thousand
|> times). I own four ataris (8 bit,16 bit,32 bit and a game). And I don't
|> mean to diss anybody. But the situation of atari is in deep, deep trouble.
|>
|> You can ignore me, or even mail me tremendous lots of shit. (which i don't
|> like) but you'll have to face the facts.
|>
|> Atari doesn't sell! (a lot).
Thankyou for your insight. We had no idea Atari were no longer selling huge
amounts of hardware & software.

--
+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

1901. Re: Magix versus Multitos

Newsgroup: comp.sys.atari.st
Date: 1993-11-16 10:05:00 UTC
From: Ole_Arndt@f.maus.de
Message-ID: <A18295@F.maus.de>
Source record: 198299

>MinT hasn't this flexible priority handling, has it ?

But you can easily add it. With a programm like pscontrol, wich assigns
the highest prioryty to the Process with the topmost window, MTOS is
really a pleasure to work with. (At least on a TT :-)

Gruï¿½, *Ole*

1902. Re: FALCON software help needed.

Newsgroup: comp.sys.atari.st
Date: 1993-11-16 10:07:27 UTC
From: PostMaster@barclays.co.uk
Message-ID: <CGKxGG.Gnq@barclays.co.uk>
Source record: 198385

In article <CGC41C.Dsp@westminster.ac.uk>, avsec@westminster.ac.uk (Philip Shore) writes:
|> Just a few questions about Falcon software.
|> I am experianced with all Atari machines, apart from the Falcon.
|> POV Raytracer.
|> --------------
|> I got POV from the ST Format coverdisk. Quite chuffed, I am, works a treat.
|>
|> Now I've just got a Falcon. The little proggy provided to view .TGA(Targa)
Get a decent multisync or at least an SVGA, using a Falcon on a TV is a criminal
waste!
Apart from that, among the 200+ Falcon PD titles rattling about, there must a
viewer you can use.

|> CPX's on FALCON
|> ---------------
|> Its says in the manual for the Falcon, that in one of the CPX's you can
|> toggle the cache on and off. (I know you can do it with MultiTos)
|> Well my CPX has a blank space where the button is meant to be.
|> Where's it gone ?
You shouldn't need to turn off the cache except for games. In this case you
should use Backwards which does that and much more - available on umich I imagine.

|>
|> MultiTOS
|> --------
|> Back to the old manual, why can't I run accessories(.ACC) from the desktop ?
I think you need to add something manually to newdesk.inf. Someone else probably
knows the exact line.

--
+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

1903. Re: Got my Falcon, now the questions...

Newsgroup: comp.sys.atari.st
Date: 1993-11-16 10:10:42 UTC
From: PostMaster@barclays.co.uk
Message-ID: <CGKxLu.GpJ@barclays.co.uk>
Source record: 198386

As far as Falcon compatability lists goes, the only application I couldn't get to work was VIP Professional. Everything else I had worked fine in either 800x600x16 or in st-high. This includes LDW Power, Lattice C, Devpac, Superbase 2, Comms packages and much more.
--
+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

1904. Re: Convertion Atari to DOS or Unix

Newsgroup: comp.sys.atari.st
Date: 1993-11-16 10:12:22 UTC
From: PostMaster@barclays.co.uk
Message-ID: <CGKxon.Gqu@barclays.co.uk>
Source record: 198387

In article <2btg5v$96v@hermes.uni-konstanz.de>, ingres@lindau.inf-wiss.ivp.uni-konstanz.de writes:
|> I`ve got an Atari at home and DOS or Unix Computers at work. How can I convert Atari-ASCII-
|> files to DOS or Unix Format ???
|>
|> Any answers, programs or hints ?
|>
|> Please contact me, this is seious...
The ST reads & writes standard 720K MSDOS disks with no problems. TTs and Falcons do the same with 1.44Mb ones.
--
+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

1905. Re: C compilers on the Falcon?

Newsgroup: comp.sys.atari.st
Date: 1993-11-16 10:15:37 UTC
From: PostMaster@barclays.co.uk
Message-ID: <CGKxu1.GuD@barclays.co.uk>
Source record: 198388

```
Get Lattice C - about 85UKP. New version very soon with full falcon libraries.
The current version works fine on the Falcon though.

--
+---------------+-------------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-------------------------------------------------------------+
```

1906. Re: BEGINNER MODEM questions- HELP!

Newsgroup: comp.sys.atari.st
Date: 1993-11-16 11:04:40 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Nov16.110440.4961@bradford.ac.uk>
Source record: 198208

Hallvard Tangeres (hallvart@ifi.uio.no) wrote:

: I'm thinking about getting hold of a modem, but I don't know much about them,
: so I was hoping someone else could help with advice...

: I can connect to the university via modem. They have UNIX terminals at the
: university, and I would like to use the computer in as much the same way as
: we use the terminals there (if possible). In worst case, just using my ST at
: home to email, "talk" and download files....

: What kind of modem do I need and what kind of software should I use?

Main Point is it should be Asynchronous, and Hayes compatible. Also, your
Uni _may_ only support a certain Baud Rate - ours only supports 9600.
Software-wise, I use UniTerm all the time, but any VT-100 terminal
emulator will do it, just not as well. I suppose you can expect lots of
recommendations for ConNect, as it appears to have a huge following.

: Can I get multiple windows like in "X-windows" on a UNIX machine?

Generally, no, although I recenlty heard that this is theoretically possible
You would normally just operate in line-mode unix, on a VT100 terminal emu-
lator.

: I understand that a quicker modem will be better, but more expensive, but
: will this have any affect when I connect to the university's system
: and use that machine to connect to other people elsewhere, or downloading
: files?

It will not speed up filetransfer between your University, and the place it
is in contact with, but it will speed up transfers to your ST from the Uni.

: Can I download files directly to my ST at home, or do I have to go
: back to the university to get the files that are downloaded there on disk
: to bring home to my ST?

This can be done, and I do it all the time. You need to use C-Kermit on the
Unix machine and Kermit File Transfer in Uniterm (or whatever you are using)
Even after the recent conversation I had regarding the speed of Kermit
transfers, I still transfer most of my stuff by taking floppies to the
Computer Centre and Using RapidFiler under Windoze. If you are not far from
the university, this is definately the cheaper (and probably quicker) option.

: What modems are good and what do they cost, and what software should I use?
: Any PD/shareware?

I answered this one above, methinks.

: I have an Atari 520STE with 2MB RAM, TOS 2.06 and a single 720K disk drive.
: (I don't have any hard disk yet). I also have an NEC Multisync II monitor
: so I can use all modes (But mostly I use monochrome, so I'd prefer to use
: the modem in that mode too.

Yep. That's not a problem. ConNect likes Hi-Rez I believe.

: By the way, I'm going to Singapore, Malaysia and Hong Kong in December, so
: maybe I could get hold of a cheap modem there. Are all modem standards the
: same, or do they differ from where you live in the world, according to the
: telephone systems etc? I need to use mine here, in Norway.

This might be possible, although I don't know anything about Norwegian
Telecom Standards.

: Hallvard Tangeraas, Oslo, Norway
^^^^^^

By The Way, PLEASE STOP KILLING WHALES.
I should really be boycotting you. Just a little letter to your government
will do.

Steve Taylor.
(My Sigs on the other machine)

1907. Re: How do I unpack PAX files?

Newsgroup: comp.sys.atari.st
Date: 1993-11-16 11:26:38 UTC
From: gc85@hrz.uni-giessen.de
Message-ID: <CGL14F.6yB@muster.hrz.uni-giessen.de>
Source record: 198368

In article <1993Nov15.103900.3927@bradford.ac.uk>, S.P.Taylor@bradford.ac.uk (S.P.Taylor) writes:
|>
|> I just found GemView 3.0 on ftp.uni-kl.de in /pub3/atari/incoming. The
|> files, though, are in PAX format. Has anyone got any ideas? Please don't
|> tell me I have to compile C source myself, as this is a pain in the arse.
|> Anyway, what's wrong with ZIP all of a sudden?
|>
|> Steve Taylor. |||
|> Long Live / | \, if they don't shoot themselves in the foot.
|>

Dear Steve,
and others with same troubles !

As you have already noticed, there are some files called *.pax. These files _are_ packed, but you also should have noticed, that there might be a file called somewaht like install.app or install.prg.
Thuis file you should also download. This _IS_ the depacking programme for that kind of *.pax files.
After running your installation programme you will be asked for the destination folder, where you
wish GemView to be installed.

That&#65533;s all !!

-
Konstantinos XONIS
(XAKChaos of XAK-Design Wetzlar)

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D35576 Wetzlar
FR Germany

FAX: +49-6441-42504

1908. Re: Anyone cracked Cubase 3.01 yet?

Newsgroup: comp.sys.atari.st
Date: 1993-11-16 11:28:25 UTC
From: gc85@hrz.uni-giessen.de
Message-ID: <CGL17D.H37@muster.hrz.uni-giessen.de>
Source record: 198370

In article <gp93rjo.753442891@txfs1.hfb.se>, gp93rjo@t.hfb.se (Roger) writes:
|> Has anyone done it?
|>

Why cracking software, don't you know, that it harms all of us
users and programmers also manufactors of hardware !!!

what about buying that instead ???
-
Konstantinos XONIS
(XAKChaos of XAK-Design Wetzlar)

eMail:
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gc85@sun2.hrz.uni-giessen.de
jadawin@mises.uni-paderborn.de
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FR Germany

FAX: +49-6441-42504

1909. Hard Drives and ICD Link

Newsgroup: comp.sys.atari.st
Date: 1993-11-16 11:35:49 UTC
From: vctec@westminster.ac.uk
Message-ID: <CGL1Jp.CyB@westminster.ac.uk>
Source record: 198371
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Dear Atari netters,

Please, please please help me.

I am now in the process of building my hard drive, and have bought ICD The Link.

Recently at a computer market, I bought a 85Mb Quantum ELS Prodrive. This did not work with the Link, as it was not recognised. However, an engineer told me that it was not recognised because parity on the drive had to be disables....which he did using ICD ADSCSI board. He did that, then the drive worked, the only problem being that there was some sticktion (is that the right word) on the drive, where when booted it clicked for a few seconds before whirring. I was told that the drive would just get worse until it just would not work.

I returned the drive to the person/company from whom I bought it, and got my money back. He did not have any more SCSI's in stock, but told me he'd find me on, and gave me my money back.

My question to you enlightened lot is what SCSI drives do I look out for that will work with the Link? (Model and number)

Which Drives definitely work with the Link? (Segate, Maxtor, Quantum, Conner)

Which drives have a parity on/off switch instaed of going through software?

How do I go about switching off parity if I get another one of these Quantums?

Anyone selling a cheap SCSI mechanism that will work with the Link? (at least 85 Mb, preferably 100, 3.5" 1" height or half height). I will go to a maximum of 120 UKpounds for a good sized drive. The last Quantum cost me 80 pounds!

Thanx for your help.

--
<==>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

1910. Music composer program

Newsgroup: comp.sys.atari.st
Date: 1993-11-16 11:36:18 UTC
From: an50381@anon.penet.fi
Message-ID: <114301Z16111993@anon.penet.fi>
Source record: 198373

Hi,

I am looking for a music composer program.
Does anyone know where I can get it (PD or shareware) ?

Thanks !

To find out more about the anon service, send mail to help@anon.penet.fi.
Due to the double-blind, any mail replies to this message will be anonymized,
and an anonymous id will be allocated automatically. You have been warned.
Please report any problems, inappropriate use etc. to admin@anon.penet.fi.

1911. TOS 2.06 and Floppy Drive

Newsgroup: comp.sys.atari.st
Date: 1993-11-16 11:39:56 UTC
From: vctec@westminster.ac.uk
Message-ID: <CGL1qK.D3L@westminster.ac.uk>
Source record: 198372
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Dear Netters

Would someone point me in the right direction as to where I can find a patch program for the noisy internal and external floppy drives caused by TOS 2.06

Thanx in advance

Danny.
--
<===>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

1912. Problems with RUFUS

Newsgroup: comp.sys.atari.st
Date: 1993-11-16 12:15:42 UTC
From: fn1@ix.urz.uni-heidelberg.de
Message-ID: <1993Nov16.121542.10858@sun0.urz.uni-heidelberg.de>
Source record: 198374

Keywords: RUFUS, ZMODEM, TELECOM

Hi!
when trying to download from MAILBOXES using RUFUS 1.3x and its internal ZMODEM,
the transmission is always stopped because of too many errors...
I�m using a TT, a Zyxel 1496 and RS232ENC in the AUTO-folder.

Anyone any idea?

Johannes

FN1@IX.URZ.UNI-HEIDELBERG.DE
LINK@SUN1.RZ.FH-HEILBRONN.DE

1913. ATARI _DROPS_ THIER C

Newsgroup: comp.sys.atari.st
Date: 1993-11-16 12:22:00 UTC
From: dirk.vandenheuvel@nezuld.com
Message-ID: <8121.1288.uupcb@nezuld.com>
Source record: 198230

```
CH>That seems pretty unlikely. What's the population of the UK? If
CH>there were 15k there alone, there'd probably be at last 100k in the
CH>US.
CH>--
CH>-------------------==========================================----------
CH>--------- cherborth@semprini.waterloo-rdp.on.ca
CH>Chris Herborth
The 15,000 Falcons sold was stated by the head of Atari UK and Germany
as being how many sold in EUROPE up til the SUMMER. Not great, but not
terrible.
There are about 40,000 NEXT machines worldwide since release..(FYI).

--Dirk--

---
. CmpQwk #UNREG. UNREGISTERED EVALUATION COPY
```

1914. Re: packer/depacker

Newsgroup: comp.sys.atari.st
Date: 1993-11-16 12:23:00 UTC
From: vctec@westminster.ac.uk
Message-ID: <CGL3qD.F7n@westminster.ac.uk>
Source record: 198375

In article <MPELLEGRINO.6.2CE50503@CIPCINSA.INSA-LYON.FR> MPELLEGRINO@CIPCINSA.INSA-LYON.FR (Micha&#65533;l Pellegrino) writes:
>
>
> Please oh please tell me if it is possible to find the marvellous
>automation packer , and on which ftp site ?
> Are there other such good packers on sites ?
>
>
> thanks a lot ;)

Where can I find Automation...not the packer...but the people themselves?

DB

--
<===>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

1915. Looking for an Atari 130

Newsgroup: comp.sys.atari.st
Date: 1993-11-16 12:29:00 UTC
From: dirk.vandenheuvel@nezuld.com
Message-ID: <8122.1288.uupcb@nezuld.com>
Source record: 198231

```
C>Does anyone know where I can buy an Atari 130XE 8-bit computer? The
C>old Antic Magazine used to have lots of places listed for mail order
C>purchases, but the old magazine isn't around anymore. Does anyone out
C>there want to sell their Atari 130XE (and disk drive)?

C>~~George

Look in an issue of Current Notes they still have some stores
advertising 8-bit goods in them. Also TOAD in Maryland sells 8-bit Atari
stuff, both new and used (that's where I unloaded all my 8-bit stuff
when I went for the ST).

--Dirk--

---
. CmpQwk #UNREG. UNREGISTERED EVALUATION COPY
```

1916. Falcon040

Newsgroup: comp.sys.atari.st
Date: 1993-11-16 12:38:00 UTC
From: dirk.vandenheuvel@nezuld.com
Message-ID: <8123.1288.uupcb@nezuld.com>
Source record: 198232

```
EL>still compile the latest GNU stuff I'm sure). And I hate to tell you
EL>this, but the Falcon will not drive your ATARI laser without an
EL>adaptor which has not yet been created, and Speedo doesn't have SLM
EL>drivers (or Postscript!).
Just one mistake-there are Speedo drivers for the Atari lasers (trust me
I got 'em)..NO postscript YET, but someone is working on it (or so I've
heard from "reliable" sources)..
--Dirk--

---
. CmpQwk #UNREG. UNREGISTERED EVALUATION COPY
```

1917. Re: Magix versus Multitos

Newsgroup: comp.sys.atari.st
Date: 1993-11-16 12:43:21 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <CGL4o9.FLs@hermes.hrz.uni-bielefeld.de>
Source record: 198376

In article <...>, Peter_Missel@m4.maus.de (Peter Missel) writes:

|> >The AES replacement that is part of MultiTOS is basically the same AES 4
|> >which is in a Falcon. It is not a multitasking environment. MultiTOS
|> >depends completely on MiNT to do multitasking.
|>
|> Your answer shows clearly that you have NO IDEA.
|>
|> Falcon TOS contains AES 3.40, which basically is the TT's AES with 3D and
|> menu extensions (heirarchical, popup menus).
|>
|> MultiTOS's AES is 4.0, with huge extensions to the previous versions,
|> including interprogram drag&drop, menu and desktop swapping, background
|> window handling, and loads of other stuff.

But none dealing with multitasking, i.e. preempting a program, and I
think that was the point. (If you'd be so kind and forget about the
accessories...)

TeSche
--
PS: If the above written looks weird, than that's because it probably IS.
WhoDunnIt: Torsten Scherer (Schiller, TeSche...)
Technical Faculty, University of Bielefeld, Germany (52'5"N 8'35"E)
EMail: itschere@techfak.uni-bielefeld.de / tesche@dave.hrz.uni-bielefeld.de

1918. External HD for Atari 1040 STE

Newsgroup: comp.sys.atari.st
Date: 1993-11-16 12:50:07 UTC
From: eric@cimosa.grenoble.hp.com
Message-ID: <CGL4zK.GIn@hpwin052.uksr.hp.com>
Source record: 198382

I'd like to know if it is possible to connect a PC Hard Disk (IDE or ST506 preferred) to an Atari 1040 STE. If yes how ? Directly to the hard disk drive connector of the machine ? Are they external disks sold by Atari or third parties ?

Best regards,
Eric.

1919. Re: 2.5 MB in STE

Newsgroup: comp.sys.atari.st
Date: 1993-11-16 12:55:54 UTC
From: vctec@westminster.ac.uk
Message-ID: <CGL597.H2J@westminster.ac.uk>
Source record: 198383

In article <1993Nov15.162528.29864@gps.leeds.ac.uk> rahin@scs.leeds.ac.uk (M A Rahin) writes:
>
>A quick question. Is it possible to have 2.5 MB in an STE as follows ?
>
> High byte Low byte
> --------- --------
> Bank 0 256 KB 256 KB
> Bank 1 1 MB 1 MB
>
>Thanks in advance.
>
>- Rahin
> (rahin@scs.leeds.ac.uk)
>
>

It is supposed to be possible to have 2.5Mb in a STe, using a patch program available in the PD...there are a couple of them..I think one of them being given away on one of the monthly mag cover disks.

They go in like:

connector end of STe

256K
1 Mb
256K
1 Mb
front of STe (ie, keyboard end)

Although I have tried this, and used the patch programs, it did not work. I do not know why. Maybe, because I upgraded to TOS 2.06.

Anyone, any ideas?

Danny

--
<===>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

1920. French Dictionary for Pagestream

Newsgroup: comp.sys.atari.st
Date: 1993-11-16 13:48:30 UTC
From: lsrbd@csv.warwick.ac.uk
Message-ID: <2calne$3q4@violet.csv.warwick.ac.uk>
Source record: 198394

Dear Atari Netters -

I could search FTP sites forever looking for a dictionary of French for Pagestream - can anyone point me to one ? I think that the package can also use an ASCII file of listed words and transform this to a dictionary / supplement.

Many thanks,

Chris

1921. Re: Sync Rate problem

Newsgroup: comp.sys.atari.st
Date: 1993-11-16 13:48:55 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.93Nov16144856@arthur.crpht.lu>
Source record: 198390

> : Try to connect/disconnect your modem, printer, floppy and see if the Hz-change
> : occurs.
>
> I've got connected now: monitor & TV,
> RS232 connection to Uni computer,
> ICD Hard Drive
> STAR LC20 printer
> 2nd floppy drive
> memory expansion
>
> The problem doesn't _yet_ occur with any great frequency (pardon the pun)
> so I can't to tests like those you suggest.
Take the connector of one of those devices off, the touch the two connectors
again slightly. There should be a static discharge and a jump to 60Hz.
I DON'T GUARANTEE THAT THIS WON'T HARM YOUR HARDWARE !!!

> : In the meanwhile I'll look into my ST to find out what I did.
> Thanks a lot. I'll look forward to it!
Got no time to do it last night... perhaps today.
Can you give me the exact specification of your ST and what internal expansions
you have?

Georges.

--
Georges Kesseler
Office: kesseler@crpht.lu
Private: kesseler@restena.lu
IRC: Gunstick

1922. Testers Wanted for MiNT-using Desktop

Newsgroup: comp.sys.atari.st
Date: 1993-11-16 14:55:00 UTC
From: cybercube.research@canrem.com
Message-ID: <60.40392.4514.0N18B38A@canrem.com>
Source record: 198219

Hi Steve,

I work for Cybercube Research Ltd., and we produce the CyReL SUNRISE M16-1280 True Color High Resolution Graphics Cards for the TT030 and Mega STE. We would be more than happy to test any programs with or without MiNT or other multi-tasking systems for you. We conduct a lot of these tests on a on-going basis to insure the compatibility of our software & drivers.

If you would like to receive more information, please send e-mail.

Ralf.

1923. Re: CLA - ECAD program for Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-11-16 14:59:00 UTC
From: cybercube.research@canrem.com
Message-ID: <60.40393.4514.0N18B38B@canrem.com>
Source record: 198220

Hi Craig,

we would appreciate it if you could let us know when you release CLAv2.
We certainly would like to test your program with our product line,
especially on the CyReL SUNRISE M16-1280 True Color boards.

Ralf.

1924. Re: PowerNet?

Newsgroup: comp.sys.atari.st
Date: 1993-11-16 15:35:32 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Nov16.153532.23311@newshost.lanl.gov>
Source record: 198395

In article 21434607@cc4.crl.aecl.ca, csullogg@cc4.crl.aecl.ca () writes:
>Recently, I sent my Universal Networks software and LANtech nodes out
>to a user in Victoria B.C. He's having trouble interfacing an ST and
>a MegaSTe. Does anyone know where I can reach the PowerNet guys. I
>tried a phone number that was given to me but the line was not in
>service (are these guys in business?).

If you are talking about Chris Roberts of Dragonware, I'm afraid they are no longer in the Atari business. Sorry.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____

1925. Re: WANTED: GDOS fonts for an HP laserjet

Newsgroup: comp.sys.atari.st
Date: 1993-11-16 15:59:38 UTC
From: gruber@austin.ibm.com
Message-ID: <CGLDrF.1uL8@austin.ibm.com>
Source record: 198396

> : Does anyone out there have any GDOS fonts for use with the 300dpi laserjet.sys
> : printer driver that comes with FontGDOS?

I'd be interested in this also, how about the HPLJ4 600dpi also ?

Also are there any printer drivers for the HPLJ4 at 600dpi for
WordPerfect, LDW Power, Touch Up ?

or HPLJIII 300dpi for LDW Power, Touch Up ?

Thanks,
-Scott-

1926. Re: screen for mint?

Newsgroup: comp.sys.atari.st
Date: 1993-11-16 16:24:41 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Nov16.162441.11655@bradford.ac.uk>
Source record: 198397

Evan Langlois (evanlang@sdf.lonestar.org) wrote:

: ========================
: Could somebody mail me an address for a ftp-site and a filename for
: unix-style 'screen' utility program. ('screen' is a program, which allows
: you to have different programs running at the same time + allows you to
: change between them by a keyboard shortcut. Only one program outputs
: on screen at the time. You can also get more screens with another
: keyboard shortcut (when you create a new screen, 'screen' returns
: you to the shell prompt.))
: ========================

I used to have a program called 'SWITCHER` which you ran in the auto folder, and then it divided the ST on half - memory and all. There was a hotkey combination to switch between the two halve. I will look if I still have a copy of the program, and if so, I'll try to make it available. Although I am sure I have seen it in FTP somewhere. I actually found the program to be extremely unreliable and incompatibe, which is a shame!

Steve Taylor
(My sigs on a nother machine)

1927. Re: Falcon Games Compatibility

Newsgroup: comp.sys.atari.st
Date: 1993-11-16 16:42:24 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Nov16.164224.11753@bradford.ac.uk>
Source record: 198201

andrew@minster.york.ac.uk wrote:
: Has anyone compiled a list of commercial games that are
: compatible (using backward for example) with the Falcon?

Someone was on here a while back, asking for any lists of
Backward Setting we may have - I sent him the settings for
Populous II, which my friend has installed of his 4/65 F030.

: For myself - are Populous and Populous II compatible?

Yes, as I said, POP II is compatible. I do not have the
setting with me, but when you {i.e. andrew} give me your
postal address so I can send you the money regarding our
other little business, I will send a paper copy of the
codes.
If anyone wants me to post them here, they will have to beg.
(well, ask nicely will do!)

Steve Taylor
(my sigs on the other machine)

1928. Atari 520ST for Sale

Newsgroup: comp.sys.atari.st
Date: 1993-11-16 16:52:03 UTC
From: (unknown)
Message-ID: <--161193084631@17.1.7.47>
Source record: 198400

For Sale: Atari 520ST with an Atari CS1224 Color Monitor. Two 3.5 disk drives; one single and one double sided plus a Brother dot matix printer. Includes assorted software. $300.00/Best Offer for all. Contact Ron Ross at 415 364-1851 and leave message if interested.

1929. Re: atari mags/icon editor

Newsgroup: comp.sys.atari.st
Date: 1993-11-16 17:08:19 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2cb1e3$k0e@darkstar.UCSC.EDU>
Source record: 198398

In article <1993Nov15.220949.7193@alw.nih.gov> rvenable@helix.nih.gov (Rick Venable) writes:
>I got mine from Toad a year or so ago, with the disk; I recommend the disk,
>as I found the quirky boldface font used for the source listings hard to read.
>
Unless I'm mistaken, that quirky boldface font is our old favorite Atari 8-bit screen font! At least, that's what I immediately thought of...

>It's based on Megamax (or the later LaserC) C compiler.
>
>----
>Rick
> \/enable
>
>--
>Rick Venable (301) 496-1905 |=| "Eschew
>FDA/CBER Biophysics Lab HFM-419 |=| Obfuscation"
>Bethesda, MD 20892 USA |=|
>rvenable@helix.nih.gov |=| -- the Phantom Nerd

1930. BEGINNER MODEM questions- HELP!

Newsgroup: comp.sys.atari.st
Date: 1993-11-16 17:11:34 UTC
From: hallvart@ifi.uio.no
Message-ID: <2cb1k6$c02@kolsaas.ifi.uio.no>
Source record: 198399

I'm thinking about getting hold of a modem, but I don't know much about them, so I was hoping someone else could help with advice...

I can connect to the university via modem. They have UNIX terminals at the university, and I would like to use the computer in as much the same way as we use the terminals there (if possible). In worst case, just using my ST at home to email, "talk" and download files....

What kind of modem do I need and what kind of software should I use?
Can I get multiple windows like in "X-windows" on a UNIX machine?
I understand that a quicker modem will be better, but more expensive, but will this have any affect when I connect to the university's system and use that machine to connect to other people elsewhere, or downloading files? Can I download files directly to my ST at home, or do I have to go back to the university to get the files that are downloaded there on disk to bring home to my ST?

What modems are good and what do they cost, and what software should I use? Any PD/shareware?

I have an Atari 520STE with 2MB RAM, TOS 2.06 and a single 720K disk drive. (I don't have any hard disk yet). I also have an NEC Multisync II monitor so I can use all modes (But mostly I use monochrome, so I'd prefer to use the modem in that mode too.

By the way, I'm going to Singapore, Malaysia and Hong Kong in December, so maybe I could get hold of a cheap modem there. Are all modem standards the same, or do they differ from where you live in the world, according to the telephone systems etc? I need to use mine here, in Norway.

Many silly questions which may seem obvious to a lot of you, but I don't know where else to turn.
Any help will be greatly appreciated. Thanks!

Hallvard Tangeraas, Oslo, Norway

(hallvart@ifi.uio.no)

1931. Re: Music composer program

Newsgroup: comp.sys.atari.st
Date: 1993-11-16 17:31:07 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Nov16.173107.362@bradford.ac.uk>
Source record: 198202

an50381@anon.penet.fi wrote:
: Hi,

: I am looking for a music composer program.
: Does anyone know where I can get it (PD or shareware) ?

: Thanks !

I don't actually think you deserve answering, using the anon service for such a simple question. You are probably the quy who posted the previous thread (i.e. Cracking Cubase), hoping that someone will give you a copy of a commercial package.

But I will any way!

There is a German Program (i.e. in German) called Soundmachine ST, which is shareware. The only place I am sure you will get a copy is The ST Club, 2 Broadway, Nottingham, NG1 1PS, ENGLAND, on disk PDE.48. Although I am sure it must be available elsewhere.
There are also trackers, such as TCB-Tracker, along with many others, which are also at PDL's everywhere.

Steve Taylor. |||
Long Live / | \, if they don't shoot themselves in the foot.

1932. Re: QUESTIONS!

Newsgroup: comp.sys.atari.st
Date: 1993-11-16 17:32:26 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.o06UPC7y8Cw@semprini.waterloo-rdp.on.ca>
Source record: 198252
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <CG9D10.73z@sdf.lonestar.org>, Evan Langlois writes:
>
> Is there a compiled version of MinTLIB 35 or higher? I only have source and
> most of the stuff compiled, I want everything pre-compiled.

I think pl39 is on atari.archive.umich.edu:/atari/Mint/Lib...

> What's a good (and SMALL) version of MicroEmacs to get? Is there anything
> friendlier that I might want to try?

MicroEMACS 3.11 is on atari.archive.umich.edu:/atari/Editors (might be in an
Me directory). There's also JOVE and Mutt2...

> Can someone tell me about Curses? I mean specifically how to use them with
> TERMCAP strings and such so I can write software that can use any terminal
> type?

I think there should be some curses documentation laying around... I
got mine from the curses library for the OS/2 version of GNU C/C++.

> Is there a termcap based window library?

Yes, curses. :-) Oh, you meant a GEM windowing library... I hope to
start work on a GEM version of curses in the next couple of weeks, but
it might take a while (I don't have much spare time).

> My G++ library didn't have the delete function in it (the compiled form of
> delete.cc). Where can I get one that works? I've patched everything up
> and it seems to be working, but I don't know what else might break, so i'd
> like to get a working copy (patchlevel 20 or greater).

I thought delete was a standard C++ keyword?

> Does anyone have/use Objective C?

Lots of NeXT users do... ;-)

> Does anyone have a list of the functions/objects available in G++ library
> and how to use them? My C++ manual doesn't go into much about iostreams
> and standard functions other than how to do the basics and how to overload
> your own functions and put your objects into the iostream. It gets into the
> programming and philosophy and how-to's and assumes that the compiler has
> a manual (bad assumption).

If you grab the G++ library source code (from any GNU ftp site), there's
a texinfo document describing the library in detail... If I remember, I
might upload a PostScript and an ASCII version to atari.archive (but

don't count on it... mind like a sieve!).

> Where are the GCC/G++ manuals? I want ASCII, how do I get it? Or, if ASCII
> is not available, how much hard disk space do I have to waste in other programs
> just to read some docs?

What do you want/need to know?

> Who is getting tired of all these stupid ass questions??

What about these stupid ass answers?

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1933. Re: 2.5 MB in STE

Newsgroup: comp.sys.atari.st
Date: 1993-11-16 17:36:06 UTC
From: ep93dha@t.hfb.se
Message-ID: <1993Nov16.173606.25205@t.hfb.se>
Source record: 198203

In article 29864@gps.leeds.ac.uk, rahin@scs.leeds.ac.uk (M A Rahin) writes:
>
>A quick question. Is it possible to have 2.5 MB in an STE as follows ?
>
> High byte Low byte
> --------- --------
> Bank 0 256 KB 256 KB
> Bank 1 1 MB 1 MB
>

I don't know... But I DO know that 2.5 MB RAM in an STE is possible. You only
need a tiny patch-program, otherwise the OS will think that you have got 4 MB.
If it doesn't work the way you have described, try the other way around!
(Bank 0 = 2*1MB, Bank 1 = 2*256k).

/
/ Daniel

1934. Re: External HD for Atari 1040 STE

Newsgroup: comp.sys.atari.st
Date: 1993-11-16 17:39:26 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Nov16.173926.1220@bradford.ac.uk>
Source record: 198207

Eric Lutherer (eric@cimosa.grenoble.hp.com) wrote:
: I'd like to know if it is possible to connect a PC Hard Disk (IDE or ST506
: preferred) to an Atari 1040 STE. If yes how ? Directly to the hard disk drive
: connector of the machine ? Are they external disks sold by Atari or third
: parties ?

Generally, you cannot connect an IDE drive to an ST (although you can with a Falcon!) but a SCSI drive is the normal one to use. All you need (apart from Power Supply, Fan, Case etc.) is a DMA-SCSI Host adaptor, such as the ICD Link (@ 70UKP), the ICD AdScsi (@ 75 UKP), or any other make. ST specific drives , where all ofg this is pre-assembled for you, are selling relatively cheaply now, but I'll let someone from the US tell you where from and for how much.

If you are interested in buying a Host Adaptor (this goes for anyone), I have a friend who no longer needs his PROTAR PROGATE host adaptor, due to buying a Falcon. He is looking at a price of about 40 UKP, and this includes all leads for connecion to the ST and the IDC port of the SCSI bare drive mechanism.

E-mail me if you are interested.

Steve Taylor. |||
Long Live / | \, if they don't shoot themselves in the foot.

1935. Re: 2.5 MB in STE

Newsgroup: comp.sys.atari.st
Date: 1993-11-16 17:52:23 UTC
From: ep93dha@t.hfb.se
Message-ID: <1993Nov16.175223.25563@t.hfb.se>
Source record: 198204

In article H2J@westminster.ac.uk, vctec@westminster.ac.uk (Denesh Bhabuta) writes:
>
>Although I have tried this, and used the patch programs, it did not work. I do
>not know why. Maybe, because I upgraded to TOS 2.06.
>
>Anyone, any ideas?
>

There is a big chance that your patch-program was NOT TOS 2.0 compatible!

Atari made some stupid changes in TOS 2.0 ... :-(
Try another patch!

/
/ Daniel

1936. Re: Falcon040

Newsgroup: comp.sys.atari.st
Date: 1993-11-16 17:59:41 UTC
From: reeves@eugenia.phy.Vanderbilt.Edu
Message-ID: <1993Nov16.175941.23028@news.vanderbilt.edu>
Source record: 198205

In article <CGGw36.8Cu@sdf.lonestar.org> evanlang@sdf.lonestar.org (Evan Langlois) writes
>
> And I hate to tell you this, but the
> Falcon will not drive your ATARI laser without an adaptor which has not
> yet been created, and Speedo doesn't have SLM drivers (or Postscript!).
>

Actually, my version of Speedo GDOS does have a driver for SLM's. It is true, however, that a an adaptor to allow a SLM to be connected to a SCSI bus has not been developed yet (or at least I haven't heard of it).

Terry Reeves

1937. Re: Is there an archiver...

Newsgroup: comp.sys.atari.st
Date: 1993-11-16 18:05:47 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1552@usdtsg.DaytonOH.NCR.COM>
Source record: 198210

In article <H.eg.vvtcFLJl5R2@semprini.waterloo-rdp.on.ca>
cherborth@semprini.waterloo-rdp.on.ca writes:
>In <162141@netnews.upenn.edu>, Rob S. Rice writes:
>> One helpful soul told me that gzip (GNU Zip? If so, can I run it
>> under TOS?) would archive each file in a directory into individual
>> archives--could I unpack them with, say, ST Zip 2.30? Thank you for
>> the input!
>
>No, you uncompress them with... gzip! GNU zip (ie, gzip) runs on
>practically every computer in use today (except, possibly, the Mac). ST
>ZIP 2.30 will only work on zip files (not GNU zip files, which have an
>extender of .gz usually)...

To clarify this a little more (if I don't screw it up):

GNU-ZIP is available on most platforms and will uncompress .gz (gnuzipped)
and .Z (compressed) files...

ST-ZIP is the ST version of ZIP (***NOT GNUZIP***) that is basically
compatible with PKZIP on the PC's, InfoZIP (unix,etc), etc...

ZIP and GNUZIP are *not* compatible (and it's a shame that they
had to name them so close together)...

However, versions of ZIP and GNUZIP do exist for the ST, as well
as other platforms...

Rob

"if marriage is outlawed, then only outlaws will have inlaws..."

1938. Re: Falcon040 ... Pagestream on MAC

Newsgroup: comp.sys.atari.st
Date: 1993-11-16 18:06:11 UTC
From: komives@lamar.ColoState.EDU
Message-ID: <Nov16.180611.46576@yuma.ACNS.ColoState.EDU>
Source record: 198206

Excuse my ignorance. I did not know you could run Pagestream on a MAC.
Is this Atari Pagestream, Mac Pagestream? How?

1939. Re: Diamond Back - new version out yet?

Newsgroup: comp.sys.atari.st
Date: 1993-11-16 18:26:13 UTC
From: gruber@austin.ibm.com
Message-ID: <CGLKKB.54F2@austin.ibm.com>
Source record: 198214

> I remember readiong a few months ago about a new version of Diamond Back
> coming out in the near future. I believe I have 2.42 right now. Will this
> new version support a scsi tape backup drive? How about if it uses parity?
> Basically, I have access to a Scsi II tape drive from a DEC computer and I
> would like to use it for backups on the 1040 STe atari. What do you think?
> I've got a Supra Scsi host adaptor.
>
> -Steve
> selick@csa.bu.edu

I received a newsletter awile ago and it will support tape backups from scsi
if I remember correctly.

Scott

1940. 2nd CFV: rec.autos.simulators

Newsgroup: comp.sys.atari.st
Date: 1993-11-16 19:22:23 UTC
From: rdippold@qualcomm.com
Message-ID: <rec.autos.simulators-CFV2@uunet.uu.net>
Source record: 198209
Cross-posted to: news.announce.newgroups,news.groups,rec.autos,rec.autos.driving,rec.autos.sport,comp.sys.amiga.games,comp.sys.atari.st,comp.sys.ibm.pc.games.misc,comp.sys.mac.misc,comp.sys.mac.games

LAST CALL FOR VOTES (of 2)
unmoderated group rec.autos.simulators

Newsgroups line:
rec.autos.simulators Discussion of automotive simulators.

Votes must be recieved by 23:59:59 UTC, 27 November 1993.

After the CFV appears in news.announce.newgroups it will be posted by the proponent to the World Circuit, Formula 1 Grand Prix mailing list <wcf1gp@divsun.unige.ch>.

This vote is being conducted by a neutral third party. For voting questions only contact rdippold@qualcomm.com. For questions about the proposed group contact Afzal Ballim <afzal@divsun.unige.ch>.

CHARTER

This newsgroup will be used for discussions of realistic computer simulations of automotive vehicles, irrespective of the platforms on which said simulations are supported. This will include simulations which have a competitive component (racing simulations) and those which do not. Topics will include (but are not restricted to):

o Global characteristics of particular simulations.

o Platform-dependent characteristics of such simulations (as a convention, it is suggested that such discussions list the platforms in the subject header, e.g.,

Subject: [ibm-pc,sun] Blog's Yugo simulator

o Design and implementation issues of such simulations.

o Issues of realism in automotive simulation.

o General discussion of automobile simulations.

Obviously, determining whether a particular simulator is "realistic" requires a judgement call. It is hoped that broad accord between posters will enable the discernment of valid simulators (for discussion in this group) from those which are devised for an entertainment value without concern for realism. Thus, discussion of many of the arcade racing simulators, which provide an overview perspective of the vehicle being simulated and which do not attempt to provide realism of handling of the vehicle, would not be appropriate

in this newsgroup. On the other hand, simulators such as Microprose's Formula 1 Grand Prix would fall within the purview of this group as attempts are made to capture realistic handling of the vehicle.

FAQ Outline

A preliminary FAQ is in preparation for the eventuality that the group passes the vote. The current outline is included here:

FREQUENTLY ASKED QUESTIONS for rec.autos.simulators
Written by Afzal Ballim

Version: 0.0
Last Update: 26/10/1993
If you think of questions that are appropriate for this FAQ, or would like to improve an answer, please send email to afzal@divsun.unige.ch

Topics Covered:
==========

Part 1:
[1-0] What is the purpose of this newsgroup?
[1-1] What conventions are suggested for subject headings?
[1-2] How do I decide if a simulator is "realistic"?
[1-3] Does discussion on arcade racing games belong here?

Part 2:
[2-0] What realistic racing simulators exist?
[2-1] What platforms support them?
[2-2] What add-ons, editors, updates, etc., exist for these simulators?
[2-3] Where can I find them?

Part 3:
[3-0] What realistic NON-competitive simulators exists?
[3-1] Where do I start if I want to build a simulator?
[3-2] How do I model <X> in an automotive simulator?

STANDARD VOTING INFO

You should send MAIL (posts to a group are invalid) to voting@qualcomm.com
(just replying by MAIL to this message should work). Your mail message should contain one and only one of the following statements:

I vote YES on rec.autos.simulators
I vote NO on rec.autos.simulators

Anything else may be rejected by the automatic vote counting program. You may ABSTAIN in place of YES or NO - abstain votes do not affect the vote outcome. You may change your vote later by voting again. The votetaker will respond to received ballots with mail acks. Addresses and votes of all voters will be published in the vote results. If you wish to remove your vote and all indication that you have voted from the

final list, send a vote with CANCEL in the place of YES/NO/ABSTAIN.

Standard Guidelines for voting apply. One vote per person, no more
than one vote per account. 100 more YES votes than NO votes and twice
as many YES votes as NO votes are the requirements for group creation.

rec.autos.simulators group vote Bounce Ack List - no need to revote
---
mcrarey@trl.oz.au
moeller@mundil.cs.mu.OZ.AU

1941. Admitted piracy, don't do it here

Newsgroup: comp.sys.atari.st
Date: 1993-11-16 19:23:35 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2cb9bn$jnc@mailer.fsu.edu>
Source record: 198211

Andrew Smith (asmith@zero.cypher.com) wrote:
> Hey, I am a legitimite user! I simply posted something for a friend. I am
> not in any way trying to support his piracy, nor am I gaining anything
> through the sale of his equipment. It's simply a fact, he's got a lot of
> disks, mainly old games that can't even be found for sale any more. I've
> seen what piracy has done to the ST and I'm really sorry for it too...

Your friend is a criminal, and you are an idiot. Irresponsible use of
Internet resources will hasten the demise of the Usenet News system as we
know it. You are responsible for your post. Your post promotes an illegal
activity (that of transfering stolen property). You did it on the Internet,
on thousands of machines. You broke the rules. You really showed your ass.

In the past, I have deleted accounts on my machines due to such infractions.
I intend to advise your system admin to do the same in your case. It appears
that you truely don't understand your responsiblity in this matter, but
perhaps your system staff can educate you.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1942. Re: PowerNet?

Newsgroup: comp.sys.atari.st
Date: 1993-11-16 19:40:13 UTC
From: asmith@zero.cypher.com
Message-ID: <1993Nov16.194013.9750@nuchat.sccsi.com>
Source record: 198225

In article <1993Nov16.153532.23311@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>In article 21434607@cc4.crl.aecl.ca, csullogg@cc4.crl.aecl.ca () writes:
>>Recently, I sent my Universal Networks software and LANtech nodes out
>>to a user in Victoria B.C. He's having trouble interfacing an ST and
>>a MegaSTe. Does anyone know where I can reach the PowerNet guys. I
>>tried a phone number that was given to me but the line was not in
>>service (are these guys in business?).
>
>
>If you are talking about Chris Roberts of Dragonware, I'm afraid they are no
>longer in the Atari business. Sorry.
>

I realize I'm replying to the wrong message, but I'm sure the right person
will see it... if you need help with PowerNET, call ViewTouch in Grant's
Pass, Oregon. No phone # sorry--anyone? They are doing all that now.

--

□
Andrew Smith aka Hawkeye aka Zap030 I don't need an Amiga.
Happy Atari Falcon030 User! I do serious things.
□

1943. Re: Mono monitors

Newsgroup: comp.sys.atari.st
Date: 1993-11-16 19:55:24 UTC
From: tjl@siva.bris.ac.uk
Message-ID: <CGLooC.9I@info.bris.ac.uk>
Source record: 198212

In article <1993Nov12.151036.3824@vax.sbu.ac.uk>, fountad@vax.sbu.ac.uk writes:

|>
|>Has anyone got any views on the best mono monitor to buy in the UK at
|>the moment, now that the SM144 is dead?
|>Also, what about buying a second hand Sm144? A good move?
|>
|>Del
|>

I'm also in the same position. Looking to get a hi res monitor in the UK.
In fact the cash is starting to metaphorically burn a hole in my pocket!

I have been looking at 2nd hand but basically noone wants to sell JUST the
SM124/144, they also want to get rid of the atari (1040, ste, whatever)
AS well (what use is a box with no monitor). And I can't really justify the
extra cash (I already have SFTFM with 2.5mb).

Reading the latest STFormat a few firms are now supplying mono monitors.
I made a post a few weeks ago about the best options but didn't get much
feedback. Ladbroke computing are selling mono SVGA monitors with an adaptor
which they claim lets it run on a ST, but I want to SEE the monitor first.
At least one replacement I saw (I think a converted VGA) looked horrible,
blurred etc. I am also worried about:

(1) aspect ratio of screen pixels
(2) Phosphor color (I want my Notator to be in black and white!)

Anyone else got any relevant info? Like what h/w one needs to get a mono
SVGA working on a STFM?

--
Tim Llewellyn - OpenVMS and Soukous Addict
HEPNET/SPAN 19716::TJL Internet tjl@siva.bris.ac.uk
Pet Hates: Case Sensitivity! Unix. Tremolo systems.

1944. Re: Anyone cracked Cubase 3.01 yet?

Newsgroup: comp.sys.atari.st
Date: 1993-11-16 19:59:27 UTC
From: tjl@siva.bris.ac.uk
Message-ID: <CGLov4.DH@info.bris.ac.uk>
Source record: 198213

```
In article <gp93rjo.753442891@txfs1.hfb.se>, gp93rjo@t.hfb.se (Roger) writes:
|>Xref: bsmail comp.sys.atari.st:32483
|>Newsgroups: comp.sys.atari.st
|>Path:
|
bsmail!warwick!zaphod.crihan.fr!pipex!howland.reston.ans.net!EU.net!sunic!corax.
udac.uu.se!txfs1.hfb.se!txfs1.hfb.se!gp93rjo
|>From: gp93rjo@t.hfb.se (Roger)
|>Subject: Anyone cracked Cubase 3.01 yet?
|>Message-ID: <gp93rjo.753442891@txfs1.hfb.se>
|>Organization: Falun/Borlange University College, Borlange, Sweden
|>Date: Tue, 16 Nov 1993 09:41:31 GMT
|>Lines: 2
|>
|>Has anyone done it?
|>
|>
--
Get a brain shithead! Or even better get a job and earn the money
to BUY Cubase.

Tim Llewellyn - OpenVMS and Soukous Addict
HEPNET/SPAN 19716::TJL Internet tjl@siva.bris.ac.uk
Pet Hates: Case Sensitivity! Unix. Tremolo systems.
```

1945. Re: WANTED: GDOS fonts for an HP laserjet

Newsgroup: comp.sys.atari.st
Date: 1993-11-16 20:13:19 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.1235.2CE9345F@dhhalden.no>
Source record: 198215

In article <CGLDrF.1uL8@austin.ibm.com> gruber@austin.ibm.com (Gruber) writes:
>Also are there any printer drivers for the HPLJ4 at 600dpi for
> WordPerfect, LDW Power, Touch Up ?
>or HPLJIII 300dpi for LDW Power, Touch Up ?

Doesn't LDW and Touch Up use GDOS --> Speedo? There should be HPLJIII drivers
for that one. But, as you say, HP4 drivers would be great...

Atari - are you listening?

Jon

---
jonal@sofus.dhhalden.no | This space intentionally left blank!
jonal@gyda.dhhalden.no |

1946. Re: Need Help With Kermit!

Newsgroup: comp.sys.atari.st
Date: 1993-11-16 20:57:00 UTC
From: Michael_Eibl@k.maus.de
Message-ID: <A1219@K.maus.de>
Source record: 198297

S.P.Taylor wrote:

SP> I don't think Kermit in Uniterm has settings as such. I do this
UNIX-ST
Of course it has! You can set many things like packet size an binary mode.
SP> transfer all the time and it is bloody slow. I found that files would
come
SP> out corrupted, unless they were UUencoded on the UNIX machine, sent
via
SP> Kermit in ASCII mode, then UUdecoded on the ST.
Sounds as if you forgot to set binary mode. :-}
SP>
SP> Steve Taylor. |||
Regards
/Michael/

Please don't send anything larger than 64K to my Mausnet address.
Use eibl@thp.uni-koeln.de instead. Thank you.

1947. ATARI 1040ST for SALE

Newsgroup: comp.sys.atari.st
Date: 1993-11-16 21:03:34 UTC
From: galvez@sde.mdso.vf.ge.com
Message-ID: <1993Nov16.210334.1317@knight.vf.ge.com>
Source record: 198217

For Sale: Atari 1040ST with Atari Color Monitor, Supra 20MB hard drive, Gemini 10x printer. Includes assorted software. $300/OBO for all. COD to US. Please send E-mail to galvez@mdso.vf.ge.com with your offer.

Julio

1948. Re: Atari/stock prices/jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-11-16 21:09:42 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1993Nov16.210942.27136@apgea.army.mil>
Source record: 198294

```
>> comp.sys.msdos.games and you will see that probably 1/4 of
>> all posts apply to one of these games. BTW, the makers of
>> DOOM deal only in shareware, yet still netted over a million
>> last year (to give you some idea of their game's popularity)
>>
>> Support from ID would give Atari a strong hold on the Video
>> game market.
>
>For what hardware? On the ST it would probably be embarassingly slow,
>not to mention the fact that the graphics would look terrible.
>
>So, Jaguar or Falcon? I guess it'd have to be for the Falcon, I doubt
>you could have a shareware cartridge... (then again, it could start a
>whole new market)

Its for the Jag. id has already made a SNES version of Wolf3d. They
were going to do Doom for it but SNES restrictions on violents
would have altered the game.

>
>--
>------------------==========================================------------------
> cherborth@semprini.waterloo-rdp.on.ca
> Chris Herborth

Rob Merritt
email:rcmerrit@cbda9.apgea.army.mil**Disclaimer: My opinions are mine alone,
Sysop of Moon Base Tycho BBS. **not of my employer, of my friends and
(410)391-6291, Running Renegade **family, nor of a co-worker.
[Team OS/2] "Nostalgia isn't what it used to be" -unknown
```

1949. Re: Falcon040

Newsgroup: comp.sys.atari.st
Date: 1993-11-16 21:17:01 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.977156@cix.compulink.co.uk>
Source record: 198216

In article <CGGw36.8Cu@sdf.lonestar.org>, evanlang@sdf.lonestar.org (Evan Langlois) writes:
>
>Well, nice list, too bad that PageStream, Calligrapher, and TimeWorks
>are all dead-end now. You will see no new ATARI programs from them.
>Calligrapher may have some trouble for you with soe programs or newer
>Operating systems (Speedo GDOS already outperforms the LAC format and
>it gives trouble with both MiNT, MultiDialog, and LetEmFly). Cubase will
>not run under GENEVA and most likely not under MultiTOS either.
>

Just a few corrections. TimeWorks is NOT a dead product. Calligrapher works with Let'emFly and under Geneva and MultiTOS.

Ofir ogal@cix.compulink.co.uk

1950. How to contact PROTAR..

Newsgroup: comp.sys.atari.st
Date: 1993-11-16 22:17:20 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Nov16.221720.18951@bradford.ac.uk>
Source record: 198221

Does anyone know of an E-mail address for Protar? (Hard Drives etc.). I beleive they are German and still in business, although no longer supporting the ST. Failing this, a postal address or telephone number would be helpful.

Steve Taylor. |||
Long Live / | \, if they don't shoot themselves in the foot.

1951. Re: Taipan (II)?

Newsgroup: comp.sys.atari.st
Date: 1993-11-16 22:31:01 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <CGLvvp.8Gw@ecf.toronto.edu>
Source record: 198218

In article <2c331aINNn0d@sheoak.ucnv.edu.au>,
THE WIZZARD <i921652@redgum.ucnv.edu.au> wrote:
>As I was listening to a friend tell me about an old game on the Apple II
>called 'Taipan' that he had loved, I seemed to recall a game called
>Taipan II that I used to have on my ST. I had enjoyed playing this too,
>so I've had trouble working out why I might have deleted this, but it
>seems I have trashed it. I got it from a BBS, but I'm not sure if the
>game was a commercial release. I don't recall anything in the docs to
>suggest is was (unlike eco, on a.a.u.e).
>
>Can anyone tell me more about this game, whether it did actually exist,
>and where I can get it? All help much appreciated :)

Hmmm, well I don't know of any Taipan "II", but I do have Taipan (the original)
which is just like the original Apple][game... And my version is shareware,
so stop worrying!

I have it right here in my account, just drop me a line if you want it....
Aha, but there's a catch! It's in GFA basic!!! So you'll need gfabasro.prg
to run the silly thing... If you DO have the gfa basic runner, I want it!! :)
(My version is too high for the game... :( )
OR if you manage to compile it, I'd like a copy too!! :)

Boy aren't I a pig!!

AcEzE /.^J
--
********** WHO AM I, YOU SAY? ********** "If time is money, (c)
********** Shahir Al Rashid *aka* AcEzE ********** we're all in debt!" - Me
***** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ***** ------------------------
* This message brought to you by the Bollocks Bros. * No Fate But What We Make

1952. WORD PERFECT

Newsgroup: comp.sys.atari.st
Date: 1993-11-16 22:46:09 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <2cbl7h$3la@charm.magnus.acs.ohio-state.edu>
Source record: 198222

Is there a utility to switch Word Perfect 5.x format files to 4.x?
--
Vice | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
President | P.O.BOX 29103 | 8-bit
of: | COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *

1953. Toronto Atari Federation Flea Market 93-11-18 @ 19:30

Newsgroup: comp.sys.atari.st
Date: 1993-11-16 23:13:48 UTC
From: muttooi@wm-mercer.ca
Message-ID: <CGLxv0.ELu@wm-mercer.ca>
Source record: 198227

Remember to come out to the Toronto Atari Federation's Flea Market on Thursday November 18 at 7:30 pm. With TAF's over three hundred members, the Flea Market promises to have lots of STuff to buy and sell, and lots of people (with lots of money of course).

TAF meets in the Memorial Hall at the North York City Centre, at 5110 Yonge Street (at Park Home). It is on Yonge Street, North of Highway 401.

TAF welcomes non members to attend. $2 will be charged at the door.

If you'd like to use a half table to display and sell your used equipment and original software, it will cost $5. Please come a little early (around 7:00) to set up.

Admission and table rental is FREE to TAF members.

Remember to pick up a copy of the November, 1993 issue of TAF's Phoenix newsletter for $2.50. It features an interesting discussion on the "state of Atari dealers in Canada", an in depth look at someone's MIDI setup, a comparison of MultiTOS and Geneva, and much more. Back issues of TAF's special 18 page Falcon issue will be available for $1.

TAF has a large public domain Library. If there's something you've been looking for, ask our Librarian, and he'll try his best to find it for you.

If you'd like to join TAF, our membership chairman will be glad to take your $30. In return you'll receive a one year TAF membership which includes 10 issues (September through June) of our Phoenix newsletter mailed to your door, admission to meetings, access to PD Library, access to TAF-presented seminars, and much more!

For more information, call the TAF Info-Line at (416) CALL-TAF.

Ian Muttoo
TAF - President
--
==========
Ian Muttoo - William M. Mercer Limited - Toronto, Ontario, Canada
PHONE: (416) 868-2133 - MAIL ADDRESS: muttooi@wm-mercer.ca@mail.uunet.ca
==========

1954. Re: Admitted piracy, don't do it here

Newsgroup: comp.sys.atari.st
Date: 1993-11-16 23:34:44 UTC
From: asmith@zero.cypher.com
Message-ID: <1993Nov16.233444.17784@nuchat.sccsi.com>
Source record: 198226

In article <2cb9bn$jnc@mailer.fsu.edu> boyd@math.fsu.edu writes:
>on thousands of machines. You broke the rules. You really showed your ass.
>
>In the past, I have deleted accounts on my machines due to such infractions.
>I intend to advise your system admin to do the same in your case. It appears
>that you truely don't understand your responsiblity in this matter, but
>perhaps your system staff can educate you.

Boy am I glad my sysadmin is not as anally retentive as you! I hope you
think my ass is cute...

--
[illegible]
[illegible]
[illegible]

1955. Re: Atari/stock prices/jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-11-16 23:50:59 UTC
From: rcollins@magnus.acs.ohio-state.edu
Message-ID: <2cbp13$3o9@charm.magnus.acs.ohio-state.edu>
Source record: 198228

```
In article <znr753270427k@ucalgary> pmbarry@acs.ucalgary.ca writes:
>
>In article <1993Nov5.195730.19013@cobra.uni.edu> sinclap2954@cobra.uni.edu wri
tes:
>
>> The reality is that Atari will never have a strong hold on the video game
>> market. Atari needs to produce at least a million Jaguars this year, not ne
xt
>> year. As usual Atari has screwed the Jaguar as well as the Lynx, Falcon and
>> the TT. History repeats itself and Atari is no exception. I will say this
>> again: "I have seen the future, it's 3DO!!"
>
>Is there any point in starting a flamewar? I'll bite. :P
>
>IMNSHO, based on what I've seen of Atari and Panasonic advertising, and
>other systems on the horizon, I doubt any system will have a good hold
>on the market the way Nintendo and Sega has it now. The 3DO is a good
>system, but they are marketing it towards a previously unknown
>demographic, that of computer users that primarily bought their
>computers to play games. I'm not convinced how many people will buy
>the 3DO strictly for games, educational software, and (eventually)
>some applications. I think Atari is smart in trying to go head-to-head
>with the SNES and Genesis, because they see a desire in the market to
>move up to a new level, but who knows if they can manufacture enough
>units and have the marketing clout to make it. They will have
>at least one year headstart over the Sega Saturn, and possibly two
>years over the Nintendo "Project Reality" (More like "Project
>Disinformation"). In the end though, Sega and Nintendo are huge
>companies, and whether or not the 3DO or Jaguar sell like hotcakes,
>if they make even a decent system, I think it's going to outsell
>both the 3DO and Jaguar. In fact, if the Nintendo machine really
>materializes in 1995, then it could be that it blows away both
>the 3DO and Jaguar, causing yet another new plateau of console
>systems.
>
>BTW, I don't think they need to sell 1 million jag units before the new
>year, it would really surprise me if Panasonic sold 1 million units,
>as I believe that Nintendo only sold around 3 million SNES units in
>1992.
>
>Paul...
>
>-------------------------------------------------------------------------
>pmbarry@acs.ucalgary.ca | This .sig is in beta test version 0.999999999zzzzzzy
```

>---
>

However, Atari does have a manufacturer (IBM) that can produce
the Jaguar in high volume.
Remember IBM is looking to make money with this too.
Enough said.

Raymond Collins
rcollins@magnus.acs.ohio-state.edu

1956. Re: TOS 5.01???

Newsgroup: comp.sys.atari.st
Date: 1993-11-17 00:39:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A56371@SL.maus.de>
Source record: 198314

In article CGDDwx.J3F@cs.vu.nl Kampen van F writes:

Referring to 'Modern Tales':

KVF>Could you tell me those stories (or mail them) ?

Hey oh, oh hey :-)

The problem I'd get trying this is the following:
Here in Germany, there are three books about such modern tales, that
almost ever begin like this:

The cousin of the daughter from the sister of someone I know told me that
the father of a person he met at college has seen somebody, who ...

But - of course - these storys are German. I could try to translate on
without screwing the meaning of it ;-)

I'll remind Your address for then!

Bye
Stefan

===
Stefan_Damerau@sl.maus.de
!!No Mail >16kB please!!

1957. SUPRA Email address anyone??

Newsgroup: comp.sys.atari.st
Date: 1993-11-17 00:46:01 UTC
From: hallvart@ifi.uio.no
Message-ID: <2cbs89$sj9@yrsa.ifi.uio.no>
Source record: 198229

Has anyone got an email address for Supra corporation, or
alternatively a "snail"mail address?

Hallvard Tangeraas, Oslo, Norway
hallvart@ifi.uio.no

1958. Re: Falcon monitor question

Newsgroup: comp.sys.atari.st
Date: 1993-11-17 01:09:54 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CGM38I.J4n@sdf.lonestar.org>
Source record: 198254

```
================================
If you buy an NEC 3D, or any other multisync that can handle ST low & medium
(CGA compatible), it will handle all modes. BUT, the 3D uses _interlace_
for sizes bigger than 640x480, which means ScreenBlaster/BlowUp will be
================================

The Nec 3D is NOT interlaced at 800x600, and can go a bit higher too.
Its only 1024x768 and higher that are interlaced. Trust me, I had mine
running on a clown in 800x600. Just need to make my 1040STE do teh same.
```

1959. Re: sed, grep, awk

Newsgroup: comp.sys.atari.st
Date: 1993-11-17 03:04:14 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.6Zz1MsxWfkY@semprini.waterloo-rdp.on.ca>
Source record: 198253

In <CGD9Dn.MHw@sdf.lonestar.org>, Evan Langlois writes:
>
> I'm in the planning stage (coming up with structures and planning feature
> lists and such) of a program I will write in the future. Since it will
> use lots of text (searching mainly, lots of pattern matching, some replacement
> and such) I was thinking of building one of the above Un*x programs into
> it for use by the system (GEM) along with direct access to that program's
> normal options through script language.
>
> Can someone tell me EXACTLY what these programs do, how they do it, and
> where I can get docs and source for them.

You should be able to find the GNU versions anywhere that find GNU
software is stored...

Why exactly would you want to include one though? It would be much,
much easier to simply include Regular Expression matching (if that's
what you want); I think there's a regex library on
atari.archive.umich.edu...

awk and sed would probably be major overkill, don't you think?
grep/egrep/fgrep are for searching... You can search for almost any
conceivable pattern of characters. sed is a "Stream EDitor", which lets
you search for anything grep can find, and replace it and/or edit it or
delete it or... sed has lots of functions. awk is even more arcane
(I've never gotten the hand of it) than sed, and has many more search
and replace kinds of features... You can do nifty things with it you; I
think I have an awk script to convert normal text into Elmer Fudd
speak... ;-)

There's a word processor on the Macs (called "Nisus" I think) that has
regular expression matching in it...

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1960. Re: Anyone cracked Cubase 3.01 yet?

Newsgroup: comp.sys.atari.st
Date: 1993-11-17 03:08:03 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1553@usdtsg.DaytonOH.NCR.COM>
Source record: 198237

In article <CGL17D.H37@muster.hrz.uni-giessen.de> gc85@hrz.uni-giessen.de (Konstantinos Xonis) writes:
>In article <gp93rjo.753442891@txfs1.hfb.se>, gp93rjo@t.hfb.se (Roger) writes:
>|> Has anyone done it?
>|>
>
>Why cracking software, donot you know, that it harms all of us
>users and programmers also manufactors of hardware !!!
>

Maybe because some people in this world are too cheap to be honest.
I suppose they see others do illegal things and take it to be "right"
because others are doing it. It's not right, it's cowardice, hiding
behind the "in thing" in their little niche...

Maybe someday they will be ripped off themselves, and *maybe*
they'll understand. Nah, probably not...

Oh well, I suppose this thread had to reappear again (since the Sinclair
thread was getting stale ;-)

Rob

"Let's Go Steelers! Let's Go Pens!"

1961. Re: Convertion Atari to DOS or Unix

Newsgroup: comp.sys.atari.st
Date: 1993-11-17 03:12:00 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1554@usdtsg.DaytonOH.NCR.COM>
Source record: 198238

In article <CGKxon.Gqu@barclays.co.uk> PostMaster@barclays.co.uk writes:
>The ST reads & writes standard 720K MSDOS disks with no problems. TTs and
>Falcons do the same with 1.44Mb ones.

Don't forget the MegaSTe's too (at least the newer ones :-)

Rob

1962. Atari in Popular Science

Newsgroup: comp.sys.atari.st
Date: 1993-11-17 03:53:09 UTC
From: klasmekj@ucunix.san.uc.edu
Message-ID: <2cc775$g3j@ucunix.san.uc.edu>
Source record: 198233

There is was on page 102 of the latest Popular Science: "Can Atari K-O 3DO"

December 1993 issue.

It is basically an article about the 3DO. There was also an advertisment on page 16 and 17.

The article kind of impressed me. I wasn't expecting them to have Atari anywhere...mostly because they have not yet released the Jaguar nationwide. It is a 1/2 page article. It basically introduced what the Jag was. It highlighted that the Jag was built around a Motorola 68000, but they did say it was a 64 bit multimedia machine that claims to be better and/or cheaper than the existing 16-bit Sega Genesis and Super Nintendo ES or 3DO's 32 bit system.

The article seems to be written by a reporter who has be won over by Panasonic's 3DO, but hey, that is the media for you: they are all bias. It talked about how Atari never seemed to make it. How they failed in the early 80's and has yet to make it back. She compaired Atari to a rock group that once dominated the charts but hasn't cracked the top 40 in years.

It also explained the failures of the ST line...now the Falcon. How Nintendo and Genesis have taken over the game market and how Amiga has created a nich in the video market.

They said that Time-Warner has a stake in the Jaguar, and ALSO the 3DO.

All in all I am very happy that Atari got it's name in there. The 3DO is the feature story in the magazine with a HUGE picture and full color graphics showing the guts of the machine. The 3DO dominates the contents page.

Good Luck Atari.....hopefully we can compair Atari to the Moody Blues: The rock group that has once dominated the charts and did so again....

+-------------------------------------+_
*> Kevin Klasmeier	
*> NET: klasmekj@ucunix.san.uc.edu	
*> GEnie: K.KLASMEIER	
[Cincinnati, Ohio in the US of A]	
+-------------------------------------+ |
'-------------------------------------'

1963. Re: 32k pictures

Newsgroup: comp.sys.atari.st
Date: 1993-11-17 05:36:57 UTC
From: dwallace@wam.umd.edu
Message-ID: <2ccd9p$lfv@cville-srv.wam.umd.edu>
Source record: 198236

If it's exactly 32000 bytes, there are a couple of things you could do to look at it. The easiest probably would be to do the following (here in GFA Basic).

```
Open "I",#1,"picture.dat"
Bget #1,Xbios(2),32000
```

Or, you could go into a program like EdHak and stick the 34 bytes at the beginning of the file which would fool other programs into thinking it was a .pi1 picture... The first two bytes determine the resolution (I forget exactly how it works), while the pallette data is held in the 32 bytes before the picture starts. All things considered, the first method is a lot easier, though you're going to have to set the colours manually in any case.

1964. hard drives

Newsgroup: comp.sys.atari.st
Date: 1993-11-17 05:51:42 UTC
From: xx140@yfn.ysu.edu
Message-ID: <2cce5e$ksm@news.ysu.edu>
Source record: 198234

From: as895@yfn.ysu.edu (Robert C. Wardle)
Subject: hard drives
Posted-By: xx140 (Atari SIG Sysops)
Date: Wed Nov 17 00:36:53 1993

I have just purchased an Apple 160Mb hard drive to use with my Mega1 and
the ICD Link, unfortunately the drive does not work with this set up, upon
discovering this I leant the drive to an Acorn owner with a hard drive so
that he could test it. He did so and got the result:-
SCSI Error : Key 02 Code 31
What does this mean?
Is it configured to be a SCSI2 device?

***>we will pass this on to comp.sys.atari.st ..maybe someone
over there can answer this inquiry.
Please reply by email.
--
****
YSU Freenet Atari SIG Sysops
Internet: xx140@yfn.ysu.edu
****

1965. Re: ST vs Mac in the Worl

Newsgroup: comp.sys.atari.st
Date: 1993-11-17 05:59:59 UTC
From: Lonnie McClure <LMCCLURE@delphi.com>
Message-ID: <931117.03599.LMCCLURE@delphi.com>
Source record: 198235

"I saw a comparison recently between an Amiga 1200 and a STe,
and all of the specifications were identical apart from a few
in the STe's favour (dos compatible drives, inbuilt midi
ports, safe internal power supply etc), for only $199 compared
to $1299 for the amiga."

Uh, I think you were either comparing an A500 to an STe, or an A1200 to
a Falcon030, or you missed a few things in the A1200's favor. <grin>

For one, the A1200 has a 32-bit data path to memory, and a 68EC020
processor running at over 14Mhz vs. the STe's 8Mhz 16-bit 68000. With only
the 2meg it comes with, it is about 2-2.5x faster in CPU operations. Add
a bit of additional ("fast") RAM, and that jumps to about 5x. Also,
considering it can do 256 colors out of 16.8 million at up to 640x480
non-interlaced (and 1280x512 interlaced PAL) even before overscanning,
vs. the STe's normal 16 colors out of 4096 at 320x200, or mono at 640x400,
I think you could say it has an edge in graphics. (This is without even
going into HAM8 mode, which is also available at all resolutions).

As to the DOS compatible drives, I think "DOS compatible file system"
would be more accurate in relation to the STe, as the Amiga can also
read/write MS-DOS disks, with the CrossDOS utility now included with
Workbench 3.0.

Certainly the STe still has the advantages you cited regarding an internal
power supply and built-in MIDI ports. However, the A1200 has further
advantages regarding max. standard memory (10megs vs. 4 for an STe), and
cheaper/more available accelerators. (Here in the US, at least, there
are is an excellent selection of faster 68030 accelerators for the A1200,
starting at about $399 for some of the the 40Mhz models).

Given however, that you noted a price of $199 there vs. $1299 for the A1200,
the A1200 really *should* be quite a bit better. My question is, why is
the A1200 so expensive there? Here in the US, the basic A1200 can be had
for as low as $369 mailorder, and a quick check in a recent issue of
Current Notes shows D&P selling a 2-meg STe for more than that! (Oddly,
they were the *only* advertiser that seemed to list the STe)!

Were you by any chance comparing the full retail price of an A1200HD,
and not the "street" price of an A1200? If not, I wonder how Commodore has
any market there.

I don't have an A1200, BTW, but I do have a 4-meg STe, with ICD Adspeed
accelerator, and an Amiga 500 with 5megs of memory (and no accelerator <sigh).

1966. Lots of Software For Sale

Newsgroup: comp.sys.atari.st
Date: 1993-11-17 06:40:16 UTC
From: bmaraldo@watserv1.uwaterloo.ca
Message-ID: <CGMIJ5.3xA@watserv1.uwaterloo.ca>
Source record: 198240

Here it is... lots of good deals.
All this stuff comes on original disks and is supplied with the original manuals, unless otherwise noted. If you want a package of stuff from list, we can work out a deal. Minimum order will be $15US (+$3 shipping). Here goes:

Minix 1.5 (10 disks and bindered manual) $40
Tempus II (text editor) $10
MiTerm (terminal program) $5
K-Roget (awesome .acc thesaurus) $20
Alice Pascal $10
STraight Fax 1.6 (great FAX software) $50 (also have PP Fax modem $80)
VIP Pro (good spreadsheet) $10
Revolver (multi-application mem segmentor) $10
FONTZ (GDOS font editor) $5
Hyperfont (same as above) $10
Masterplan (spreadsheet) $10
Mark Williams C w/csd (standard lang) $35
Super Librarian (MIDI sound librarian) $35
Calamus 1.09N w/font editor (the best dtp package) $100
Word Writer ST (standard word proc) $15

Macro Desk $10 General Store $5
NEOchrome $5 Equation Builder $5
Why Wait $5 Typing Tutor $5
DATAretrieve $5 Magical Anagrams $5
Flash 1.6 + Kermit .acc $15 Magical Math II $5
Planetarium $5 Magical Math III $5

Tetris (disk only) $5 Silent Service $5
Wayne Gretzky Hockey $10 LCS Wanderer $5
Hard Drivn' II $5 Motor Massacre $5
Team Yankee $10

TOS 1.4 (6 chip, original) $45 Crystal Desk Acc. $5
Hyperpaint 2.0 $20 Boulder Dash Cons. Kit $5
Learning C on the ST (book) $5

EasyDraw $40 Sudden View $15
Spectrum 512 $5 MacroManager $5
dbMan $25 Wholly Macro! $5
Barbarian $10 Superbike Challenge $5
Star Raiders $5 Gone Fishn' $15
--
-------- Unit 36 Research ---------
"Alien Technology Today"
bmaraldo@watserv1.UWaterloo.ca

{uunet!clyde!utai}!watserv1!bmaraldo

1967. Thinking about Cannon BJ-200's....Hmmm

Newsgroup: comp.sys.atari.st
Date: 1993-11-17 06:57:36 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Nov17.015737.24886@bsu-ucs>
Source record: 198241
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'm thinking on getting a Cannon BubbleJet 200 so I can put my old workhorse Panasonic KX-P1091i (9pin) out to pasture. I've heard good things about them before and just read the great review the BJ-200 received in the big review of printers in some PC (?something?) magazine.

If anyone has any experience with using a BJ-200 on an ST lemme know! :)

I'm wondering how easy it will be to find drivers for WordPerfect (and other PD Wordprocessors) Opus 2.31, PageStream 1.8, and other programs.

Also wondering about general impressions, specific problems, or other features that might be outstandind.

Thanks!
--

-=[Matt McCabe]=-
-=[E-mail to 01mbmccab@virgo.bsuvc.bsu.edu]=-

1968. SLM804 problems

Newsgroup: comp.sys.atari.st
Date: 1993-11-17 07:07:05 UTC
From: ehood@convex.com
Message-ID: <1993Nov17.070705.5378@news.eng.convex.com>
Source record: 198239
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello,

I recently obtained a used SLM804 laser printer. However, when I power it on, it nevers gets out of the wait/warmp-up mode. I believe I have all the proper things in place:

- SLMC804 is hooked up to the DMA port and is ASCSI ID 7.
- Have the big serial cabll hooked up from the controler to the laser printer.
- I boot up with the SLM804 Printer Emulator Disk.
- A message saying the diablo emulator is loading and that it is loading TYP?????.FNT.
- The GEM desktop appears with the SETUP630.ACC loaded.
- The SETUP630.ACC gives "UNSPECIFIED ERROR" as the Status.

I initial had things booting from my hard disk, but the printer never went into ready mode. Therefore, I tried everything from floppy with the hard disk disconnected. I even waited way over the 2 minutes the manual said it would take to warm up before turning on any other components. But nothing.

I'm not a laser printer expert, but shouldn't some of the parts in the printer get hot, or is this only when it actual prints. Anyway, no surfaces in the printer are getting warm. There is only a little heat coming, from what I believe to be, the power supply.

I've checked the drum & paper chargers, and the wire is intact.

Any help is appreciated, and thanks ahead of time,

--ewh

Earl Hood | CONVEX Computer Corporation
ehood@convex.com | 3000 Waterview Parkway
Phone: (214) 497-4387 | P.O. Box 833851
FAX: (214) 497-4500 | Richardson, TX 75083-3851
--
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ehood@convex.com | 3000 Waterview Parkway
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FAX: (214) 497-4500 | Richardson, TX 75083-3851

1969. Re: WORD PERFECT

Newsgroup: comp.sys.atari.st
Date: 1993-11-17 08:45:56 UTC
From: klamer@mi.el.utwente.nl
Message-ID: <klamer.753525956@mi.el.utwente.nl>
Source record: 198261

In <2cbl7h$3la@charm.magnus.acs.ohio-state.edu> jpoling@magnus.acs.ohio-state.edu (Jeff A Poling) writes:

> Is there a utility to switch Word Perfect 5.x format files to 4.x?

You can use wordperfect 5.1 (on a pc) for that purpose. Just select saving (exporting ?) as a wp 4.1 / 4.2 type file. Works for me.

Klamer
--
Klamer Schutte Tel: +31-53-892778 Fax: +31-53-340045
Dept. of Electrical Engineering -- University of Twente, The Netherlands
preferred: klamer@mi.el.utwente.nl SMTP: klamer@[130.89.33.3]

1970. Re: screen for mint?

Newsgroup: comp.sys.atari.st
Date: 1993-11-17 10:16:38 UTC
From: schuller@dutiws.twi.tudelft.nl
Message-ID: <CGMsJr.JIC@dutiws.twi.tudelft.nl>
Source record: 198263

There's a program by Juergen Lock (nox@jelal.north.de) which gives
you virtual consoles. I's like the MiNT fasttext device, but repeated
10 times. You can switch between consoles using Alt-F[1-10]. You'll
have to mail Juergen if you want it because I don't think he has
put it up for ftp.

Bart.

1971. Re: Anyone cracked Cubase 3.01 yet?

Newsgroup: comp.sys.atari.st
Date: 1993-11-17 10:19:54 UTC
From: djs@jet.uk
Message-ID: <1993Nov17.101954.24083@jet.uk>
Source record: 198247

In <gp93rjo.753442891@txfs1.hfb.se> gp93rjo@t.hfb.se (Roger) writes:

>Has anyone done it?
Not me, I bought it. Maybe when someone `cracks' your livelihood you will
think twice about stealing things.

--
- Yeo 1 Fulham 0. Bring on the Rovers...

- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

1972. Re: C compilers on the Falcon?

Newsgroup: comp.sys.atari.st
Date: 1993-11-17 10:27:29 UTC
From: djs@jet.uk
Message-ID: <1993Nov17.102729.24266@jet.uk>
Source record: 198248

In <CGKxu1.GuD@barclays.co.uk> PostMaster@barclays.co.uk writes:

>Get Lattice C - about 85UKP. New version very soon with full falcon libraries.
^^^^^^^^^
Indeed, it has been `very soon' for many months now...

--
- Yeo 1 Fulham 0. Bring on the Rovers...

- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

1973. Re: Falcon040 ... Pagestream on MAC

Newsgroup: comp.sys.atari.st
Date: 1993-11-17 10:30:45 UTC
From: djs@jet.uk
Message-ID: <1993Nov17.103045.24362@jet.uk>
Source record: 198249

In <Nov16.180611.46576@yuma.ACNS.ColoState.EDU> komives@lamar.ColoState.EDU (Robert Komives) writes:

>Excuse my ignorance. I did not know you could run Pagestream on a MAC.
>Is this Atari Pagestream, Mac Pagestream? How?
I do not believe that there is a Mac version of PageStream. There is an Amiga version (rather more advanced than the Atari version, it would seem). I think you may have been confused by a previous message, in which Evan Langlois rather badly edited a message from me, regarding STs/Macs and ST software.

--
- Yeo 1 Fulham 0. Bring on the Rovers...

- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

1974. Re: ATARI UK GONE ??

Newsgroup: comp.sys.atari.st
Date: 1993-11-17 10:32:29 UTC
From: PostMaster@barclays.co.uk
Message-ID: <CGMtA6.Ay8@barclays.co.uk>
Source record: 198243

```
In article <753077404.0@mettav.royle>, Paul.Civati@mettav.royle.org (Paul Civati) writes:
|> On 3 Nov 93 at 10:11:12 (-Unknown-) wrote the following:
|>
|> |>> Why isn't Atari Works distributed with European Falcons?
|> > Maybe Atari figured the Europeans didn't need such a nice bribe to buy
|> > Falcons
|> > and that if they could sell it to them instead for another 100GBP or
|> > whatever...
|>
|> Actually Atari UK thought it was too buggy and sent it back to Atari US IIRC.
|> ;-)
|>
|> -Paul-
|>
|> --
|> (Soon changing to civ@mettav.otl.com)
|> ~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~
|> ||| FidoNet 2:254/108.1 -=- AtariNet 51:502/102 -=- NeST 90:102/142 |||
|> / | \ TurboNet 100:1011/0.1 -=- InterNet: civ@mettav.royle.org / | \
|> ~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~
|> Serious computing? Subscribe to ST Applications! (Mail me for more info...)
|>
|> * Origin: Paul's Point, London/Surrey UK [InterNet/UseNet] (100:1011/0.1)
Rumour & utterly false. I spoke to Atari UK and they just didn't want to bundle
it. They have every intention of selling it.

--
+---------------+-------------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-------------------------------------------------------------+
```

1975. Re: Online

Newsgroup: comp.sys.atari.st
Date: 1993-11-17 10:34:10 UTC
From: PostMaster@barclays.co.uk
Message-ID: <CGMtCz.B08@barclays.co.uk>
Source record: 198244

It strikes me as ludicrous that Atari use GEnie as thir official mouthpiece when it isn't available generally out side the US. Seeing as Ataris presence in the US in minimal and Europe is where it's at for them, this is a strange choice.

--

```
+---------------+-------------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-------------------------------------------------------------+
```

1976. Re: Falcon040

Newsgroup: comp.sys.atari.st
Date: 1993-11-17 10:47:24 UTC
From: djs@jet.uk
Message-ID: <1993Nov17.104724.24503@jet.uk>
Source record: 198250

In <CGGw36.8Cu@sdf.lonestar.org> evanlang@sdf.lonestar.org (Evan Langlois) writes:

>============================
>Apples run Cubase (see below), DA's Vektor, Pagestream, Calligrapher,
>Timeworks, Lattice C etc? Which Apple drives my Atari Laser?
>============================

>Well, nice list, too bad that PageStream, Calligrapher, and TimeWorks
>are all dead-end now
>...
True, but you only half-quoted me; you chopped off the bit where I said
that these products are dead-end. BUT, it still costs money to replace
them. I believe that all of the products mentioned run on the Falcon and TT,
so I would not have to buy new software when I change machine. I may, at some
point, need better software, and would then need to buy something, but
that's a different issue.

>...
>Falcon will not drive your ATARI laser without an adaptor which has not
>yet been created, and Speedo doesn't have SLM drivers (or Postscript!).
Fair point about the Falcon and SLM, although I was thinking of upgrades to
TT as well as upgrades to Falcon. Yesm the missing PostScript in Speedo
is a big disaster.

>The Falcon is also highly underpowered for the price they charge.
Agreed, but there aren't any options other than Falcon or TT, unless I
am prepared to trash my whole software investment. This was the original
point I made which you half-quoted.

>...
--
- Yeo 1 Fulham 0. Ha!
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

1977. Re: Falcon monitor question

Newsgroup: comp.sys.atari.st
Date: 1993-11-17 10:50:03 UTC
From: PostMaster@barclays.co.uk
Message-ID: <CGMu3H.B8A@barclays.co.uk>
Source record: 198245

I use a Taxan multiscan that does all the ST modes and upto 1024x768 NI. I use it at 800x640x16NI with BlowUp - no problems. True color is a pig though - I can't get better than about 550 horizontal. Vertical is fine - upto 800-odd from memory.

--

```
+---------------+-------------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-------------------------------------------------------------+
```

1978. Re: 2.5 MB in STE

Newsgroup: comp.sys.atari.st
Date: 1993-11-17 11:08:12 UTC
From: ppxpjr@unicorn.nott.ac.uk
Message-ID: <2cd0ms$e7r@unicorn.ccc.nottingham.ac.uk>
Source record: 198251

In article <1993Nov16.175223.25563@t.hfb.se> ep93dha@t.hfb.se writes:
>In article H2J@westminster.ac.uk, vctec@westminster.ac.uk (Denesh Bhabuta) writes:
>>
>>Although I have tried this, and used the patch programs, it did not work. I do
>>not know why. Maybe, because I upgraded to TOS 2.06.
>>
>>Anyone, any ideas?

I have a very early STE with TOS 1.60. I've tried simmfix.prg (available from
umich atari archive via FTP) and the patch program given away with ST Format -
both programs fool the STE into recognizing the 2.5Mb configuration BUT for
some weird reason they both only work every second or third cold boot?

If you try either of these programs it's best to boot repeatedly until they
eventually configure things correctly.

On a brighter note I recently tried a copy of mem.prg (obtained from the ST
Club - via a friend but can get disk number for those who are interested).
This program appears to work everytime.

Hope this is of use to somebody

Pete

1979. Re: Falcon040

Newsgroup: comp.sys.atari.st
Date: 1993-11-17 11:46:00 UTC
From: Robert_Federle@k.maus.de
Message-ID: <A1385@K.maus.de>
Source record: 198298

GMAUC>In an article on the front page of Electronic Buyer's News, Sept.
GMAUC>20th issue,
GMAUC>is the following:
GMAUC> "Current 68040 chips specified as 25-, 33-, and 40-MHz are
GMAUC>already capable
GMAUC> of running internal processing circuitry at 50, 66, and 80 MHz,
GMAUC> respectively. That has been true all along, since the chips were
GMAUC> introduced."

That's nothing new! *Every* 68040 is internally double clocked. It has
been double clocked in the past and it is still double clocked even in
the future. Therefore no change at all. So what's the news?

Regards,
Robert

1980. SCRIBA COMMUNIS RESPONSI: Bug fixed for STe/TT

Newsgroup: comp.sys.atari.st
Date: 1993-11-17 12:36:17 UTC
From: ga@mrih.no
Message-ID: <2cd5s1$igh@ugle.unit.no>
Source record: 198246

For those of you with an STe and didn't get to hear the soundtrack, and for those of you who have a TT and got a 6 kHz soundtrack, the bug has been found in the cookie jar reconition routine. I have just uploaded the fixed stuff to atari.archive.umich.edu and is holding on, trying to connect to ftp.uni-kl.de (uni-kl has been timing out all day... *sigh*). Scriba is also available at unix1.mrih.no in the folder pub/atari/scriba - if only there are enough connections... *sigh* Why does the man up there punish me like this? I can also send the scriba.prg file by email upon request.

..|'''.| '|| Gard Eggesboe Abrahamsen "From the people
.|' ' .... || PO Box 5061, Larsgaarden who brought you
|| .... '' .|| ||' '' .' '|| 6021 Aalesund, Norway EdLin, we
'|. || .|' || || |. || Gard.Abrahamsen@mrih.no present to you
''|...'| '|..'|' .||. '|..'||. Finger ga@samson.mrih.no MS-WINDOWS!!!"
Disclaimer: These are my views and my views only; Nobody else wants them.

1981. Re: WANTED: GDOS fonts for an HP laserjet

Newsgroup: comp.sys.atari.st
Date: 1993-11-17 12:51:26 UTC
From: error@stack.urc.tue.nl
Message-ID: <2cd6oe$h38@tuegate.tue.nl>
Source record: 198265

thopman@herman.cs.uoguelph.ca (Theodore L Hopman) writes:

>A.D.Webber (adw@ukc.ac.uk) wrote:

>:Does anyone out there have any GDOS fonts for use with the 300dpi laserjet.sys
>:printer driver that comes with FontGDOS?

>by a factor of 5/3. If you do find some, could you post where you found
>them, or mail me?

A few days ago I sent some 300dpi fonts with screen fonts to
ftp.cs.ruu.nl, maybe they have shown up already (I sent then as
edfont.lzh, but the name may have changed)

Erlend.

--

1982. Re: New files uploaded to ftp.cs.ruu.nl

Newsgroup: comp.sys.atari.st
Date: 1993-11-17 12:57:35 UTC
From: error@stack.urc.tue.nl
Message-ID: <2cd73v$h3k@tuegate.tue.nl>
Source record: 198266

warwick@cs.uq.oz.au (Warwick Allison) writes:

>I think all applications should have a desk icon provided with them.

I agree, even PD or shareware ones should have desk icons (maybe
shareware authors could give away their icons upon recieving the
registration). Icons really really make using the Atari desktop (or
replacement) much more intuitive.
Icons should include:
program itself
folder for the program
the programs document type.
And optionally icons for the rsc files, on disk docs, .inf configuration
files etc. etc.

Erlend.
--

1983. GFAbasro.prg WAS: Taipan?

Newsgroup: comp.sys.atari.st
Date: 1993-11-17 13:02:50 UTC
From: error@stack.urc.tue.nl
Message-ID: <2cd7dq$h58@tuegate.tue.nl>
Source record: 198267

alrashi@ecf.toronto.edu (AL RASHID SHAHIR) writes:

>I have it right here in my account, just drop me a line if you want it....
>Aha, but there's a catch! It's in GFA basic!!! So you'll need gfabasro.prg
>to run the silly thing... If you DO have the gfa basic runner, I want it!! :)
>(My version is too high for the game... :( )

Hmm, I had the same problem with ST_SLOTS, a game written by John Hutchinson ;-). It had the .bas extension so I fired up the old ST Basic, but no go (bombs). File viewing showed that it was GFAbasic (not .LST file).

Is GFAbasro freely distributable? If so, could someone archive several versions on an ftp-site?

Erlend.

--

1984. Re: Falcon Graphics Boards

Newsgroup: comp.sys.atari.st
Date: 1993-11-17 13:54:50 UTC
From: PostMaster@barclays.co.uk
Message-ID: <CGn2nE.Cw2@barclays.co.uk>
Source record: 198256

In article <1993Nov12.165150.4808@arizona.edu>, jeff@jupiter.ame.arizona.edu (Jeff Diamond) writes:
|>
|> If anybody has successfully used a 24-bit color graphics card with a Falcon,
|> I would greatly appreciate hearing about it. I'm interested if it can be done,
|> and what kind of monitor is required. I'd also appreciate information as to the
|> speed and memory requirement of these cards.
|> Thanks a lot !
|> Jeff
What do you want 24bit for? The Falcon graphics are pretty good for most things.
GIFs and JPGs look great in 256/truecolor modes.

--
+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

1985. Re: X11 server for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1993-11-17 14:16:21 UTC
From: andrew@minster.york.ac.uk
Message-ID: <753545780.8953@minster.york.ac.uk>
Source record: 198283

Uwe Seimet (seimet@chemie.uni-kl.de) wrote:
> u1418@sparc24.cs.uiuc.edu (adam dean aulick) writes:

> >Is there an X11 server available that will run on an a mega STe?

> There is. Contact info%xsoft@mail.Germany.EU.net (Michael Gehret) for more
> information. BTW, you need an ethernet card to use ST or TT as X server.

How do I get an ethernet card for my Falcon and how does it connect up?
Parallel port? SCSI-II? DMA? Cartridge?

-Andrew
andrew@minster.york.ac.uk

1986. Re: Anyone cracked Cubase 3.01 yet?

Newsgroup: comp.sys.atari.st
Date: 1993-11-17 14:31:02 UTC
From: cwood@gst-soft.demon.co.uk
Message-ID: <1993Nov17.143102.1@gst-soft.demon.co.uk>
Source record: 198255

TITLE: Anyone cracked Cubase 3.01 yet?

I assume you mean "Does anyone know how to use it?".....:-)

CW

==
Chris Wood. "You Screwy Rabbit" - Yosemite Sam
cwood@gst-soft.demon.co.uk
GST Software Products (R&D) Tel: (+44) 0480 496789.
Meadow Lane, St Ives, Cambridgeshire, PE17 4LG. Fax: (+44) 0480 496189.
==

1987. NeXT or MAC Syquest formatted disks

Newsgroup: comp.sys.atari.st
Date: 1993-11-17 14:34:05 UTC
From: fdomingu@cerberus.UWaterloo.ca
Message-ID: <CGn4Gv.8wM@watserv1.uwaterloo.ca>
Source record: 198259

According to a message I received regarding the ability of the NeXT to
read DOS formatted Syquest 44/88 meg disks, I was told that the NeXT
cannot use the DOS fat system.
What I would like to know now is if the Atari is capable of reading either
the NeXT or MAC format from the native atari setup (ie not using Spectre).

fdomingu@zeus.uwaterloo.ca

1988. Re: Thinking about Cannon BJ-200's....Hmmm

Newsgroup: comp.sys.atari.st
Date: 1993-11-17 14:53:10 UTC
From: thopman@herman.cs.uoguelph.ca
Message-ID: <2cddsm$o8d@nermal.cs.uoguelph.ca>
Source record: 198260
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

01mbmccabe@leo.bsuvc.bsu.edu wrote:
: I'm thinking on getting a Cannon BubbleJet 200 so I can put my old workhorse
: Panasonic KX-P1091i (9pin) out to pasture. I've heard good things about them
: before and just read the great review the BJ-200 received in the big review
: of printers in some PC (?something?) magazine.
I have one, and I _really_ like it. It's quiet, faster than a dot matrix,
and the print quality's very high, especially if you use laser paper.
: I'm wondering how easy it will be to find drivers for WordPerfect (and other PD
: Wordprocessors) Opus 2.31, PageStream 1.8, and other programs.
Well, you probably know that it emulates both the BJ-10 and the Epson LQ
510. You shouldn't have any trouble finding drivers for it. FontGDOS
includes a BJ-10 driver which works great, and you can use an Epson LQ
driver. The BJ driver is best for graphics, but if you're doing text
only, I would use Epson emulation.
: Also wondering about general impressions, specific problems, or other features
: that might be outstandind.
Overall, I like the printer very much. It's small, quiet, fast, etc.,
etc. About the only thing I don't like is that there are normally _63_
lines of text on a page, rather than the standard 66, so programs that do
text and graphics on the same page, or do fancy things with positioning
the printhead get screwed up unless you're careful.

THeo

1989. Re: Atari/stock prices/jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-11-17 14:57:18 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <2cde4e$5o9@charm.magnus.acs.ohio-state.edu>
Source record: 198258

In article <2cbp13$3o9@charm.magnus.acs.ohio-state.edu> rcollins@magnus.acs.ohi
o-state.edu (Raymond Collins) writes:
>
>However, Atari does have a manufacturer (IBM) that can produce
>the Jaguar in high volume.
>Remember IBM is looking to make money with this too.
>Enough said.
>
>Raymond Collins
>rcollins@magnus.acs.ohio-state.edu

Netland might find the following interesting.

I was at a graduate career conference and stopped to speak to the IBM
representative that was there (some high muckety-muck in Human Resources).
After spending the requesite several minutes kissing butt to try and get an
internship, I decided to be a little cagey and see if I could determine what
IBM thought of their Atari contract. At this point I had NOT mentioned that I
was an Atarian, nor had he yet looked at my resume.
I mentioned to the IBM rep that I had heard a rumor that IBM was making
products for other companies in their manufacturing facilities. His answer was
that the rumor was true. He then said, quote, "For example, we have a big, big
contract with Atari to make their new game machine."
Sounds promising to me.

(He also made a comment about what they want to do to Intel with the
PowerPC. According to one of the on-line magazines ... the source possibly
being Bob Brodie himself ... Atari is currently negotiating OTHER contracts
with IBM. Is there an Atari/IBM PowerPC in the future? Hmmmm.....)
--
Vice | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
President | P.O.BOX 29103 | 8-bit
of: | COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *

1990. Re: Falcon monitor question

Newsgroup: comp.sys.atari.st
Date: 1993-11-17 15:07:26 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CGn60E.DL5@barclays.co.uk>
Source record: 198268

```
In article <1993Nov12.175054.1@aurora.alaska.edu>, fnjah@aurora.alaska.edu writes:
|> I thought all SVGA monitors were multiscan monitors (although I know nothing
|> about monitors). I thought multisync was just a registered trademark of NEC
|> for their brand of multiscan monitors. I guess this is incorrect??
|>
|> So to be able to run all modes on a falcon with one monitor I would need a
|> multisync (not multiscan) monitor that can go as low as 15Khz and have a
|> vertical range of 50-78Hz?
Otherway round. Multisync sync to various fixed scan rates. Multiscans sync to a
range ie 30-50.

--
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-----------------------------------------------------------+
```

1991. Re: Anyone cracked Cubase 3.01 yet?

Newsgroup: comp.sys.atari.st
Date: 1993-11-17 15:38:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cea456e@troed.ct.se>
Source record: 198308

In a message of 16 Nov 93 20:59:27, Tim Llewellyn wrote:

TL> |>Subject: Anyone cracked Cubase 3.01 yet?

TL> |>Has anyone done it?

TL> Get a brain shithead! Or even better get a job and earn the money
TL> to BUY Cubase.

The issue is rather interesting .. I ofcourse do not like piracy, but the fact that Cubase v3.0x STILL doesn't seem to exist cracked may suggest that we on the Atari have seen the first close-to UNCRACKABLE protection ...

So, has anyone seen Cubase v3.0x cracked? If not, I think people should try to get hold of their routines ... (though I've heard they're linked to the fact that Cubase is NOT OS-compatible .. :-/)

Atleast this should have boosted Cubase sales ..

```
+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+
```

1992. Re: Changing the battery in DeskCart...help ne

Newsgroup: comp.sys.atari.st
Date: 1993-11-17 16:01:42 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Nov17.160142.25516@newshost.lanl.gov>
Source record: 198264

In article 18101@mks.com, johnmc@mks.com (John McMullen) writes:
>Years ago, I bought Deskcart, a clock and a variety of accessories in
>a cartridge. Just recently, the battery died. Looking at my old
>manual, it says to send in the cartridge to have the battery replaced.
>Alas, QMI doesn't exist any more (so far as I know: phone calls have
>had no response). The obvious non-destructive methods of prying it open
>don't work.
>
>Anyone have any suggestions?

Why doesn't prying it open work? I know it can be done as a) I used to own
one and b) it's the very same plastic cartridge that was used on the original
Magic Sack and Spectre 128. Granted, it's a bear to open but you can do it.

-Hutch-

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____

1993. What is best editor to use to edit GNU source files?

Newsgroup: comp.sys.atari.st
Date: 1993-11-17 17:06:43 UTC
From: winters@access.digex.net
Message-ID: <2cdln3$ao7@access.digex.net>
Source record: 198269

Just obtained GNU Chess from net. Works fine, but would like to modify C source to have a GUI front-end. Which brings up the question - Do you need to reformat or use a special editor or text processor to look at or modify GNU ascii files? I noticed that Doc or C files etc.. lines look out of "alignment". A long time ago I remember hearing that you had to use Tex or some program to reformat GNU files? Thanks for any advice

---- Mike

1994. 2.5 inch sickness... is it?

Newsgroup: comp.sys.atari.st
Date: 1993-11-17 17:12:55 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <2cdm2n$bap@usenet.INS.CWRU.Edu>
Source record: 198270

OK, my computer is on the fritz...

When I turn it on, the screen goes blank and then there are rainbow verticle lines throughout the screen.

Anyone see this problem before?

I think when I brought something like this up before, I got a response about a 2.5" sickness (because that is the altitude you have to drop your computer at to make it work again). But I don't think I want to do that even though a lot of people claim that it solves certain problems.

Thanks for your input.

Len

--

1995. Re: ATARI _DROPS_ THIER C

Newsgroup: comp.sys.atari.st
Date: 1993-11-17 17:23:41 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <2cdmmt$c7d@usenet.INS.CWRU.Edu>
Source record: 198271

In a previous article, dirk.vandenheuvel@nezuld.com (Dirk Vandenheuvel) says:

>CH>That seems pretty unlikely. What's the population of the UK? If
>CH>there were 15k there alone, there'd probably be at last 100k in the
>CH>US.
>CH>--
>CH>-------------------===----------
>CH>--------- cherborth@semprini.waterloo-rdp.on.ca
>CH>Chris Herborth
>The 15,000 Falcons sold was stated by the head of Atari UK and Germany
>as being how many sold in EUROPE up til the SUMMER. Not great, but not
>terrible.
>There are about 40,000 NEXT machines worldwide since release..(FYI).

Atari must be selling something because I heard that they were making
a profit once again (a small profit but a profit).

Also, if the guys at Atari were smart, they would redesign the Falcon030
in a small PC-style case with the Jaguar chipset.

The Jaguar is superior to the Falcon030 in almost every way. I just don't
understand why Atari didn't give the Falcon030 24-bit color too?

>
>
>

--

1996. Re: Looking for an Atari 130XE

Newsgroup: comp.sys.atari.st
Date: 1993-11-17 17:24:30 UTC
From: techno@zelator.de
Message-ID: <269IB0RC@zelator.de>
Source record: 198280

In <331.UUL1.3#25345@cris.com> bbs@cris.com (CRIS) writes:

>Does anyone know where I can buy an Atari 130XE 8-bit computer? The old Antic
>Magazine used to have lots of places listed for mail order purchases, but the
>old magazine isn't around anymore. Does anyone out there want to sell their
>Atari 130XE (and disk drive)?

>My request may seem strange, but it's an old hobby and my Atari 400 is just
>about dead.

You'd better ask in comp.sys.atari.8-bit. Yes, the thing's still got it's
very own newsgroup !

Techno

--
| techno@zelator.in-berlin.de --- hardcore ATARI user ! |||
| Nothing that's real is ever for free, you just have to pay |||
| for it sometime. (Al Stewart) / | \

1997. TT for Sale

Newsgroup: comp.sys.atari.st
Date: 1993-11-17 17:34:50 UTC
From: osteele@carson.u.washington.edu
Message-ID: <2cdnbq$br8@news.u.washington.edu>
Source record: 198272

I've got a TT for sale that I don't use most of the time, so it's up for sale to the highest bidder. Please e-mail me offers. The system consists of a TT with 50MB Hard Drive and 8 MB of RAM (4 ST/4 TT). Works great.

1998. music notator programs advice please

Newsgroup: comp.sys.atari.st
Date: 1993-11-17 17:48:22 UTC
From: support@incaltd.demon.co.uk
Message-ID: <753587133snx@incaltd.demon.co.uk>
Source record: 198273

I have recently posted this in comp.music and someone suggested
I send it here . Any replies would be very appreciated.
please send replies email to the address below

Hi,
Can any one give me some advice on a ST music notator program.
I have a STE 1040 with hi-res screen.
I am on the look out for a good but fairly cheap notating program.
I have used Cadenza on PC
and Maestro and Rhapsody on Archimedes and would like something like this
I guess.

I also already have PRO-24 (bundled in with the STE) but the Notation
part is not good. I have a few PD programs but they are also not up
to what I need. (e.g. one of them is just a graphics editor with
no contraints where you can place a note which then can be 2/3 on aline
or part on a line or whatever.....crazy)

I guess I need MIDI in
also the facility to do good screen editting.

Obviously I realise there are such programs as Cakewalk and Notator
but I do not want to pay multiple hundreds on pounds.

(Maestro on archimedes is thrown in with the machine I believe and is
not too bad i spose)

I guess I am prepared to pay up to 100 UK pounds. (?)
Any suggestions or advice

PS can any one comment on Cubase LITE (??)

Thanks for your help

Richard

--

+---+
| Richard Duce [InCA Ltd] |
| Customer Support Engineer Mail: support@incaltd.demon.co.uk |
| Tel: (44) 0344-890575 |
| Fax: (44) 0344-886646 |
+---+

Thanks.

--

+---+
| Richard Duce [InCA Ltd] |
| Customer Support Engineer Mail: support@incaltd.demon.co.uk |
| Tel: (44) 0344-890575 |
| Fax: (44) 0344-886646 |
+---+

1999. Re: GFAbasro.prg WAS: Taipan?

Newsgroup: comp.sys.atari.st
Date: 1993-11-17 18:20:04 UTC
From: rost@tecrus.enet.dec.com
Message-ID: <CGnEyI.5EJ@ryn.mro4.dec.com>
Source record: 198275

In article <2cd7dq$h58@tuegate.tue.nl>, error@stack.urc.tue.nl (Erlend Nagel) writes...
>
>Is GFAbasro freely distributable? If so, could someone archive several
>versions on an ftp-site?

The V2 run-only is on the UMich archive.

Brian Rost @tecrus.enet.dec.com

508-568-6115

```
**************************************************
* *
* The above does not reflect the opinions of *
* my employer. *
* *
* If music is outlawed, only outlaws will be *
* musicians. *
* *
**************************************************
```

2000. Re: Online

Newsgroup: comp.sys.atari.st
Date: 1993-11-17 18:25:00 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.983679@cix.compulink.co.uk>
Source record: 198277

In article <CGMtCz.B08@barclays.co.uk>, PostMaster@barclays.co.uk writes:
>It strikes me as ludicrous that Atari use GEnie as thir official mouthpiece when
>it isn't available generally out side the US. Seeing as Ataris presence in the US
>in minimal and Europe is where it's at for them, this is a strange choice.
>--

I agree, and maybe some kind soul with Genie access could post a copy of
this thread there.

Ofir ogal@cix.compulink.co.uk

2001. Re: 800x600?

Newsgroup: comp.sys.atari.st
Date: 1993-11-17 18:30:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A56400@SL.maus.de>
Source record: 198315

In article H.eg.LZylnimJMas@semprini.waterloo-rdp.on.ca Chris Herborth writes:

CH>I can see 60Hz non-interlaced flickering... 50Hz European games really
CH>bother me (but only if the screen is bright; the flicker is less
CH>noticable on dark screens).

No wonder:
actual CRTs don't have a long 'Nachleuchtzeit' (the time the screen is lit after being 'hit' by the beam). This means the following: each time after sending the beam to one line of the screen it get's dark quite fast. When the beam comes again, the screen is lit again but is getting dark again (quite fast ...). At 60Hz this (sadly) can be seen - not only by You.
When the brightness is low the difference is smaller.

Bye
Stefan

===
Stefan_Damerau@sl.maus.de
!!No Mail >16kB please!!

2002. Re: Admitted piracy, don't do it here

Newsgroup: comp.sys.atari.st
Date: 1993-11-17 18:41:49 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2cdr9d$qn3@mailer.fsu.edu>
Source record: 198276

Andrew Smith (asmith@zero.cypher.com) wrote:
> In article <2cb9bn$jnc@mailer.fsu.edu> boyd@math.fsu.edu writes:
> >on thousands of machines. You broke the rules. You really showed your ass.
> >
> >In the past, I have deleted accounts on my machines due to such infractions.
> >I intend to advise your system admin to do the same in your case. It appears
> >that you truely don't understand your responsiblity in this matter, but
> >perhaps your system staff can educate you.

> Boy am I glad my sysadmin is not as anally retentive as you! I hope you
> think my ass is cute...

I presume that you sent this before your boss communicated my concerns to
you. According to his reply to me, he did not feel my actions to be
anally retentive, nor did he sound particularly fond of your flagrent disregard
for the law (both in a true legal sense, and in the "good neighbor" Internet
sense). Just in case, I'll forward him a copy of this post.

I am really not interested in a bickering match. Until I read this, I honestly
thought your problem was one of ignorance, not attitude. Thanks for clarifying
this for me.

With regards to my actions, your sysadmin is responsible for your actions to
a degree, just as I am responsible for the actions of users on my machines.
Your behavior is, in a sense, making them look bad as well. I suggest you
think about this before classifying any system administrative staff members as
"anally retentive".

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2003. Some games..

Newsgroup: comp.sys.atari.st
Date: 1993-11-17 18:47:15 UTC
From: sebelt01@starbase.spd.louisville.edu
Message-ID: <sebelt01.753562035@starbase.spd.louisville.edu>
Source record: 198278

A few questions... Is there any way to get Starglider 1 to work on a 1040STe (Color Monitor)? It loads fine but locks up when a shot is fired. Are there any more games like this? (I *like* polygon wireframe games) Especially any med-res polygon-graphic games? Also, what are the best handheld joysticks for the STe and where can I get them? Joy pads will do fine as well.. (I know, I know... :)

And is the game "Interphase" available anywhere for ftp? I had it on an ST Format disk, but the disk lasted for only one use!

Later..

--
sebelt01@starbase.spd.louisville.edu IRC: Sneaker Hacking on a 1040STe..

2004. music composer program

Newsgroup: comp.sys.atari.st
Date: 1993-11-17 19:39:04 UTC
From: an36841@anon.penet.fi
Message-ID: <194316Z17111993@anon.penet.fi>
Source record: 198279

>: Hi,
>
>: I am looking for a music composer program.
>: Does anyone know where I can get it (PD or shareware) ?
>
>: Thanks !
>
>I don't actually think you deserve answering, using the anon service for
>such a simple question. You are probably the quy who posted the previous
>thread (i.e. Cracking Cubase), hoping that someone will give you a copy of
>a commercial package.

I am not the guy about cracking cubase !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
As I wrote in my msg, I only want PD or shareware !!!!!!!!!!!!!!!!!!!
So, read carefully, before you write anything !!!!!!!!!!!!!!!!!!!!!!!
The reason I use the anon service is because I can't post a msg on Usenet !
The anon service is my only way to post something !!!!!!!!!!!!!!!!!!!!!!!

>There is a German Program (i.e. in German) called Soundmachine ST, which
>is shareware. The only place I am sure you will get a copy is The ST Club,
>2 Broadway, Nottingham, NG1 1PS, ENGLAND, on disk PDE.48. Although I am
>sure it must be available elsewhere.
>There are also trackers, such as TCB-Tracker, along with many others,
>which are also at PDL's everywhere.

Thanks.

To find out more about the anon service, send mail to help@anon.penet.fi.
Due to the double-blind, any mail replies to this message will be anonymized,
and an anonymous id will be allocated automatically. You have been warned.
Please report any problems, inappropriate use etc. to admin@anon.penet.fi.

2005. might have to give up my TT!

Newsgroup: comp.sys.atari.st
Date: 1993-11-17 19:41:11 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <17NOV93.14411184@cc4.crl.aecl.ca>
Source record: 198257

Where I work, there is pressure for me to abandon my TT and go to a PC. The pressure is based on the fact that we have a VAX network with copies of major software packages that can be loaded into the PC via Pathworks. Simply type 123R3 on the PC and LOTUS loads into the PC's RAM from the network and runs locally on the PC. Files can be saved to the PC or the net (private or shared areas).

The same can be done with Macs on the net but support for Macs is dwindling (unfortunately) and I will probably be forced to get a WINDOWs based machine. For anyone who has used a Mac, Atari or any other system with an intelligent user interface, using WINDOWs can be an extremely frustrating experience.

However, there may be light at the end of the tunnel. A Mac enthusiast is going to send me info on a new Mac. Apparently it has dual processors (68030, maybe an '040, and a '486). Hot keys can switch between Mac and PC modes. Therefore, I could use Macware and the Mac OS for real work and WINDOWs when I absolutely have no other choice.

Best fact is the price. It is supposed to be $2500CDN (divide by 1.35 for US pricing).

Maybe I'll be able to take the TT home (not really needed since I have a 16MHz Mega4ST with 220megs of hard drive and an SLM605 laser at home).

2006. Re: Diamond Back - new version out yet?

Newsgroup: comp.sys.atari.st
Date: 1993-11-17 19:41:13 UTC
From: boblu@tekgen.bv.tek.com
Message-ID: <4458@tekgen.bv.tek.com>
Source record: 198281

In article <2c8s3u$h9c@news.bu.edu> selick@csa.bu.edu (Steven Selick) writes:
>
>I remember readiong a few months ago about a new version of Diamond Back
>coming out in the near future. I believe I have 2.42 right now. Will this
>new version support a scsi tape backup drive? How about if it uses parity?

Diamond Back 3, which includes, among many other things, SCSI Tape backup.
An early BETA was shown at the Glendale show and we expect to be shipping by
the end of December.

Best regards,

---- ----
/\/\/\ Bob Luneski /\/\/\
\/\/\/ Oregon Research boblu@tekgen.bv.tek.com Genie: ORA \/\/\/
\/\/ 16200 S.W. Pacific Hwy., Suite 162 CompuServe: 71333,2655 \/\/
\/ Tigard, OR 97224 Phone: (503) 620-4919 FAX: (503) 639-6182 \/

2007. Spectre GCR forsale with or w/o ROMs

Newsgroup: comp.sys.atari.st
Date: 1993-11-17 19:57:41 UTC
From: boblu@tekgen.bv.tek.com
Message-ID: <4461@tekgen.bv.tek.com>
Source record: 198282

```
Forsale: Spectre GCR with latest software,
Very nice Macintosh emulation, Reads/Writes Mac disks
without ROMS $150
with ROMS $225 -> Includes free copy of Diamond Back II which
backups up Spectre Mac partitions.
+UPS COD shipping

Best regards,

Bob Luneski
boblu@tekgen.bv.tek.com
```

2008. Re: VME graphics cards

Newsgroup: comp.sys.atari.st
Date: 1993-11-17 20:24:41 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenCGnKp7.E2s@netcom.com>
Source record: 198291

In article <2c9es7$jq@charm.magnus.acs.ohio-state.edu> jeffmay@magnus.acs.ohio-state.edu (Jeff A May II) writes:
>Hi. A friend of mine was considering getting a graphics card for
>his Mega STE, and was wondering what was available. He's not
>looking for anything major, just something that gives at least
>640 x 480 in 16 or 256 colors. If anyone has any knowledge/experiences
>they would like to share, we would appreciate it. Thanks.

If you can find an AlberTT board, it will give you 1024x768 with 16 colors. It costs $299. It's TT and MegaSTE compatible since it goes in the VME port.

Otherwise, look to spend at least $400-$500 for one that does everything.

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

2009. Re: Admitted piracy, don't do it here

Newsgroup: comp.sys.atari.st
Date: 1993-11-17 20:58:50 UTC
From: asmith@zero.cypher.com
Message-ID: <1993Nov17.205850.24618@nuchat.sccsi.com>
Source record: 198289

In article <2cdr9d$qn3@mailer.fsu.edu> boyd@math.fsu.edu writes:
>Andrew Smith (asmith@zero.cypher.com) wrote:
>I presume that you sent this before your boss communicated my concerns to
>you. According to his reply to me, he did not feel my actions to be
>anally retentive, nor did he sound particularly fond of your flagrent disregard
>for the law (both in a true legal sense, and in the "good neighbor" Internet
>sense). Just in case, I'll forward him a copy of this post.
>

Actually it was sent considerably after. As I personally did not see my
sysadmin's response to your complaint, am I pleased to find out that he is
behaving in a responsible fashion concerning the incident, just as he
should. However, your act of forwarding my most recent reply to my sysadmin
is just a demonstration of your immaturity because your original complaint
'did not work' the way you wanted it to. Your first complaint to my sysadmin
was perfectly warranted because what I did was illegal and was an infraction
of the rules concerning usenet posts. However, my calling you 'anally
retentive' (which I still told true) is not against the rules, nor is it
illegal in any way, nor does it concern this entire piracy issue at all.
Therefore, for what reason are you sending this to my sysadmin? While my
calling you that was certainly rude (as was your comment about my ass),
it is not an infraction of net policy and therefore is simply not the
business of my sysadmin who has more important things to do with his time
than listen to the whinings of an immature person who can give out insults
but finds himself unable to take them and therefore feels he must take
inappropriate action to 'shut up' the person insulting him. For a sysadmin
yourself, you sure have a poor understanding of net policy.

>I am really not interested in a bickering match. Until I read this, I honestly
>thought your problem was one of ignorance, not attitude. Thanks for clarifying
>this for me.
>

It began as ignorance and now is defense, not of my actions, but of my
character and of the network in general and how sysadmins are SUPPOSED to
handle situations.

--

□□□

2010. Re: Some games..

Newsgroup: comp.sys.atari.st
Date: 1993-11-17 21:12:57 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Nov17.211257.29674@bradford.ac.uk>
Source record: 198285

Shawn E. Beltz (sebelt01@starbase.spd.louisville.edu) wrote:

: Are there any more games like this? (I *like* polygon wireframe games)

I like Hunter and Driller, both of which I think are now budget games.

: And is the game "Interphase" available anywhere for ftp? I had it on
: an ST Format disk, but the disk lasted for only one use!

Send your corrupted ST Format disk to :-

ST Format {month} Disk Returns, (where {month} is the issue month)
PO Box 21,
Daventry NN1 5BU (England).

or if it's easier, tell me the disk number, and I will E-mail you the file
- I don't suppose it's illegal to send you this.

Steve Taylor. |||
Long Live / | \, if they don't shoot themselves in the foot.

2011. Re: music composer program

Newsgroup: comp.sys.atari.st
Date: 1993-11-17 21:15:41 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Nov17.211541.29854@bradford.ac.uk>
Source record: 198286

an36841@anon.penet.fi wrote:

: >: Hi,
: >
: >: I am looking for a music composer program.
: >: Does anyone know where I can get it (PD or shareware) ?
: >
: >: Thanks !
: >
: >I don't actually think you deserve answering, using the anon service for
: >such a simple question. You are probably the quy who posted the previous
: >thread (i.e. Cracking Cubase), hoping that someone will give you a copy of
: >a commercial package.

: I am not the guy about cracking cubase !!!!!!!!!!!!!!!!!!!!!!!!!!!!!
: As I wrote in my msg, I only want PD or shareware !!!!!!!!!!!!!!!!!!!
: So, read carefully, before you write anything !!!!!!!!!!!!!!!!!!!!!!!
: The reason I use the anon service is because I can't post a msg on Usenet !
: The anon service is my only way to post something !!!!!!!!!!!!!!!!!!!!!!!!

Right sorry about that. It is a bit unusual though.
What a lot of exclamation marks!!!!!!!!!!!!!!!!!!!!!!!!

Steve Taylor. |||
Long Live / | \, if they don't shoot themselves in the foot.

2012. Re: music composer program

Newsgroup: comp.sys.atari.st
Date: 1993-11-17 21:17:36 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Nov17.211736.113@bradford.ac.uk>
Source record: 198287

BY THE WAY, IF YOU HAVE NO USENET ACCESS, HOW DID YOU SEE MY MESSAGE, AND
HOW DO YOU EXPECT ANY REPLIES?

AN E-MAIL ADDRESS WOULD BE A COURTEOUS THING TO PROVIDE, AS WELL.

[caps lock off]

Steve Taylor. |||
Long Live / | \, if they don't shoot themselves in the foot.

2013. Re: SUPRA Email address anyone??

Newsgroup: comp.sys.atari.st
Date: 1993-11-17 21:22:16 UTC
From: mulligan@world.std.com
Message-ID: <CGnnD5.K1t@world.std.com>
Source record: 198284

hallvart@ifi.uio.no (Hallvard Tanger&#65533;s) writes:
>Has anyone got an email address for Supra corporation, or
>alternatively a "snail"mail address?

From a Supra FAX Modem manual:

Supra Corporation
7101 Supra Drive SW
Albany, Oregon 97321
USA

Supra Support BBS: 503-967-2444

2014. Re: Online

Newsgroup: comp.sys.atari.st
Date: 1993-11-17 21:24:35 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1556@usdtsg.DaytonOH.NCR.COM>
Source record: 198293

In article <memo.983679@cix.compulink.co.uk> ogal@cix.compulink.co.uk writes:
>
>
>In article <CGMtCz.B08@barclays.co.uk>, PostMaster@barclays.co.uk writes:
>>It strikes me as ludicrous that Atari use GEnie as thir official mouthpiece
>>when it isn't available generally out side the US. Seeing as Ataris presence
>>in the US in minimal and Europe is where it's at for them, this is a strange
>>choice.
>
>I agree, and maybe some kind soul with Genie access could post a copy of
>this thread there.

No need to. Various internet messages (including these here) are
posted into one of the Atari message areas (so GEnie members without
internet access can see what's going on out in Sinc... in internet land :-)

More than likely someone there will notice your concerns...

Rob

2015. sc1224

Newsgroup: comp.sys.atari.st
Date: 1993-11-17 22:20:24 UTC
From: s1014097@cedarville.edu
Message-ID: <s1014097.5.2CEAA3A8@cedarville.edu>
Source record: 198290

```
I have an extra Atari SC1224 for sale. asking 140.00
Works great....
Send e-mail
```

2016. PROTAR address

Newsgroup: comp.sys.atari.st
Date: 1993-11-17 22:25:11 UTC
From: hallvart@ifi.uio.no
Message-ID: <2ce8c7$7ba@yrsa.ifi.uio.no>
Source record: 198288

I think someone in this newsgoup asked for Protar's address yesterday.

Protar Elektronik GmbH
1000 Berlin 21
Alt-Moabit 91D
GERMANY

There's also another company that makes great hard disks for the ST,
I think they also make other ST related stuff too...

Hard & Soft
A. Herberg
Obere Muensterstrasse 33-55
D 4620 Caustrop-Rauxel
GERMANY

Hallvard Tangeraas, Oslo, Norway

2017. Re: PowerNet?

Newsgroup: comp.sys.atari.st
Date: 1993-11-17 23:34:53 UTC
From: dud@stein2.u.washington.edu
Message-ID: <2cecet$k2o@news.u.washington.edu>
Source record: 198292

asmith@zero.cypher.com (Andrew Smith) writes:

>I realize I'm replying to the wrong message, but I'm sure the right person
>will see it... if you need help with PowerNET, call ViewTouch in Grant's
>Pass, Oregon. No phone # sorry--anyone? They are doing all that now.

ViewTouch (this number is actually in Eugene; ask for Gene Mosher)

(503) 344-7990

Dan Aylward
dud@u.washington.edu

2018. Sync rates - 50Hz or 60Hz

Newsgroup: comp.sys.atari.st
Date: 1993-11-17 23:43:12 UTC
From: dmcdulin@cs.uct.ac.za
Message-ID: <CGntw0.KA3@cs.uct.ac.za>
Source record: 198296

Hello all out there...

I have a small question..
I have seen that some people have problems with some software which will only run on computers with 50Hz, or with 60Hz. Now I know there are programs out there to switch between these frequencies, but this problem still persists in some demos (The Pandemonium demo in particular, which refuses to work at 60Hz), which require correct frequency upon boot-up or reset.

To make a long story short, I have written a small program to switch between 50 and 60Hz and also this frequency survives a reset. Does anybody want me to upload it??? Sources included of course.

Email is useless, I lose my access on monday 22nd, but I'll still have netnews access. So, what's it to be? Anybody want it?

Cheers
Barry

--
```
---------------------------------------------------------------------
__ __ _ |
|__) | | / |\/| |\ / |/ Email: dmcdulin@cs.uct.ac.za
|__) \_/ /_ | | |~\ \_ |\ ( Got engaged on Sat 8th May 1993! )
```

Aquarius: destined for greatness, or madness. I figure I've landed in the latter region.

2019. Re: ATARI _DROPS_ THIER COMPUTER LINES!

Newsgroup: comp.sys.atari.st
Date: 1993-11-17 23:58:10 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.IWQCE_4FRT6@semprini.waterloo-rdp.on.ca>
Source record: 198156
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <2c8clu$lqp@nermal.cs.uoguelph.ca>, Theodore L Hopman writes:
> Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:
> : In <1993Nov10.155542.23133@dmu.ac.uk>, SG Yardley writes:
> : > The 15,000 figure is just for the UK, which I expect is more sales than the
> : > Newt. At about 500 quid each I know which choice I'll be making!
>
> : That seems pretty unlikely. What's the population of the UK? If there
> : were 15k there alone, there'd probably be at last 100k in the US.
>
> It's not that unlikely...consider the number of ST's in the UK versus the
> number of ST's here population-wise. The UK has a far higher concentration.

But, the US has a MUCH higher population (for example, about as many
people live in New York City as live in _Canada_)...

This is all speculation though... We'd have to ask Atari for real
figures and there's no way they'd ever tell us truthfully.

--
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cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2020. Re: might have to give up my TT!

Newsgroup: comp.sys.atari.st
Date: 1993-11-17 23:59:06 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenCGnuMK.C4J@netcom.com>
Source record: 198313

In article <17NOV93.14411184@cc4.crl.aecl.ca> csullogg@cc4.crl.aecl.ca writes:

>a WINDOWs based machine. For anyone who has used a Mac, Atari or
>any other system with an intelligent user interface, using WINDOWs
>can be an extremely frustrating experience.

Windows isn't that bad. Just make sure you get Dashboard.

>However, there may be light at the end of the tunnel. A Mac
>enthusiast is going to send me info on a new Mac. Apparently
>it has dual processors (68030, maybe an '040, and a '486).
>Hot keys can switch between Mac and PC modes. Therefore, I
>could use Macware and the Mac OS for real work and WINDOWs
>when I absolutely have no other choice.

NuTek?

>Best fact is the price. It is supposed to be $2500CDN (divide
>by 1.35 for US pricing).

Retail is $3000, without monitor.

>Maybe I'll be able to take the TT home (not really needed since
>I have a 16MHz Mega4ST with 220megs of hard drive and an
>SLM605 laser at home).

Since you don't need your TT (that 16Mhz MegaST4 is fast enough), I'll
take it off your hands, cheap.
--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

2021. Re: Falcon040

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 00:00:28 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.PtUYvU0Xidc@semprini.waterloo-rdp.on.ca>
Source record: 198157

In <2c6ia9$83r@charm.magnus.acs.ohio-state.edu>, Raymond Collins writes:
> It is nice to have a dream. I prefer to enjoy what exist now.
>
> Raymond Collins
> rcollins@magnus.acs.ohio-state.edu
> TT030, 4/4Meg TT/ST RAM, 245Meg HD

Being in the 'states, you can probably _find_ TTs and Falcons. They're
very, very, very rare in my part of Canada.

'sides, I gotta get married before I buy that TT 2/16 with .5G drive and
a NOVA card... :-\

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2022. Re: Falcon Games Compatibility

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 00:05:08 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2cee7k$87s@darkstar.UCSC.EDU>
Source record: 198295

Does anybody know if Drakkhen will work on a Falcon or a MegaSTE?

~Chris

2023. Re: Is there an archiver...

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 00:06:40 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.p2Hg0VlzOPU@semprini.waterloo-rdp.on.ca>
Source record: 198158

```
In <2c7u7h$3ik@lsupoz.apana.org.au>, Ian Mackereth writes:
> If you have the NeoDesk CLI you could use the following batch file
> to ZIP (or LZH or whatever) each file into its own archive:
>
> set path <path of archiver>
> echo %first *.* (or *.MOD etc for individual file types)
> repeat
> set head "%name $item"
> set zfile "$head ~ .zip"
> zipjr -a $zfile $item
> until %not %next
>
> I used this to ZIP all the MOD files on my BBS into individually
> named ZIP archives.

Or use a more sensible CLI like bash (Warwick will be proud...):

function zipmods
{
# Substitute your favourite "compress as well as you can, and
# delete the file when you're done" command-line on the 2nd line
# there...
for i in "$@" ; do
zip -m9 `basename $i .mod`.zip $i ; done
}

Then you just type:

zipmods foo.mod

or

zipmods *.mod

Though I'd probably just type:

for i in *.mod; do zip -m9 `basename $i .mod`.zip $i; done
--
------------------==========================================------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth
```

2024. Searching for TT030 system...

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 00:10:48 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.MkIchSJA8fE@semprini.waterloo-rdp.on.ca>
Source record: 198159

Unfortunately, it's not for me... :-(

A couple of years ago, I remember hearing about a company that had a system based on a TT030 that would let you design things in Calamus, and it would drive a vinyl cutter to make signs based on your Calamus design... Does this ring a bell for anyone? I'd hate to have to call up Atari and try to jog Bob Brodie's memory for this (har har, I'm sure I'd get through!).

If anyone can give me some leads into finding this company, I'd really appreciate it! If not, does anyone have Bob Brodie's phone number? :-)

Some friends of ours are in the business of making signs and whatnot, and were looking at a similar system (for a mere $13,000)... I suspect a TT system would be cheaper, and probably better for them to use (since I've got 7+ years of Atari experience and access to the Internet's wealth of Atari material).

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2025. Re: unZOOing Mutt

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 00:25:52 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.omX2gXGaq66@semprini.waterloo-rdp.on.ca>
Source record: 198160

In <2bqlvv$nu6@unicorn.ccc.nottingham.ac.uk>, S. Marshall writes:
> I've been trying to unarchive the Mutt distribution (me2b_p17.zoo)
> from atari archive and keep getting the following:
>
> Z00: ERROR: Can't open mu_edit2/[filename] for output

Strange, I've never had an error with ZOO, and I ftp'd the MUTT archives
just a few weeks ago...

You did get them in Binary mode, didn't you?

zoo x// me2b_p17.zoo

ought to work. Maybe your ZOO is broken?

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2026. Re: Magix versus Multitos

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 00:37:41 UTC
From: warwick@cs.uq.oz.au
Message-ID: <16410@uqcspe.cs.uq.oz.au>
Source record: 198300

evanlang@sdf.lonestar.org (Evan Langlois) writes:

>Now it seems logical that since GENEVA is fast
>and MiNT is fast, but MultiTOS is slow, then replacing the AES with the
>GENEVA system (w/MiNT) would give all the features of MuliTOS with the speed
>of GENEVA. This may not be a logical conclusion!

It isn't:

Geneva is fast
Geneva is AES
AES + MiNT is slow
MiNT is fast
BUT
AES is fast

So:
Geneva + MiNT = fast is not necessarily correct

It is the *combination* that causes the problem.

>Why is this slower? Well, the AES as a separate task has to poll while
>other applications are processing, thus slowing them down.

Exactly. And the best solution is to turn that polling around to
make it interrupt driven. Why is hasn't been done, I don't know.
It seems trivial to me, since the mouse already produces interrupts,
and VDI's provide the mouse vectors for these interrupts, and the AES
is written on top of the VDI.

>Its not a matter of GENEVA being incredibly efficientm - I would expect MiNT
>to slowdown GENEVA just as much as MultiTOS, they just work differently.

Yes. I suspect GENEVA has more hope of implementing efficient preemptive
mtasking via MiNT than MultiTOS's AES though, since GENEVA appears to be
a more cleanly written program (just going on the fact that it allows
more generality than MultiTOS's AES - such as multiple co-operative
processes).

>Anyway, I hope this gives some of you something to think about anyway, and
>hopefully ATARI will speed up MultiTOS. There shouldn't be that huge slowdown
>from running MultiTOS - people tell me 10% slowdown)

This percentage is theoretical, right? MiNT already does that anyway
(I've tested MiNT running without GEM and compared it to a gumby shell
like Mupfel, and get about 5% to 12%, depending on operation). 10%
overhead is very reasonable to expect from a multitasking system. So,
in theory, MultiTOS need consume no more CPU (ie. if written using

interrupts).

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library
/ * <- Computer Science Department, |||||| GEM++ = C++ GEM library
_.-._/ University of Queensland, _// || _ Both are Free Software
_____ v ___ Brisbane, Australia. ______ |_/ || _| ________________________

2027. Re: Magix versus Multitos

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 00:44:54 UTC
From: warwick@cs.uq.oz.au
Message-ID: <16411@uqcspe.cs.uq.oz.au>
Source record: 198301

and@thor.mim.uni-hannover.de (Andreas Kromke) writes:

>Mag!X checks if a program can handle BOTTOMED, in this case it acts like
>MTOS, otherwise it bottoms the window itself (in a very tricky way to avoid
>problems with dialog boxes in windows).

I really don't see the point in this. If a program's window can't be
bottomed, big deal. Any "very tricky way" would be a kludge. I'd rather
the program just not respond to the bottoming event.

BTW, the latest GEM++ handles BOTTOMED events, so any program written
with it will also handle them. This is the case with any library, and
so programs need only be relinked to provide the new functionality.

(nb. GEM++ 1.8 is flaky on the bottoming code. GEM++ 2.0 already has
all that fixed, but I won't be releasing it just yet. If it's a
problem for you, email me, and I'll send the fixes for the flakiness)

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library
/ * <- Computer Science Department, |||||| GEM++ = C++ GEM library
_.-._/ University of Queensland, _// || _ Both are Free Software
_____ v ___ Brisbane, Australia. ______ |_/ || _| ________________________

2028. Re: How do I unpack PAX files?

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 00:55:04 UTC
From: warwick@cs.uq.oz.au
Message-ID: <16412@uqcspe.cs.uq.oz.au>
Source record: 198303

gc85@hrz.uni-giessen.de (Konstantinos Xonis) writes:

>but you also should have noticed, that there might be a file called
>somewaht like install.app or install.prg. Thuis file you should also
>download. This _IS_ the depacking programme for that kind of *.pax files.
>After running your installation programme you will be asked for the
>destination folder, where you wish GemView to be installed.

I hate this sort of thing, since it makes it hard to look at the files
without an Atari (eg. here under Unix).

However, it is a good way to provide program registration, which I believe
is the purpose with GEMview.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library
/ * <- Computer Science Department, |||||| GEM++ = C++ GEM library
_.-._/ University of Queensland, _// || _ Both are Free Software
_____ v ___ Brisbane, Australia. ______ |_/ || _| ________________________

2029. Re: Magix versus Multitos

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 01:01:00 UTC
From: llunch@cray.cba.csuohio.edu
Message-ID: <1993Nov18.010100.2354@news.csuohio.edu>
Source record: 198302

In article <seimet.753106457@acp5> seimet@chemie.uni-kl.de (Uwe Seimet) writes:
>ogal@cix.compulink.co.uk (Ofir Gal) writes:
>
>>I would like to see the authors of Geneva and Magix make their system docs
>>public. They are of course free to add extra functionality but should be
>>careful to ensure that this functionality does not conflict with the new
>>AES.
>
I would just like to see public docs for the multitos aes.

2030. Re: Need Help With Kermit!

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 01:03:02 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Nov18.010302.18411@bradford.ac.uk>
Source record: 198306

Michael Eibl (Michael_Eibl@k.maus.de) wrote:
: S.P.Taylor wrote:

: SP> I don't think Kermit in Uniterm has settings as such. I do this
: UNIX-ST
: Of course it has! You can set many things like packet size an binary mode.
: SP> transfer all the time and it is bloody slow. I found that files would
: come
: SP> out corrupted, unless they were UUencoded on the UNIX machine, sent
: via
: SP> Kermit in ASCII mode, then UUdecoded on the ST.
: Sounds as if you forgot to set binary mode. :-}
: SP>
: SP> Steve Taylor. |||
: Regards
: /Michael/

: Please don't send anything larger than 64K to my Mausnet address.
: Use eibl@thp.uni-koeln.de instead. Thank you.

Thanks for that incredibly useful and up-to-date information. If you had
read to the end of the thread, you would have seen that all this has been
cleared up days ago.

Steve Taylor. |||
Long Live / | \, if they don't shoot themselves in the foot.

2031. Re: Anyone cracked Cubase 3.01 yet?

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 01:08:36 UTC
From: warwick@cs.uq.oz.au
Message-ID: <16415@uqcspe.cs.uq.oz.au>
Source record: 198304

gp93rjo@t.hfb.se (Roger) writes:

>Has anyone done it?

MANY of the readers of this newsgroup are computing professionals.

Software piracy harms computing professionals.

Programmers, Designers, Documentation Writers. All suffer directly
from piracy. Hardware developers also suffer in the long term, due
to decreased confidence in the machine, not to mention incompatibilities
caused by the copy protections schemes software writers are forced
to use. If there was no piracy, every game you bought would be
hard-drive installable.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library
/ * <- Computer Science Department, |||||| GEM++ = C++ GEM library
_.-._/ University of Queensland, _// || _ Both are Free Software
_____ v ___ Brisbane, Australia. ______ |_/ || _| ________________________

2032. Re: BBS Software

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 01:30:39 UTC
From: DIVAPD@delphi.com
Message-ID: <931117.73839.DIVAPD@delphi.com>
Source record: 198305

RATsofts is about the best ST bbs there is... it depends on your budget, I personnally like (and run) TriplLinK! 7.2 from SoniC Software, its a great bbs for the price (reg fee is currently about $40)...

You can get it from Genie,Delphi,or wherever - or at 14.4 on the support bbs [Boardtronix (916)349 8517...

Good luck...

Andy

2033. Re: Falcon monitor question

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 01:53:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A56418@SL.maus.de>
Source record: 198101

In article 1993Nov12.175054.1@aurora.alaska.edu fnjah writes:

F>I thought all SVGA monitors were multiscan monitors (although I know
F>nothing about monitors). I thought multisync was just a registered
F>trademark of NEC for their brand of multiscan monitors. I guess this is
F>incorrect??
Well, SVGA-monitors mostly have different preset line-frequences.
Just Like 31, 35, (38, 48)kHz.
But values between these aren't available.
MultiSync is a TM of NEC, but not Multiscan (other the other way, don't
exactly know).
These (nowadays) use frequnecys between 30kHz up to 60, 64, 80 or 100kHz
so You can get higher resolutions with a higher 'Picture-Refresh'.
BUT with these You can't display the old RGB-resolutions (ST-low, ST-Med)
the normal way because for these a line-frequency of 15Khz (14.6??Khz, the
frequency You hear whistling in normal TV-sets). Old NEC 3Ds are capable
to display these.

F> So to be able to run all modes on a falcon with one monitor I would
F>need a multisync (not multiscan) monitor that can go as low as 15Khz
^^^^^
F>and have a vertical range of 50-78Hz?
Yeah! But You'll have problems finding these. Better buy a newer one (17"
would be nice) with a maximum of at least 64kHz (when You want to use
BlowUp or Screenblaster or so). For Original ST-Low/Med You can use a
tv-set (with Scart maybe), should fit for Demos ...

Bye
Stefan

===
Stefan_Damerau@sl.maus.de
!!No Mail >16kB please!!

2034. Atari ST, Books, Software For Sale

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 01:54:11 UTC
From: awhitfie@magnus.acs.ohio-state.edu
Message-ID: <2cekk3$7bg@charm.magnus.acs.ohio-state.edu>
Source record: 198307
Cross-posted to: comp.sys.atari.st,osu.for-sale

Computer hardware, software and books for sale:

Everything I have left --

Atari ST color monitor, CPU, joysticks, mouse

Software, books, journals

-- $200.00 (firm)

==========
Call Rich Whitfield at 614/833-0191 6-9 pm weekdays, 12-9 pm weekends.
Below is the ad from a couple of weeks ago. The hard drive, some software,
books and games are gone, but there is still a LOT left!
==========

HARDWARE:

CPU and color monitor
(will not be sold separately)
External MFD 720 floppy disk drive
Atari SH204 20MB HD SOLD
Joystick & mouse

SOFTWARE: (All software includes manuals)

Programming:
ST Basic
DR Logo
DBasic for the ST
SoftWorks Basic
HiSoft Basic Professional
GFA Basic 2.0 (w/ compiler)
GFA Basic 3.0 (w/ compiler)
OSS Personal Pascal
TDI Modula-2 (Developer's version)
HiSoft-C Interpreter
Laser C

Productivity:
TimeWorks Desktop Publisher
1ST Word Word Processor
Logistix Spreadsheet
Interlink Communications
TypingTutor Word Invaders
PC-ditto pc emulator, includes MS-DOS 3.3

Maxi-FilE CodeHead
A-Copy Backup protected software
ProCopy Backup protected software
Turbo-ST O.S. Accelerator
A&D Universal Item Selector II
The Music Studio
Make Signs & Banners

Graphics:
Degas
Degas Elite
Easy Draw
Neochrome
Spectrum 512
Drafix-CAD

Games & Entertainment:
Atari--BattleZone
Atari--Star Raiders
TDC--Pirates of the Barbary Coast
ST-Pool
Leader Board--Dual Pack
Harrier Strike Mission
PolarWare--Transylvania
PolarWare--The Crimson Crown
Walt Disney--The Black Cauldron
Imagine--Arkanoid (Revenge of DOH)
Ocean--The Lost Patrol
Infocom--Moon Mist
Infocom--Ballyhoo
DataSoft--Reality (The City)
Epyx--Super Cycle
Micro Prose--Silent Service
FireBird--Golden Path
ArtWorx--Strip Poker
Rain Bird--Star Glider
Sierra--King's Quest
?--Spiderman
Walt Disney--Winnie the Pooh
Activision--Hacker
Cosmi--Super Huey
PolarWare--Oo-Topos
Elite--Space Harrier
Microdeal--The Karate Kid II
Electronic Arts--Ferrari (Formula One)
Data East--North & South
LucasFilm--Their Finest Hour
Psygnosis--Barbarian
Origin--Exodus (Ultima III)
ICOM--ShadowGate
ICOM--Deja-Vu

ICOM--Uninvited
Spectrum HoloByte--Falcon F-16
Spectrum HoloByte--Operation Fire Fight
Activision--Little Computer People

Compute!'s Atari ST Disk
October '86
December '86
April '87
August '87
October '87
December '87
February '88
June '88

Compute!'s
Atari ST Artist
Atari ST Applications
December '87
February '88
Start
Spring '87
January '89
June '89
March '90
PD titles!

Books:
Abacus--#2 Atari ST Internals
Abacus--#3 Atari ST GEM Programmer's Reference
Abacus--#4 Atari ST Machine Language
Abacus--#5 Atari ST Tricks & Tips
Abacus--#6 Atari ST Graphics & Sound
Abacus--#7 Atari ST Logo Users Guide
Abacus--#8 Atari ST Peeks & Pokes
Abacus--#9 Atari ST Basic Training Guide
Abacus--#11 Atari ST Basic-to-C
Sybex--Understanding ST Basic Programming
Sybex--Programming The 68000
Compute!'s--More Applications
Clayton Walnum's C-manship Complete
Compute!'s 1st Book of Atari ST
Compute!'s ST Programmer's Guide
Compute!'s Technical Reference Guide (1)
* Atari ST VDI
Compute!'s Technical Reference Guide (2)
* Atari ST AES
Compute!'s Technical Reference Guide (3)
* Atari ST TOS
Michtron--GFA Basic Book
Michtron--GFA Companion

Michtron--Programming With GFA Basic 3.0
Numerous magazines

Please Note:
Much of this software is unavailable or impossible to find. The rarest items in my collection are Compute!'s technical reference guides and the Abacus books. All titles include manuals.

If you live too far away to come pick up the things you buy, you'll have to add the mailing expense to the price. If you live in mid-Ohio please call me (Richard Whitfield) at 614-833-0191 6-9 pm weekdays or 12-9 pm weekends. If you live outside the immediate area, you can send email messages through this account, but this will slow down the process. The email account is in my sister's name (Alice) and we don't necessarily talk everyday. So, if you're *really* interested in something, give me a call.

We'll try to update this as things get sold... A

2035. Re: Jove files needed

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 01:56:36 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <H.eg.JKaj00_UdzQ@albemuth.equinox.gen.nz>
Source record: 198310

cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
> In <H.eg.tppVTn5TAgo@albemuth.equinox.gen.nz>, John Collis writes:
> > Also what is everyones favourite Emacs clone?? (GNU Emacs is just a
> > little too big to run for my system. :-((( )
>
> MicroEMACS; I should be working on a port of 3.12 Real Soon Now, but the
> 3.11 port is quite good (although the GEM version isn't so hot, IMHO).

Yeah, I've tried ME 3.11 and it's okay but things are just a little too
slow for my liking on a standard ST (no Screen Accelerator or suchlike).
Actually I thought that 3.12 had been ported already!? I'm sure if seen
something that looks like it would be on an FTP site somewhere.

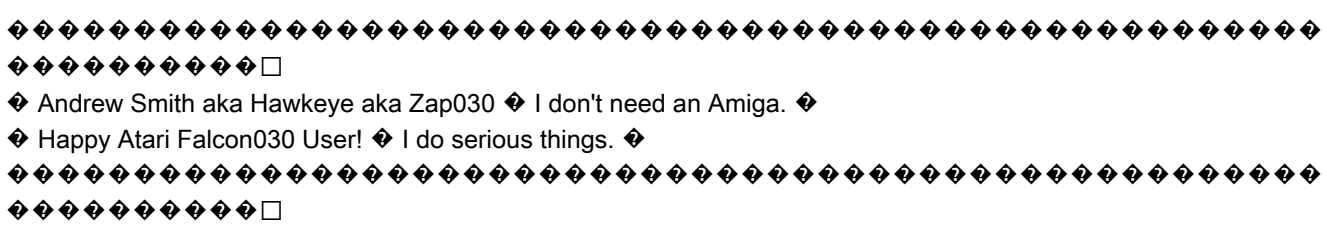
Cheers,
--
|John Collis
|Email to: john@albemuth.equinox.gen.nz
|or: John_Collis@equinox.gen.nz
|Phone: +64-3-379-8921

2036. Re: Sync rates - 50Hz or 60Hz

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 02:25:11 UTC
From: asmith@zero.cypher.com
Message-ID: <1993Nov18.022511.7812@nuchat.sccsi.com>
Source record: 198309

In article <CGntw0.KA3@cs.uct.ac.za> dmcdulin@cs.uct.ac.za (Barry McDuling) writes:
>To make a long story short, I have written a small program to switch between
>50 and 60Hz and also this frequency survives a reset. Does anybody want me
>to upload it??? Sources included of course.

I'd love it! I've had the same problem with Pentagonia and some other things
too. Such a program would be much appreciated.

--


2037. Re: Some games..

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 04:11:54 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2cesma$n7q@golem.wcc.govt.nz>
Source record: 198311

To the best of my knowledge, Starglider 1 works fine on the STE, (At least, this version).

If you like polygon graphic games, then check out Starglider 2, AMAZING stuff! Mercenary 3 isn't bad either, although not really to my tastes as it takes far to long to get anywhere!)

Interphase, whilst released by ST-Format, is not PD, I have the disk (I was playing the game yesterday actually, wierd, but good!), try doing a disk scan with F-Copy of some such program, it may just be a bad few tracks, in which case I'm sure I can MSA (Magic Shadow Archiver), the problem bits & send them to you!

```
/-----------------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, you can O O |
| be 100% sure that it will! o |
| WELLS_S@KOSMOS.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\-------------Master of Cheats/Hints/Tips - The Mercenary-------------/
```

2038. Re: IMG to GIF converter? GEMView!

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 05:04:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A56419@SL.maus.de>
Source record: 198199

In article 753145379.AA01713@byte.bbs.no William Kent writes:

WK>What is the latest version?
[Of GEMView]

Version 3.00 has been released. Now it's no more one prorgram including
the parts for loading/saving.
There are several modules for - loading
- savin
- printing
- Picture-editing
- ...

You can code Your own ones (docs for this are included in the package)
and should send them to Dieter.
But this Version is a little buggy (thinks You use a Demo though having a
code for registering it with GEMView Install)

Bye
Stefan

===
Stefan_Damerau@sl.maus.de
!!No Mail >16kB please!!

2039. Re: Fractal Programs?

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 05:09:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A56420@SL.maus.de>
Source record: 198200

In article H.eg.DN7flx&EYXk@albemuth.equinox.gen.nz John Collis writes:

JC>Can anyone else recommend a good, fast, flexible Fractal program that
JC>works in Monochrome and can save files in a regular graphics format so
JC>that pictures are exportable to something else.

Some examples:

Fractal Playtime (FRACPLAY.LZH/ZIP)
Uses GDOS for Printing in high(!) quality and uses tv-Scan-like or
div-con calculation (quite fast, the one thinking that if all pixels
bordering a square are the same the pixels inside are the same too)
Can save the codes of the fractal or the graphic (*.IMG, *.PI1-3 ...)
so You can look at it with GEMView or recalculate it later with Fracplay
again (saves discspace)
But it only calculates Mandelbrot and Julia
(Could use a detected 68881/2 too but on STs?)

Chaos 6.02 (CHAOS602.LZH/ZIP)
German program being able to calculate quite more than Fracplay. VERY
big stuff (and complicated for me ...)

JC>What is everybodies favourite Fractal Program??

DSP-Frac from Brainstorm - sorry, Falcon only :-/

Bye
Stefan

===
Stefan_Damerau@sl.maus.de
!!No Mail >16kB please!!

2040. Re: Anyone cracked Cubase 3.01 yet?

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 05:11:12 UTC
From: ms20@carson.u.washington.edu
Message-ID: <2cf05g$q2k@news.u.washington.edu>
Source record: 198312

>
>The issue is rather interesting .. I ofcourse do not like piracy, but the fact
>that Cubase v3.0x STILL doesn't seem to exist cracked may suggest that we on
>the Atari have seen the first close-to UNCRACKABLE protection ...

I've heard rumors that it has been cracked, but only rumors. I've seen
the 2.0 version cracked, not seen 3.0.

>So, has anyone seen Cubase v3.0x cracked? If not, I think people should try to
>get hold of their routines ... (though I've heard they're linked to the fact
>that Cubase is NOT OS-compatible .. :-/)

It would seem that if Cubase is uncrackable that Steinberg would be loath
to give out their protection schemes, because eventually it would fall
into some devious hacker's hands and poof! No more copy protection.

I wish piracy weren't such a problem. If it weren't, Cubase would
probably cost only a fraction of what it does, and more people could
afford it.

If we only lived in a perfect world.

--
ms20

2041. Re: How do I unpack PAX files?

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 05:37:29 UTC
From: asmith@zero.cypher.com
Message-ID: <1993Nov18.053729.13118@nuchat.sccsi.com>
Source record: 198318

In article <16412@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>
>I hate this sort of thing, since it makes it hard to look at the files
>without an Atari (eg. here under Unix).
>
>However, it is a good way to provide program registration, which I believe
>is the purpose with GEMview.
>

I think Dieter or whoever placed them on the FTP that way assumes that
everyone has seen previous releases of GEMView which have been in the PAX
format for a long time. Tsk tsk! :-)

--
□
□
□

2042. Re: Anyone cracked Cubase 3.01 yet?

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 05:41:59 UTC
From: asmith@zero.cypher.com
Message-ID: <1993Nov18.054159.13745@nuchat.sccsi.com>
Source record: 198319

In article <16415@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>gp93rjo@t.hfb.se (Roger) writes:
>
>>Has anyone done it?
>
>
>MANY of the readers of this newsgroup are computing professionals.
>
>Software piracy harms computing professionals.

While I'm sure his intentions were otherwise, might I point out that he simply asked if anyone had cracked the program, not if he could have a copy, not if anyone would tell him where to get it, just if it had been cracked. It's not illegal to ask a question, so don't jump on him for it. No, I'm not trying to promote pirating the software (I actually purchased a copy of Cubase 2.0 and love it!), I'm just asking for people not to jump to conclusions and overreact.

--

□
Andrew Smith aka Hawkeye aka Zap030 I don't need an Amiga.
Happy Atari Falcon030 User! I do serious things.
□

2043. Re: Anyone cracked Cubase 3.01 yet?

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 05:46:22 UTC
From: asmith@zero.cypher.com
Message-ID: <1993Nov18.054622.13856@nuchat.sccsi.com>
Source record: 198320

In article <2cea456e@troed.ct.se> rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
>The issue is rather interesting .. I ofcourse do not like piracy, but the fact
>that Cubase v3.0x STILL doesn't seem to exist cracked may suggest that we on
>the Atari have seen the first close-to UNCRACKABLE protection ...
>
>So, has anyone seen Cubase v3.0x cracked? If not, I think people should try to
>get hold of their routines ... (though I've heard they're linked to the fact
>that Cubase is NOT OS-compatible .. :-/)

I remember hearing about a crack of it on FNET... Seems this 'crack' liked to trash hard drives too. Not a good tradeoff if you ask me! :- Go out and buy this software--it's great stuff!

--

[illegible]
[illegible] Andrew Smith aka Hawkeye aka Zap030 [illegible] I don't need an Amiga. [illegible]
[illegible] Happy Atari Falcon030 User! [illegible] I do serious things. [illegible]
[illegible]

2044. Re: Curved Text (Correct Posting!)

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 06:25:34 UTC
From: dwallace@wam.umd.edu
Message-ID: <2cf4gu$s7e@cville-srv.wam.umd.edu>
Source record: 198316

The excellent shareware CrackArt has functions for curving and permuting blocks in interesting ways; it doesn't exactly facilitate circular text, but has lots of effects you might find useful. At the very least, it's worth the few minutes it takes to grab it off an ftp site and take a look (I've seen it both on umich and Clausthal... make sure you get the English translation of the docs, too, if you don't speak German).
Some of the high-end dtp packages have lots of goodies along these lines, too.

2045. Help! Starting with Heat-n-Serve C!

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 06:35:18 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Nov18.013518.24939@bsu-ucs>
Source record: 198317
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I am trying to get started learning C using HSC 1.44. This is the code for the first sample program:

```
/* Filename: c2first.c
Requests a name then prints it 5 times and rings a bell. */

#include <stdio.h>
#define BELL '\a'

main ()
{
int ctr=0;
char fname[20];
printf("What is your first name?");
scanf(" %s",fname);
while (cnt <5)
{
printf("%s\n", fname);
ctr++;
}
printf("%c",BELL);
return;
}
```

When I try to run the source through HCC.TTP I get this error:

```
"warning in D:\DATAFILE\CPRGS\C2FIRST.C (20): Function should return a value"
```

Can someone familiar with Heat-n-Serve (or who just plain knows :) give me some insight here?

BTW, sorry if the post is too long, but I don't really know who to direct E-mail to at this point. :)

Thanks for any and all help!
--

-=[Matt McCabe]=-
-=[E-mail to 01mbmccab@virgo.bsuvc.bsu.edu]=-

2046. Re: Anyone cracked Cubase 3.01 yet?

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 09:46:34 UTC
From: em09@liverpool.ac.uk
Message-ID: <CGoLtn.19p@liverpool.ac.uk>
Source record: 198176

Rickard Troedsson (rickard_troedsson@troed.ct.se) wrote:
: In a message of 16 Nov 93 20:59:27, Tim Llewellyn wrote:

: TL> |>Subject: Anyone cracked Cubase 3.01 yet?

: The issue is rather interesting .. I ofcourse do not like piracy, but the fact
: that Cubase v3.0x STILL doesn't seem to exist cracked may suggest that we on
: the Atari have seen the first close-to UNCRACKABLE protection ...

: So, has anyone seen Cubase v3.0x cracked? If not, I think people should try to
: get hold of their routines ... (though I've heard they're linked to the fact
: that Cubase is NOT OS-compatible .. :-/)

I am the owner of a fully dongled 3.01 and glad I bought it!

I have SEEN (looking over a guy's shoulder) a cracked v3 or at
least it CLAIMED to be v3. It had an INSPECTOR and the menus looked
like v3 but the transport bar was definitely v2.

Oh yes; and it was BUGGED. I won't say what the bugs were in case
it helps the "crackers" (adjective as well as noun) but in certain
circumstances, it screwed itself nicely into the ground.

BTW. Isn't it a bit annoying that the human synch works for those
who use cracked v2 but NOT for me with my bona-fide v3?

--

John Boyes My employer is not a person and thus can not
Liverpool University hold any opinions. Therefore all expressed
em09@liverpool.ac.uk opinions are mine alone (and possibly wrong)

2047. Re: British Falcon owners unite!

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 09:55:08 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CGoM7w.5KD@barclays.co.uk>
Source record: 198322

In article <753033871.24037@minster.york.ac.uk>, andrew@minster.york.ac.uk writes:
|> PostMaster@barclays.co.uk wrote:
|> Okay, so how am I supposed to get access to CIX through JANET?
CIX is like BIX or Compuspend ie a commerciaql system. They're pretty flexible on access routes though. I suggest ringing them on 081 390-8446.

|> Why don't you post an annotated listing of all the files CIX has
|> so I can compare with the standard FTP places!
To be honest, I doubt the legality of publishing a file list on a subscription system but here is a *small* selection...

```
Filename Size Description
============== ======== ================================================
pentagon.zip 558078 RGB/VGA demo for Falcon.
button3d.zip 4813 German CPX to change 3D objects in AES dialogs.
zoom.zip 163048 Demo of Falcon Icon Editor from Shift Gmbh.
hividemo.zip 90821 High Fidelity Sound Sampler Demo.
ins_d1.lzh 264576 Disk 1 of the Inshape Demo.
ins_d2.lzh 110720 Disk 2 of the Inshape Demo.
insdpr.lzh 3072 Short press release about the above Demo.
ins_pr.lzh 11520 Detailed press release with prices etc.
warum.lzh 643263 Demo from 680xx party.
ldonut.zip 541118 Left Donut demo by Griff.
plasma50.lzh 159104 A nice demo for the F030,like TERMFIN.
stdphoto.zip 248562 Studiophoto, demo retouch prog. (French)
die-uhr.tos 31866 Corner clock for the Falcon.[SFX]
eko-demo.tos 327152 The superb Falcon Eko demo.[SFX]
full-res.tos 6756 Expand the resolution in RGB/TV mode.[SFX]
mbrowse.tos 87956 Superb file reader. MTOS compatible.[SFX]
nvram-e.tos 25916 English version of NV-RAM reset program.[SFX]
fr-demos.tos 191122 A collection of Falcon Demo's from France.[SFX]
raystart.tos 252852 Demo of Lexicor's Raytracing package.[SFX]
lasedzom.tos 196822 Demo of Wolfenstein-3D like game.[SFX]
8lys082f.zip 66208 Octalyser, patched for Falcon.(MOD editor?)
playf030.zip 8568 Griff player, optimised only 1% CPU time.
prof30_2.zip 74757 Protracker for the Falcon 030. VGA modes now fixed.
tubular.zip 166091 Sound demo. Plays Tubular bells.
winrc135.zip 98203 Latest version of WinRec, 1.35.(29/10/93)
atomic30.zip 12554 Atomic Packer - Falcon 030 Version.
atom_f35.prg 10610 Atomic 3.5 - Falcon Version.
f030play.zip 16435 The MOD player for the Falcon.
fpaint.zip 39835 Falcon Paint Art Program.
hires.zip 17199 HiRes Falcon Demo. 1600 x 600 pixels.
inconvex.zip 10118 Inconvex - a new Falcon Demo.
j_snap_d.zip 27000 Demo of a Falcon Snapshot Program.
```

madtris.zip 104336 MadTris, T*tr*s Clone for Falcon. RGB/TV only.
moc.prg 174724 Master of Chaos - Falcon Version. *Shareware*.
olaydemo.tos 722134 Demo of Overlay, Multi-media Program.[SFX]
overscan.zip 1792 Overscan for the Falcon withot re-booting.
spec2xga.zip 22363 Falcon Spectrum512<->XGA Convertor.
tcb_f030.zip 43421 TCB Soundtracker, F030 Version.
viewxxga.zip 16709 XGA Viewer for the Falcon.
xportimg.zip 33275 Converts any IMG/GEM image to almost anything!

--

+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

2048. Re: Online

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 10:44:29 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2cfjmd$om7@golem.wcc.govt.nz>
Source record: 198323

In article <CGMtCz.B08@barclays.co.uk>, PostMaster@barclays.co.uk writes:
>It strikes me as ludicrous that Atari use GEnie as thir official mouthpiece when
>it isn't available generally out side the US. Seeing as Ataris presence in the US
>in minimal and Europe is where it's at for them, this is a strange choice.
>--
>+---------------+---+
>| Iain R Laskey | Atari Falcon user and very happy with it! |
>+---------------+---+

What a load of Rubish, I use GEnie here in New Zealand and it only cost me
a $2us extra to use it from here, the Pacnet line here is Free...

This is the same for a number of other countries as well, but GEnie
does not promote this at all...

Check to se if there is GE.I.S. office in the UK. there should be, there is
one here...

They could help you...

Roger..... sheppard_r@kosmos.wcc.govt.nz

2049. Re: Anyone cracked Cubase 3.01 yet?

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 11:16:36 UTC
From: fvkampen@cs.vu.nl
Message-ID: <CGopzp.Gn2@cs.vu.nl>
Source record: 198325

gp93rjo@t.hfb.se (Roger) writes:

>Has anyone done it?

Yes, I have a copy of Cubase 3.0. Cracked by MCA.
But it is *very* unstable on my Mega STe, and I keep using
my offical cubase 2.0 (which IMHO looks much better then
cubase 3.0).
So the mistery is solved: CUBASE 3.0 HAS BEEN CRACKED!

Greetings
Florentijn

--
+---+
Florentijn van Kampen	"O dear", says God, "I hadn't
fvkampen@cs.vu.nl	thought of that", and promptly
(...) The World is Music (...)	vanishes in a puff of logic"

2050. Re: External HD for Atari 1040 STE

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 11:24:12 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <2cfm0s$vj@cismsun.univ-lyon1.fr>
Source record: 198324

In article <1993Nov16.173926.1220@bradford.ac.uk> S.P.Taylor@bradford.ac.uk (S.P.Taylor) writes:
>Eric Lutherer (eric@cimosa.grenoble.hp.com) wrote:
>: I'd like to know if it is possible to connect a PC Hard Disk (IDE or ST506
>: preferred) to an Atari 1040 STE. If yes how ? Directly to the hard disk drive
>: connector of the machine ? Are they external disks sold by Atari or third
>: parties ?
>
>Generally, you cannot connect an IDE drive to an ST (although you can with
>a Falcon!) but a SCSI drive is the normal one to use. All you need (apart
>from Power Supply, Fan, Case etc.) is a DMA-SCSI Host adaptor, such as the
>ICD Link (@ 70UKP), the ICD AdScsi (@ 75 UKP), or any other make. ST

Therefore, you can connect a SCSI -> MFM controller on your SCSI adapter
(like Adaptec's one) and hook the PC drive to the SCSI adapter through
it... But that would begin to be expensive for what it's worth...

Regards
Patrice

2051. Re: ataridsk.zip

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 11:34:26 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <2cfmk2$14h@cismsun.univ-lyon1.fr>
Source record: 198326

In article <752852082.16493@minster.york.ac.uk> ae-a@minster.york.ac.uk writes:
>
>I have tried uploading a program from atari.archive.umich.edu
>called ataridsk.zip This program is suposed to let PCs read ST disks that
>have not been formatted to be read by PCs.
>Even when I list the directory from the ftp arhive, it is only 47 bytes
>long. Is this supposed to be so. I have tried unzipping it, and it sais that
>part of the file is missing.
>
>Does anyone have a complete version of the file, and does anyone know
>if it lets you read non standard disks on PCs (eg more than 9 sectors
>or more than 80 tracks)
>

I don't know but there is a programm called fdformat (find it it any PC
ftp site) that allows you to format and read various enhanced disk formats
on 360, 640, 720, 1200, 1440 K drives, including atari formats, twisted
sectors, etc... The residents part (that hooks into HMA if any and a 286 or
more available) takes less than 200 bytes. That worked very well for me
and I exchanged up to 1.78 Meg HD disquettes between my PC and my Mega STE
w/ HD drive.

Regards,
Patrice

2052. Yet another Falcon dilemma

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 11:37:29 UTC
From: fnjah@aurora.alaska.edu
Message-ID: <1993Nov18.023729.1@aurora.alaska.edu>
Source record: 198327

I have a floptical drive that works great on my ST wheter it is a boot drive or not. I have ICD's DMA to SCSI adaptor and software version 6.0.8 and the newer 6.2.3 ICD PRO Utilities.
But I can't get it to autoboot on my falcon. I have it directly connected from the SCSI II port to the floptical.
I can't even get it to boot with the software not on the floptical, but on regular floppy disk. (I have no internal hard drive yet, by the way)
When I turn on the falcon with the ICD software in the drive, the floptical grinds and then just kinda locks up. The software says it has an ID number of 8 (on the st it says it has ID 0) and it also says there is an id number of 16 with a big line by it instead of a device name. Is that the internal drive port with nothing connected?
The only way I can use the floptical is to leave it of until the desktop appears and then run the icd software.
Does anybody know what why any of this is happening and how to get around it without installing an internal drive?

2053. FALCON GAMES

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 12:18:09 UTC
From: kgrubb@cee.hw.ac.uk
Message-ID: <1993Nov18.121809.15236@cee.hw.ac.uk>
Source record: 198329

It has been quite a while since I asked for you all to send me a list of games you have found that work with the Falcon using Backward. The response has been pathetic to say the least! So much for being ~15000 UK Falcon users! Anyway here is what I have so far, if you have any additions you would like to make please E-mail me. I will re-post every 2-3 weeks depending on the response.

regards, Kevin

Games that work (BEST COMPATIBILITY OPTION)

Another World
Backlash
Elite
F-19 Stealth Fighter
Kick Off II
Lemmings II
Populous II

Games that work anyway

Badlands
Beter Dead Than Alien
Chaos Strikes Back
Chess Champion 2175
Dungeon Master
Flight Sim II
Leisure Suit Larry
Sim City
Stunt Car Racer

Games that don't seem to work

James Pond II
Out Run
Populous
Sleepwalker
Starglider
Terrorpods
The Killing Game Show
Utopia

Please note that not all these games have been tested by myself, so the above info may be incorrect. If you find it to be so please let me know.

2054. Falcon prices in UK

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 12:25:21 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CGot69.6xy@barclays.co.uk>
Source record: 198334

I was pleasantly surpirsed to see Falcon prices in the UK are getting very reasonable. Gasteiner just quoted me 499GBP for a 4/0 model and 760GBP for a 4/65. I paid 899GBP about 3 months ago. They are still TOS4.02 machines though, 4.04 is only available as an upgrade.

Atari Works isn't bundled - it's another 129GBP from Hisoft (190 dollars)

--

```
+---------------+-------------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-------------------------------------------------------------+
```

2055. Re: Help! Starting with Heat-n-Serve C!

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 12:31:08 UTC
From: gerco@cs.vu.nl
Message-ID: <CGotFx.3uJ@cs.vu.nl>
Source record: 198328
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

01mbmccabe@leo.bsuvc.bsu.edu writes:

>I am trying to get started learning C using HSC 1.44. This is the code for the
I don't know this version, probably 1.40.

>first sample program:

[... Stuff deleted ...]

> main ()
This make main implicitly int returning.

> {

[... Stuff deleted ...]

> return;
Huh? No return value?
> }

So I think it is just a C error, not specific to HsC. You could better
do "return 0;" return 0 exit code to parent process or "exit(0);" .

Gerco
--
+-----------------------------+-----------------------------------+
| GC Ballintijn | I'm just an Analog man |
| Email: gerco@cs.vu.nl | in a Digital world... |
+-----------------------------+-----------------------------------+

2056. Re: Mono monitors

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 12:31:51 UTC
From: fountad@vax.sbu.ac.uk
Message-ID: <1993Nov18.123151.3898@vax.sbu.ac.uk>
Source record: 198331

> |>Has anyone got any views on the best mono monitor to buy in the UK at
> |>the moment, now that the SM144 is dead?
> |>Also, what about buying a second hand Sm144? A good move?

> I'm also in the same position. Looking to get a hi res monitor in the UK.
> In fact the cash is starting to metaphorically burn a hole in my pocket!
>
> Reading the latest STFormat a few firms are now supplying mono monitors.
> I made a post a few weeks ago about the best options but didn't get much
> feedback. Ladbroke computing are selling mono SVGA monitors with an adaptor
> which they claim lets it run on a ST, but I want to SEE the monitor first.
> At least one replacement I saw (I think a converted VGA) looked horrible,
> blurred etc. I am also worried about:
>
> (1) aspect ratio of screen pixels
> (2) Phosphor color (I want my Notator to be in black and white!)

My original post. I ended up getting a monitor from Silica. To be blunt,
it's far from brilliant. The screen is slightly warped and the picture
doesn't sit in the middle of the border. I brought it on price (129QUID)
and the fact I don't need one with a speaker. It does the job but it's
a borderline 'take it back' case. Silica are lucky I'm not too fussy on
this issue.

I would advise you to pay the extra 20 or 30 quid and get a decent one, if
you can find one...

Del

2057. Where's the Jaguar?

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 12:35:37 UTC
From: arjanvdm@htsa.aha.nl
Message-ID: <1993Nov18.123537.14752@htsa.aha.nl>
Source record: 198330
Cross-posted to: comp.sys.atari.st,alt.games.lynx

Hi!

Two weeks ago I read in this newsgroup(s) about people, talking they would buy a Jaguar as soon as the roll-out would be. The roll-out was now 3 days ago, and I haven't read ANY article from a Jaguar owner. Doesn't ANYbody has a Jaguar? Or doesn't ANYbody who has, the time to share his/her experiences with poor fellows like me on the other side of the ocean? This monday I expected huge articles from Jag owners who like the Jag very much and are complaining that there are WAY to less games.

On *.amiga I can read article's from proud CD^32 owners every minute.

On *.multimedia/*.crap I can read article's from proud 3D0 owners every minute.

But on *.atari/*.lynx I can't read article's from proud Jag owners...

If I write an article, it can be read all over the world in 10 minutes, so my conclusion is that there ARE NO JAGS UNTIL PROVEN THERE ARE!

So: If you are a Jag owner prove that I am wrong (PLEASE!), write long articles for *.atari/*.lynx about your latest (& best) buy!

Or you can E-Mail me!

Greetz,

Crazy AjM

******** Not handsome, not smart, only Crazy ********
******** Reach me at: arjanvdm@htsa.aha.nl ********
Jaguar: It feels so good that it ought to be illegal!

2058. Re: Help! Starting with Heat-n-Serve C!

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 12:47:01 UTC
From: fountad@vax.sbu.ac.uk
Message-ID: <1993Nov18.124702.3899@vax.sbu.ac.uk>
Source record: 198332
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
In article <1993Nov18.013518.24939@bsu-ucs>, 01mbmccabe@leo.bsuvc.bsu.edu writes:
> I am trying to get started learning C using HSC 1.44.
> #include <stdio.h>
> #define BELL '\a'
>
> main ()
> {
> .... return
> }
> ------------------------------------------------------
> When I try to run the source through HCC.TTP I get this error:
>
> "warning in D:\DATAFILE\CPRGS\C2FIRST.C (20): Function should return a value"
> ------------------------------------------------------
>
> Can someone familiar with Heat-n-Serve (or who just plain knows :) give me some
> insight here?

If you don't specifiy what main() should return, it will be assumed it sends
back an int (to TOS in this case). Thus the 'return' statement should have
a number following it - 0 being the value TOS expects if the program
completes OK. To be correct your program should contain:

int main()
{

blah blah...

return 0;
}

Hope this helps.

Del
```

2059. Re: hard drives

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 13:16:06 UTC
From: bjgrier@bnr.ca
Message-ID: <1993Nov18.131606.20448@nrtpa038.bnr.ca>
Source record: 198335

In article <2cce5e$ksm@news.ysu.edu>, xx140@yfn.ysu.edu (Atari SIG Sysops) writes:
|>
|>
|> From: as895@yfn.ysu.edu (Robert C. Wardle)
|> Subject: hard drives
|> Posted-By: xx140 (Atari SIG Sysops)
|> Date: Wed Nov 17 00:36:53 1993
|>
|>
|> I have just purchased an Apple 160Mb hard drive to use with my Mega1 and
|> the ICD Link, unfortunately the drive does not work with this set up, upon
|> discovering this I leant the drive to an Acorn owner with a hard drive so
|> that he could test it. He did so and got the result:-
|> SCSI Error : Key 02 Code 31
|> What does this mean?
|> Is it configured to be a SCSI2 device?

Yes this is a SCSI device. Now the BAD news...

From the SCSI-II spec (Section 7.2.14 table 69 and 71)
Sense Key 02 = Device Not Ready
Sense Code 31 = Format Error (Due to media problems)

Basically you got a bad drive.

To verify your drive with the ICD software first make sure that the
driver is configured to look at the desired SCSI address, then run
the program IDCHECK.PRG, the Drive ID will be displayed if it can
access the drive at all.

Brian

--

Disclaimer: The opinions expressed are mine not those of BNR.

_____________________________________|_____________________________________
Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an Amiga. However I have
Research Triangle Park, NC	real work to do. So please get lost!
____________________________________	_____________________________________

2060. Re: Any Speedo-Fonts in the Public Domain???

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 13:23:27 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CGovv3.1Fq@newcastle.ac.uk>
Source record: 198336

What about the Speedo Fonts in the X11 distribution ?

Craig.

2061. Re: Yet another Falcon dilemma

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 13:26:31 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Nov18.132631.21853@bradford.ac.uk>
Source record: 198333

fnjah@aurora.alaska.edu wrote:

{well you just read that didn't you, and it was a bit long, so I won't repeat it}

All I know is that on my friend's Falcon, where he has an autobooting internal H/D, it is _essential_ to set the SCSI ID number on his external SCSI drive to 0. This may be the problem.

Also, you could try reformatting your media using one of the official Atari Hard Disk Driver (AHDI) programs, as I think the falcon might possibly reject the ICD format.

Steve Taylor. |||
Long Live / | \, if they don't shoot themselves in the foot.

2062. Magix versus Multitos

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 14:16:44 UTC
From: bunka@mibm.ruf.uni-freiburg.de
Message-ID: <2cg04c$eg7@sun8.ruf.uni-freiburg.de>
Source record: 198337

>>MinT hasn't this flexible priority handling, has it ?
>
>But you can easily add it. With a programm like pscontrol, wich assigns
>the highest prioryty to the Process with the topmost window, MTOS is
>really a pleasure to work with. (At least on a TT :-)

You can do that every time you call pscontrol. But the system itself
doesn't not change the priority while working ans so MINT can't adapt
and isn't very flexible.

Andreas

2063. Re: Falcon prices in UK

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 14:27:08 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.1280.2CEB863B@dhhalden.no>
Source record: 198338

In article <CGot69.6xy@barclays.co.uk> Iain.Laskey@barclays.co.uk writes:

>I was pleasantly surpirsed to see Falcon prices in the UK are getting very
>reasonable. Gasteiner just quoted me 499GBP for a 4/0 model and 760GBP for a
>4/65. I paid 899GBP about 3 months ago. They are still TOS4.02 machines though,
>4.04 is only available as an upgrade.

Seems like we scandinavian users get a little treat as well...
I just got word from the Norwegian distributor that they have gotten lower prices as well! They should equal the British prices when you adjust the sales tax (22% over here, 17,5% in the U.K.) and the exchange rate. I got a NOK 9980,- quote on a 4/80 machine (including tax). I'm still in the dark whether this is a 4.02 or a 4.04, but it's probably the same as in the UK. Didn't ask for 4/0 machines, though...

They also told me they had gotten very good results with one of the latest resolution enhancers (can't remember if it were BlowUp030 or ScreenBlaster, possibly the former) - 1024x768 in 16 colours. Interlaced, though, but at 88Hz so it was bearable.

Jon

---
jonal@sofus.dhhalden.no | This space intentionally left blank!
jonal@gyda.dhhalden.no |

2064. Re: Help! Starting with Heat-n-Serve C!

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 15:06:01 UTC
From: x91mikowski@gw.wmich.edu
Message-ID: <1993Nov18.100601.12713@gw.wmich.edu>
Source record: 198339
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
In article <1993Nov18.013518.24939@bsu-ucs>, 01mbmccabe@leo.bsuvc.bsu.edu writes:
> I am trying to get started learning C using HSC 1.44. This is the code for the
> first sample program:
>
> /* Filename: c2first.c
> Requests a name then prints it 5 times and rings a bell. */
>
> #include <stdio.h>
> #define BELL '\a'
>
> main ()
> {
> int ctr=0;
> char fname[20];
> printf("What is your first name?");
> scanf(" %s",fname);
> while (cnt <5)
^^^-------------Shouldn't this be "ctr" ?

> {
> printf("%s\n", fname);
> ctr++;
> }
> printf("%c",BELL);
> return;
> }
> ------------------------------------------------------
> When I try to run the source through HCC.TTP I get this error:
>
> "warning in D:\DATAFILE\CPRGS\C2FIRST.C (20): Function should return a value"
> ------------------------------------------------------
>
> Can someone familiar with Heat-n-Serve (or who just plain knows :) give me some
> insight here?
>
> BTW, sorry if the post is too long, but I don't really know who to direct
> E-mail to at this point. :)
>
> Thanks for any and all help!
> --
>
>
>
```

> -=[Matt McCabe]=-
> -=[E-mail to 01mbmccab@virgo.bsuvc.bsu.edu]=-

This seems like the only problem to me...

Later,
Bernard

2065. Re: Falcon040

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 15:31:49 UTC
From: saj@chinet.chinet.com
Message-ID: <CGp1t3.Jsp@chinet.chinet.com>
Source record: 198341

In article <memo.977156@cix.compulink.co.uk>,
Ofir Gal <ogal@cix.compulink.co.uk> wrote:
>
>
>In article <CGGw36.8Cu@sdf.lonestar.org>, evanlang@sdf.lonestar.org (Evan Langlois)
writes:
>>
>>Well, nice list, too bad that PageStream, Calligrapher, and TimeWorks
>>are all dead-end now. You will see no new ATARI programs from them.

Since the PageStream Amiga upgrade, there have been 2 major improvements to
the Atari version that I know of. Softlogik isn't doing a new Atari version
(although they are leaving the possibility open), but they are supporting the
existing version quite well, thank you.

And of course my usual whine, in case anyone at Atari is reading this: the
biggest improvement that could be made to PageStream would be a faster VDI.

Steve

2066. Re: ATARI _DROPS_ THEIR COMPUTER LINES!

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 15:32:16 UTC
From: michi@km21.zfe.siemens.de
Message-ID: <CGp1ts.4G7@ztivax.zfe.siemens.de>
Source record: 198340

... who cares ... I opened the December issue of ST Magazine and there is an ad of a German company offering TT clones.

2067. Re: Music composer program

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 15:35:46 UTC
From: incp@sun.rz.tu-clausthal.de
Message-ID: <1993Nov18.153546.19736@solaris.rz.tu-clausthal.de>
Source record: 198348

an50381@anon.penet.fi wrote:
: Hi,

: I am looking for a music composer program.
: Does anyone know where I can get it (PD or shareware) ?
There are many Soundtracker like programs for the ST (I guess you want to compose with the computer only, no MIDI). One of the best Soundtrackers is the ProTracker from Karl Anders 0ygard, available on ftp.tu-clausthal.de in the directory /pub/atari/sound/ The file name is PT20.LZH

If you want to do MIDI music, I can't help you. Maybe someone else knows more about this...

Or, if you have a Falcon030, get MJUZAKK.ZIP from /pub/atari/falcon/ as soon as possible. It is a 16 Bit Soundtracker with awesome sound quality. The docs are in german, but this will change soon...
: Thanks !
You are welcome :-)

2068. MiNT Mailing list?

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 16:02:38 UTC
From: Geoffrey Spear <gspear+@CMU.EDU>
Message-ID: <EgutmSu00WB_ExnsEY@andrew.cmu.edu>
Source record: 198342

Hi... a few days ago someone here or in c.s.a.s.tech mentioned a MiNT mailing list. Could someone please email me the subscription address for the list?

Thanks.

geoff

2069. Falcon virtual memory

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 16:20:03 UTC
From: c2sgy@dmu.ac.uk
Message-ID: <1993Nov18.162003.29357@dmu.ac.uk>
Source record: 198343

I'm planning on buying a Falcon soon plus a hard disk.

If I get the 1 meg version can I use a program that uses the hard
disk as virtual memory, letting me use programs that require 4 megs etc.

Thanks,

--
Simon
c2sgy@dmu.ac.uk

2070. Atari Birmingham Show

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 16:24:33 UTC
From: c2sgy@dmu.ac.uk
Message-ID: <1993Nov18.162433.29468@dmu.ac.uk>
Source record: 198344

I have just ordered my ticket for ST Review/Users ATARI ONLY show in
Birmingham (UK !) but it has just occurred to me I don't know where the
Motor Cycle Museum (?) is.
Does anyone one know if it is walkable from the (International ?) Rail Station?
Directions would be handy ... I mean I want to spend every possible hour there !

Also is their a list of companies who will be appearing ?

Just for the record its on 5 December 1993...

Thanks,

--
Simon
c2sgy@dmu.ac.uk

2071. Falcon030 new casing ?

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 16:26:58 UTC
From: c2sgy@dmu.ac.uk
Message-ID: <1993Nov18.162658.29548@dmu.ac.uk>
Source record: 198345

At the recent FES show in London, a friend swore blind that he saw a lonely Falcon but it was in a 'PC styled' case.
Also on the cover of ST Format there is a picture of such a machine. It looks a bit like the old Mega ST casing (not even MSTE !!)

Anyone confirm deny this ??

--
Simon
c2sgy@dmu.ac.uk

2072. Re: Magix versus Multitos

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 16:49:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2ceba78c@troed.ct.se>
Source record: 198173

In a message of 13 Nov 93 19:05:18, Magnus Thylander wrote:

MT> Well, I thought so too i while ago. So, I changed the SYS file of GEM-RAM
MT> and made it load the MTOS-AES (4.10) and it worked!!! That is, it ran, it
MT> refused to multitask however...

Wonder if there are many out there who felt just as stupid as I did when I ran
the above .. :-) .. I've wanted to use the new AES without having to use MTOS
for a long time - and you have .. :-/

I ofcourse installed it as above, and yes, it works ... moveable coloured
alerts and TT-LOW/MEDIUM selectable from the desktop ... etc ...

But as you say, no task-switching ..

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

2073. Re: Falcon numbers (was Re: ATARI _DROPS_ THIE

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 17:21:03 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Nov18.172103.11021@newshost.lanl.gov>
Source record: 198350

In article JRie5k01yfw@semprini.waterloo-rdp.on.ca,
>
>Actually, that's 15,000 (Falcons) sold in one year; they weren't available
>'til late '92.
>
>Still, pretty bad. The Jaguar should sell that many in a month.

The 'word' is out that the initial run of 50,000 Jaguars have already been
sold to distributors. If so, where are they?

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____

2074. Re: ATARI _DROPS_ THIER COMPUTER LINES!

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 17:27:50 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Nov18.172750.12696@newshost.lanl.gov>
Source record: 198152

In article wKL6IAk2iz6@semprini.waterloo-rdp.on.ca, cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
>In <1993Nov10.155542.23133@dmu.ac.uk>, SG Yardley writes:
>> The 15,000 figure is just for the UK, which I expect is more sales than the
>> Newt. At about 500 quid each I know which choice I'll be making!
>
>That seems pretty unlikely. What's the population of the UK? If there
>were 15k there alone, there'd probably be at last 100k in the US.

While I agree 15K seems very unlikely for Falcon sales in the UK, it's a fact that European (and perhaps UK alone?) have far outstripped US sales for some time now. I'd put total Falcon sales in North America at around 1K. But hey, it's all rather a moot point, isn't it? No advertising/no dealers = no sales.

John Hutchinson internet: hutch@ilmen.lanl.gov
Los Alamos National Laboratory GEnie: HUTCH or FAIR-DINKUM

2075. Re: Atari Birmingham Show

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 17:29:31 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Nov18.172931.25204@bradford.ac.uk>
Source record: 198346

SG Yardley (c2sgy@dmu.ac.uk) wrote:
: I have just ordered my ticket for ST Review/Users ATARI ONLY show in
: Birmingham (UK !) but it has just occurred to me I don't know where the
: Motor Cycle Museum (?) is.
: Does anyone one know if it is walkable from the (International ?) Rail Station?
: Directions would be handy ... I mean I want to spend every possible hour there !

Its part of the National Exhibition Centre Complex (NEC). That means you
should go to Birmingham International railway Station, the same one as for
the Airport. Personally, I would advise getting a taxi from the station to
the motorcycle museum.

I am going too, maybe I will see you there?

: Also is their a list of companies who will be appearing ?

There is, but I don't have it handy. Maybe if I can find it, I will post
it here. One company I don't expect to see there, though is good old Atari
UK themselves!

In case anyone didn't know, there is also a Manchester venue for the Atari
Fair. This is HAYDOCK PARK RACECOURSE, which is just off the M6, I think
junction 17. Date will be December 12th. Apparently, all the companies
which are going to Birmingham will be at Manchester too.

Steve Taylor. |||
Long Live / | \, if they don't shoot themselves in the foot.

2076. Re: Where's the Jaguar?

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 17:38:57 UTC
From: cwikla@morrison
Message-ID: <cwikla.753644337@morrison>
Source record: 198347
Cross-posted to: comp.sys.atari.st,alt.games.lynx

In <1993Nov18.123537.14752@htsa.aha.nl> arjanvdm@htsa.aha.nl (Arjan van der Meer) writes:

>Hi!

>Two weeks ago I read in this newsgroup(s) about people, talking they
>would buy a Jaguar as soon as the roll-out would be. The roll-out was
>now 3 days ago, and I haven't read ANY article from a Jaguar owner.
>Doesn't ANYbody has a Jaguar? Or doesn't ANYbody who has, the time
>to share his/her experiences with poor fellows like me on the other
>side of the ocean? This monday I expected huge articles from Jag
>owners who like the Jag very much and are complaining that there are
>WAY to less games.

>On *.amiga I can read article's from proud CD^32 owners every minute.

>On *.multimedia/*.crap I can read article's from proud 3D0 owners every
>minute.

>But on *.atari/*.lynx I can't read article's from proud Jag owners...

>If I write an article, it can be read all over the world in 10 minutes,
>so my conclusion is that there ARE NO JAGS UNTIL PROVEN THERE ARE!

>So: If you are a Jag owner prove that I am wrong (PLEASE!), write
>long articles for *.atari/*.lynx about your latest (& best) buy!

Hmm. I bought mine directly from Atari and I was told I'll get
it by (at least) a week before Christmas. Basic FIFO, got a unit,
fill an order, and they said if they get parts before others they'd
send those right along. (I got the full complement of things...)

So, I don't know about anyone else, but I won't be able
to post anything for probably another month...
--
o John L. Cwikla o Powdered Toast Man o
o X Programmer o Fan Club President for Men o
o Wolfram Research, Inc. o -- I'm not just the president o
o cwikla@wri.com (217) 398-0700 o I'm also a member o

2077. Is there a Unix version of lharc version 2?

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 17:43:36 UTC
From: georgew@tekig1.PEN.TEK.COM
Message-ID: <12515@tekig7.PEN.TEK.COM>
Source record: 198154

I find that my poor little 520ST with one floppy drive really can't unpack some of the archives (not to mention how long it takes). Does anyone know of a site that has Unix sources for version 2 of lharc? I have version 2 for my ST, but only version 1 for Unix, which won't unpack newer archives.

Thanks.

George.S.Walker@tek.com *OR* georgew@tekig1.pen.tek.com
OR uunet!tektronix!tekig1.pen.tek.com!georgew

2078. Re: Admitted piracy, don't do it here

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 17:48:08 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2cgcgo$iim@mailer.fsu.edu>
Source record: 198153

Andrew Smith (asmith@zero.cypher.com) wrote:
>
> Actually it was sent considerably after. As I personally did not see my
> sysadmin's response to your complaint, am I pleased to find out that he is
> behaving in a responsible fashion concerning the incident, just as he
> should. However, your act of forwarding my most recent reply to my sysadmin
> is just a demonstration of your immaturity because your original complaint
> 'did not work' the way you wanted it to.

Wrong IMHO, see below.

> Your first complaint to my sysadmin
> was perfectly warranted because what I did was illegal and was an infraction
> of the rules concerning usenet posts.

Bingo. That is what was missing from your post. Your insults do not concern
me in the least. Now, let's follow this. First, you make your mistake. Then,
you defend your actions in at least two posts. Then, I respond. Then, you
insult me and what I did. You gave me no reason to assume that you had
changed your attitude concerning your blatant disregard of both criminal and
Internet law. In fact, the attitude displayed in that post was more indicative
of the exact opposite. Thus, my second note to your employer was justified
for precisely the same reason as the first.

> However, my calling you 'anally
> retentive' (which I still told true) is not against the rules, nor is it
> illegal in any way, nor does it concern this entire piracy issue at all.
> Therefore, for what reason are you sending this to my sysadmin? While my
> calling you that was certainly rude (as was your comment about my ass),
> it is not an infraction of net policy and therefore is simply not the
> business of my sysadmin who has more important things to do with his time
> than listen to the whinings of an immature person who can give out insults
> but finds himself unable to take them and therefore feels he must take
> inappropriate action to 'shut up' the person insulting him.

You misunderstand my concern. Your followup seemed to indicate an apparent
continuing lack of understanding concerning your infraction. If you had
included the statement above (where you admit your mistake), I would not have
taken that action. In fact, I probably would have complimented your newfound
(but obviously not all-encompassing) intellect on the subject.

> For a sysadmin
> yourself, you sure have a poor understanding of net policy.

I won't grace this laughable claim (from an admitted criminal) with an answer.

> >I am really not interested in a bickering match. Until I read this,
> >I honestly thought your problem was one of ignorance, not attitude.
> >Thanks for clarifying this for me.
>
> It began as ignorance and now is defense, not of my actions, but of my
> character and of the network in general and how sysadmins are SUPPOSED to
> handle situations.

Your character was not in question. As for sysadmin conduct, your uneducated opinion has no validity, particularly when your recent infraction is factored in. Perhaps you should exert you newly developed knowledge concerning "scope of responsibility" here. Now that you have had your head forcibly ripped from a nether orifice, I suggest you blink hard several times in succession and see the light.

OK, enough of this one-upmanship. You made a mistake, I responded. You insulted me, I responded. You admitted your mistake (finally), I responded. You think I am an asshole, I think you type faster than you think. The world continues to spin. If you think I over-reacted, tough cookies. Note that I was not the one that blew it in the first place.

I am not particularly into this "net-Nazi" role. In fact, my disdain for such entities is what prompted my response in the first place. I don't want to see Usenet degrade into a censored, politically correct forum. I assume that you would not like this to happen either. I will gracefully refer to your infraction as a "mistake". Such mistakes will give folks the excuse to regulate Usenet, and I would like to put that off for as long as possible.

In closing, I would like to request that if you wish to continue this little net argument, let's either move it to alt.flame or do it in email. This is also a part of the Usenet "be a good neighbor" attitude (that of not cluttering a topic group with non-sequiturs.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2079. Re: Falcon030 new casing ?

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 17:56:39 UTC
From: pagan@meiko.co.uk
Message-ID: <2cgd0n$rto@bart.meiko.com>
Source record: 198349

Well, you can get a new case for the Falcon/ST and I know that in an
old STFmt (that's ST Format) that they were making noises about a
german company doing a new case. So far as I know though they are
all horrendously expensive (100+GBP) and so I, for one, can live
with the good old ST style box...
---
* ^ ^ * Stephen Payne
* + + * pagan@meiko.co.uk
* '` * "When in darkness or in doubt,
* |____| * run in circles, scream and shout."
* * Disclaimer: I do not speak for Meiko...Only for God

2080. Re: Packers on ST/Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 17:59:21 UTC
From: ae-a@minster.york.ac.uk
Message-ID: <753645561.16268@minster.york.ac.uk>
Source record: 198163

In article <2bs3c9$2nf@news.dmpe.csiro.au>,
Karl Meyland <karlm@highett.mel.dbce.csiro.au> wrote:
>Hi.
>
>A couple of messages back someone said something about packers, and that they
>use Sentry and Pompey. Could this (or anyone else) send me a copu of these
>packers? I'm particularly interested in Sentry v2.11 and Pompey v1.9 or up,
>but anything decent would be nice!
>
>Best Regards,
>
>Karl.
>
>(karlm@mel.dbce.csiro.au)

As far as I know, pack-ice 2.40 is the best excecutable and data
filepacker for the ST. Not only does it work faster than the
rest, but the packed data is smaller than the other packer's
packed data. If there is an ST packet that is better than
pack ice 2.40, tell me about it.

BTW. pack ice is available by FTP from atari.archive.umich.edu
as ice_240.lzh in /atari/Archivers

AE.

2081. Re: Falcon Games Compatibility

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 18:02:50 UTC
From: ae-a@minster.york.ac.uk
Message-ID: <753645770.16335@minster.york.ac.uk>
Source record: 198164

In article <753379470.8941@minster.york.ac.uk>,
<andrew@minster.york.ac.uk> wrote:
>Has anyone compiled a list of commercial games that are
>compatible (using backward for example) with the Falcon?
>Also is there a list of games that have Falcon versions?
>(IsharII for example)
>
>I am willing to compile such a list if you want.
>
>e-mail: andrew-atari@minster.york.ac.uk if you have tried
>a game and it worked so it was playable. Any
>hints on getting that game to work would be appreciated.
>
>For myself - are Populous and Populous II compatible?
>
>Is there a version of the new collection (Ishar/Transarctica/Storm Master)
>that is Falcon specific? Was there ever a F030 version of Storm
>Master? Is it compatible? Does anyone have the telephone number of
>Daze Marketing?
>
>
>-Andrew Hague
>-Looking for Christmas Presents for a Falcon030 user.
>
I heard recently that someone had written a PD program to make
the Falcon act more like an ST. Anyone know anything about
it?

AE.

2082. Re: Falcon030 new casing ?

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 18:02:52 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.1283.2CEBB8CC@dhhalden.no>
Source record: 198151

In article <1993Nov18.162658.29548@dmu.ac.uk> c2sgy@dmu.ac.uk (SG Yardley) writes:

>At the recent FES show in London, a friend swore blind that he saw a lonely
>Falcon but it was in a 'PC styled' case.
>Also on the cover of ST Format there is a picture of such a machine. It looks
>a bit like the old Mega ST casing (not even MSTE !!)

>Anyone confirm deny this ??

Could be a third party casing. I think it was DDD who showed an *UGLY* casing
very similar looking to the old MegaST casing. The rumours going on the next
F030 casing is more along the lines of a TT style box...

Jon

---

jonal@sofus.dhhalden.no | This space intentionally left blank!
jonal@gyda.dhhalden.no |

2083. Re: Where's the Jaguar?

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 18:30:12 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <93322.133012STIRRE31@MAINE.MAINE.EDU>
Source record: 198169
Cross-posted to: comp.sys.atari.st,alt.games.lynx

```
It was my understanding that Jaguars were SHIPPING on the
15th, not available. I thought that the day after Thanksgiving
(largest shopping day) was Atari's target date for having the
Jags in stores.
-scott tirrell
```

2084. Re: Admitted piracy, don't do it here

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 19:12:31 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <2cghevlNNmc2@rs1.rrz.Uni-Koeln.DE>
Source record: 198155

In <2cb9bn$jnc@mailer.fsu.edu> boyd@hardy.math.fsu.edu (Mickey Boyd) writes:

>Your friend is a criminal, and you are an idiot. Irresponsible use of
>Internet resources will hasten the demise of the Usenet News system as we
>know it. You are responsible for your post. Your post promotes an illegal
>activity (that of transfering stolen property). You did it on the Internet,
>on thousands of machines. You broke the rules. You really showed your ass.

>In the past, I have deleted accounts on my machines due to such infractions.
>I intend to advise your system admin to do the same in your case. It appears
>that you truely don't understand your responsiblity in this matter, but
>perhaps your system staff can educate you.

>***
>* Mickey Boyd *
>* Systems Administrator *
>* Florida State University Mathematics Department *
>* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
>***

Do you really talk about "responsible use of Internet resources"
and advocate arbitrary censorship in one and the same posting???
If this guy advertised illegal copies of ST software on behalf of
a friend, he certainly is a net.villain, but anyone who restricts
Usenet access for any reason is a net.despot.
You tell others that they don't understand their
responsibilities. But it seems that there are some fundamental
things that you do not understand. You don't understand that you
deprive the Usenet community of valuable contributions that the
victims of your despotism cannot post. You don't understand that
those computers you refer to as "my machines" are neither yours,
nor were they bought for you. Unless the math department at FSU
is radically different from the rest of the world, the computers
you administer have been bought to provide profs, students and
scientific collaborators in the math department with Usenet
access, among other things. I seriously doubt that your users
have democratically decided that you shall be entitled to
delete the account of anybody whom you suspect or consider to
conduct or promote "illegal activities over the Internet".
If you think that somebody does something illegal, over the net
or otherwise, inform the police or the state attorney. It is not
your business to enforce your ideas of right and wrong upon
others, whether your ideas conform to the laws in your country or
not. Doing so is self-justice, which really is no justice. It is
despotism and a road to dictatorship and doom. Travelling on this

road will kill Usenet as we know it very soon. So, please don't
advocate it, and please don't practice it!

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

2085. Re: NeXT or MAC Syquest formatted disks

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 20:20:31 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2cglef$sej@mailer.fsu.edu>
Source record: 198174

Francisco Dominguez (fdomingu@cerberus.UWaterloo.ca) wrote:
> According to a message I received regarding the ability of the NeXT to
> read DOS formatted Syquest 44/88 meg disks, I was told that the NeXT
> cannot use the DOS fat system.
> What I would like to know now is if the Atari is capable of reading either
> the NeXT or MAC format from the native atari setup (ie not using Spectre).

There is a program called MacRead (I think that's the name) that allows one
to read Mac floppies in native ST mode. I seem to remember reading that it
can also handle Syquest cartridges. I would assume that the file is at
atari.archive.umich.edu. If not, email me and I can put it there.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2086. Re: What is best editor to use to edit GNU source files?

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 20:22:34 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2cglia$sej@mailer.fsu.edu>
Source record: 198175

Michael Winters (winters@access.digex.net) wrote:
> Just obtained GNU Chess from net. Works fine, but would like to
> modify C source to have a GUI front-end. Which brings up the
> question - Do you need to reformat or use a special editor or
> text processor to look at or modify GNU ascii files? I noticed that
> Doc or C files etc.. lines look out of "alignment". A long time
> ago I remember hearing that you had to use Tex or some program to
> reformat GNU files? Thanks for any advice

This is probably due to them being in UNIX ASCII format (i.e. only linefeeds
at the end of lines, not linefeed-carriage return pairs). You can fix this
a number of ways. There is a version of the UNIX utility unix2dos for the
ST. The ue editor in Gulam will do the conversion automatically. I think
STeVIe will also do it. If all else fails, upload the files to a UNIX box
and use unix2dos on them.

--

* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *

2087. Re: ATARI _DROPS_ THIER COMPUTER LINES!

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 20:26:21 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <2cglpe$95a@sol.ctr.columbia.edu>
Source record: 198161
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <H.eg.lWQCE_4FRT6@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
} In <2c8clu$lqp@nermal.cs.uoguelph.ca>, Theodore L Hopman writes:
} > Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:
} > : In <1993Nov10.155542.23133@dmu.ac.uk>, SG Yardley writes:
} > : > The 15,000 figure is just for the UK, which I expect is more sales than the
} > : > Newt. At about 500 quid each I know which choice I'll be making!
} >
} > : That seems pretty unlikely. What's the population of the UK? If there
} > : were 15k there alone, there'd probably be at last 100k in the US.
} >
} > It's not that unlikely...consider the number of ST's in the UK versus the
} > number of ST's here population-wise. The UK has a far higher concentration.
}
} But, the US has a MUCH higher population (for example, about as many
} people live in New York City as live in _Canada_)...

Hmm - there are around 56 Million people in the UK and around 300
million people in the US.

Simon.
--

____
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~
~~~~~~

2088. Re: Falcon numbers (was Re: ATARI _DROPS_ THIE

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 20:48:22 UTC
From: ukra@rzstud1.rz.uni-karlsruhe.de
Message-ID: <2cgn2m$6uv@nz12.rz.uni-karlsruhe.de>
Source record: 198162

John Hutchinson (hutch@bellman.lanl.gov) wrote:
: In article JRie5k01yfw@semprini.waterloo-rdp.on.ca,
: >
: >Actually, that's 15,000 (Falcons) sold in one year; they weren't available
: >'til late '92.
: >
: >Still, pretty bad. The Jaguar should sell that many in a month.
: The 'word' is out that the initial run of 50,000 Jaguars have already been
: sold to distributors. If so, where are they?

They are probably stored... But weren't they supposed to begin
selling Falcons the day after Thanksgiving? So, patience...

```
+-------------------------------------------------+
| The SpaceWalker . * _@ . .|
|Walkin' thru Cyberspace..... . o . </\_ o * |
|..aahhh! at home at last!!! . ~\/\ ' o|
|->s_samso@iravcl.ira.uka.de o . / . * |
+-----------------------------------------`----------+
```

2089. Re: Admitted piracy, don't do it here

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 21:27:52 UTC
From: gijs@mbase97.hacktic.nl
Message-ID: <H.eg.2CAn6RahFXw@mbase97.hacktic.nl>
Source record: 198107

In <2cdr9d$qn3@mailer.fsu.edu>, Mickey Boyd writes:
>I am really not interested in a bickering match. Until I read this, I honestly
>thought your problem was one of ignorance, not attitude. Thanks for clarifying
>this for me.

As an innocent bystander, I find your attitude much more disturbing than
that of the original poster's. I can only interpret your attitude as
"I'm gonna tell your boss and he's going to throw you off the internet!"
which does not sound to me as very mature, but more like childish.

It also sounds like sysadmins should behave as the moral consciousness of
the internet. A role which I would prefer to attribute to the users of
internet themselves. I regard sysadmins more as a last resort, when
users are behaving so badly that removal from the net is the only
solution to the 'problem'. This is clearly not the case now!

This has nothing to do with my opinion regarding software piracy,
which I don't want to discuss.

Bye!

--
Gijs Bok (gijs@mbase97.hacktic.nl)
Listen to M-BASE music!
-----BEGIN PGP PUBLIC KEY BLOCK-----
Version: 2.3a

mQA9AiyWNO4AAAEBgNsly7W6TnOlaVLOWbrkRyw1ATzledvUhPwrtAbeO/1FVOaD
pmwtRkJoqMpnIYhwYQAFEbQiR2lqcyBCb2sgPGdpanNAbWJhc2U5Ny5oYWNrdGlj
Lm5sPg==
=J27y
-----END PGP PUBLIC KEY BLOCK-----

2090. Re: JAGUAR GAMES

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 21:30:22 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1558@usdtsg.DaytonOH.NCR.COM>
Source record: 198165

In article <1993Nov18.123537.14752@htsa.aha.nl> arjanvdm@htsa.aha.nl (Arjan van der Meer) writes:
>Hi!
>
>Two weeks ago I read in this newsgroup(s) about people, talking they
>would buy a Jaguar as soon as the roll-out would be. The roll-out was
>now 3 days ago, and I haven't read ANY article from a Jaguar owner.
>Doesn't ANYbody has a Jaguar? Or doesn't ANYbody who has, the time
>to share his/her experiences with poor fellows like me on the other
>side of the ocean? This monday I expected huge articles from Jag
>owners who like the Jag very much and are complaining that there are
>WAY to less games.

I may be wrong (and I'm sure someone will point it out if I am :-)
but the "Rollout" may have been meant more for the media than for
actual selling. The basic rumor I've heard is that the Jaguar should
start appearing in New York and L.A. within a week or two. The Jaguar
probably *won't* show up nationally (or internationally) until the
beginning of 1994 (not that far away). Considering that IBM is doing
the manufacturing, I wouldn't anticipate the same annoying delays
that accompanied the initial release of the Falcon...

Besides, if someone has a Jaguar right now, do you think they'd
be spending their time here instead of playing the Jaguar? ;-)

Rob

...again, double check me on this, but even though the Jaguar will only
be sold in NY and LA this year, you *might* be able to order one
directly from Atari or one of the dealers and have it mailed to you
(I don't believe Jaguar retailers have the same selling restrictions
that the Falcon ones do)...

...BTW I had to recover my message out of dead.article (since we don't
get the alt.games.lynx group), so I hope it comes through alright...

2091. Re: How do I unpack PAX files?

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 21:31:00 UTC
From: Carsten_Tolkmit@ki.maus.de
Message-ID: <A24852@KI.maus.de>
Source record: 198056

Hi...

S>I just found GemView 3.0 on ftp.uni-kl.de in /pub3/atari/incoming. The
S>files, though, are in PAX format. Has anyone got any ideas? Please
S>don't tell me I have to compile C source myself, as this is a pain in
S>the arse. Anyway, what's wrong with ZIP all of a sudden?
GemView has it's own installation program, you should use that one!!! That
installs your *.pax files.

Ciao,
/Carsten/

2092. Re: Anyone cracked Cubase 3.01 yet?

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 21:34:22 UTC
From: gijs@mbase97.hacktic.nl
Message-ID: <H.eg.ojfa8c&uzFQ@mbase97.hacktic.nl>
Source record: 198108

Subject: Killing people
Has it been done?

Intelligent answers from the net:
KILLING IS BAD! IT HURTS SOCIETY! YOU WOULD EARN MORE MONEY IF
YOU DON'T KILL PEOPLE. YOU ARE A BAD PERSON. YOU LIKE KILLING.

My answer:
I don't know.

My answer to the moral majority:
please shut up, read the question, and don't think you know the
underlying reasons the poster asked his question.

It's OK to discuss these issues, but don't blame the messenger for
bringing you the 'news' that a software package may have been cracked!
--
Gijs Bok (gijs@mbase97.hacktic.nl)
Listen to M-BASE music!
-----BEGIN PGP PUBLIC KEY BLOCK-----
Version: 2.3a

mQA9AiyWNO4AAAEBgNsly7W6TnOlaVLOWbrkRyw1ATzledvUhPwrtAbeO/1FVOaD
pmwtRkJoqMpnIYhwYQAFEbQiR2lqcyBCb2sgPGdpanNAbWJhc2U5Ny5oYWNrdGlj
Lm5sPg==
=J27y
-----END PGP PUBLIC KEY BLOCK-----

2093. Re: Is there an archiver...

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 22:19:32 UTC
From: Jinlung Fung <jf4y+@andrew.cmu.edu>
Message-ID: <8guzHo200WB5BEqaFt@andrew.cmu.edu>
Source record: 198166

Excerpts from netnews.comp.sys.atari.st: 15-Nov-93 Re: Is there an archiver... by Ian Mackereth@lsupoz.apa
> I used this to ZIP all the MOD files on my BBS into individually
> named ZIP archives.

There is a PD/Shareware program caled FPCU that does just that... and I believe it allows the use of different archivers too. All with a nice little GEM interface.

Ta Ta For Now,
Michael Fung

Email: jf4y+@andrew.cmu.edu Phone: (412)862-3692
Mail : 1060 Morewood Avenue, Box 1334, Pittsburgh, PA 15213, USA

2094. Re: Need File Formats, NEO or Deags

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 22:29:08 UTC
From: Jinlung Fung <jf4y+@andrew.cmu.edu>
Message-ID: <EguzQoK00WB55EqfUw@andrew.cmu.edu>
Source record: 198167

Excerpts from netnews.comp.sys.atari.st: 15-Nov-93 Need File Formats, NEO or D.. by @gvls1.vfl.paramax.com
> Anyone have file formats for NEO or Degas. Need
> to convert to GIF for PC viewing.

There is a good text file by Dave Baggett on a.a called STPIXFMT describing the file formats.

Ta Ta For Now,
Michael Fung

Email: jf4y+@andrew.cmu.edu Phone: (412)862-3692
Mail : 1060 Morewood Avenue, Box 1334, Pittsburgh, PA 15213, USA

2095. Re: How do I unpack PAX files?

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 22:32:52 UTC
From: Jinlung Fung <jf4y+@andrew.cmu.edu>
Message-ID: <gguzUIa00WB55Eqhlc@andrew.cmu.edu>
Source record: 198168

Excerpts from netnews.comp.sys.atari.st: 15-Nov-93 How do I unpack PAX files? by S.P.Taylor@bradford.ac.u

> I just found GemView 3.0 on ftp.uni-kl.de in /pub3/atari/incoming. The
> files, though, are in PAX format. Has anyone got any ideas? Please don't
> tell me I have to compile C source myself, as this is a pain in the arse.
> Anyway, what's wrong with ZIP all of a sudden?

The PAX files are in a compressed format by the Gemview author (presumably) and the archive should contain an install programs that decompresses the files. Did you say Gemview 3.0?? I thought it was only up to v2.48??

Ta Ta For Now,
Michael Fung

Email: jf4y+@andrew.cmu.edu Phone: (412)862-3692
Mail : 1060 Morewood Avenue, Box 1334, Pittsburgh, PA 15213, USA

2096. Spectre 3.1 finally?

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 22:42:43 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2cgtp3$9h6@mailer.fsu.edu>
Source record: 198177

Just got my new Current Notes. In it, there is a teaser about Spectre 3.1, in which Dave Troy mentions the possibility of "3.1" upgrades being given by Dave Small at the Atari show he is throwing (at Toad Computers). Has there been any mention of this elsewhere? Heck, a roadtrip might be in order!

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2097. Deluxe Paint Animations?

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 22:48:00 UTC
From: ac382@Freenet.carleton.ca
Message-ID: <CGpM00.I6C@freenet.carleton.ca>
Source record: 198170

I was supposed to send someone a few Deluxe Paint animations but unfortunately I lost their address. Please send me a message and I will get them out to you. If anyone else is interested please let me know. I have a few megabytes of (mostly Star Wars and Aliens) animations (digitized with VIDI-ST @ both full & quarter screen). They look pretty decent especially if you have support for the 4096 collor mode (ie 16 level greyscale).

If you do not have the Deluxe Paint ST package but would like to view the animations, there is a freeware viewer available.

If you can FTP to alfred.ccs.carleton.ca please let me know and I will put them in the incoming directory.

Jack
--

----------ac382@freenet.carleton.ca----------

2098. Re: Anyone cracked Cubase 3.01 yet?

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 22:57:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cebfdca@troed.ct.se>
Source record: 198190

In a message of 18 Nov 93 06:11:12, R. Fahl wrote:

RF> It would seem that if Cubase is uncrackable that Steinberg would be loath
RF> to give out their protection schemes, because eventually it would fall
RF> into some devious hacker's hands and poof! No more copy protection.

I think all crackers/hackers there is have had there try on it ... it's been
here for a long time you know ..

RF> I wish piracy weren't such a problem. If it weren't, Cubase would
RF> probably cost only a fraction of what it does, and more people could
RF> afford it.

Well, to be honest, now that Cubase 3.0 HASN'T been cracked/copied - don't you
think they should lower the price if piracy was the reason the price is high
from the beginning?

RF> If we only lived in a perfect world.

Try anarchy .. :-)

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

2099. Re: Anyone cracked Cubase 3.01 yet?

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 23:00:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cebfe8c@troed.ct.se>
Source record: 198191

In a message of 18 Nov 93 06:46:22, Andrew Smith wrote:

AS> I remember hearing about a crack of it on FNET... Seems this 'crack' liked
AS> to
AS> trash hard drives too. Not a good tradeoff if you ask me! :- Go out and
AS> buy this software--it's great stuff!

You don't have to tell me that, as I stated in my first letter, I'm totally against piracy. (I'm not a musician though, which is why I won't buy it... :-)

The only cracks I've heard of worked for about 1.25 ms, and definitely NOT on any other TOS version than that of the crackers system.

(There's no reason why a bad crack would trash harddrives, that's why I don't think that rumour is valid)

```
+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+
```

2100. Re: Anyone cracked Cubase 3.01 yet?

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 23:02:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cebfeea@troed.ct.se>
Source record: 198192

In a message of 18 Nov 93 12:16:36, Kampen Van F wrote:

KV> But it is *very* unstable on my Mega STe, and I keep using
KV> So the mistery is solved: CUBASE 3.0 HAS BEEN CRACKED!

Read the above two lines.

It's not.

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

2101. AEO anywhere?

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 23:38:27 UTC
From: fox@vulcan.nrlssc.navy.mil
Message-ID: <2ch11j$rh7@vulcan.nrlssc.navy.mil>
Source record: 198106

Is Atari Explorer Online still "online"? I haven't seen a new
one in quite a while. (Not that I've checked Genie,but usually
in the past within a few days of coming out it gets uploaded
to atari.archive or ftp.rahul.net or even sometimes posted here).
The last one is almost a month old now...

--
+---+
| Daniel N Fox fox@nrlssc.navy.mil |
| Naval Research Laboratory, Code 7323 |
| Stennis Space Center, MS 39529-5004 |
| Telephone: (601)688-5588 FAX: (601)688-4759 |
+---+

2102. Re: Yet another Falcon dilemma

Newsgroup: comp.sys.atari.st
Date: 1993-11-18 23:49:22 UTC
From: kendall@great-gray.owlnet.rice.edu
Message-ID: <KENDALL.93Nov18174922@great-gray.owlnet.rice.edu>
Source record: 198188

In article <1993Nov18.132631.21853@bradford.ac.uk> S.P.Taylor@bradford.ac.uk (Steve Taylor) writes:

fnjah@aurora.alaska.edu wrote:

{well you just read that didn't you, and it was a bit long, so I won't repeat it}

All I know is that on my friend's Falcon, where he has an autobooting internal H/D, it is _essential_ to set the SCSI ID number on his external SCSI drive to 0. This may be the problem.

Also, you could try reformatting your media using one of the official Atari Hard Disk Driver (AHDI) programs, as I think the falcon might possibly reject the ICD format.

I have the ICD pro utilities, and I have an internal IDE drive plus two external SCSI drives. I believe that with the ICD software, you don't absolutly have to have the external drive ID set to zero, you just have to have the ICD driver skip over the ID's that aren't used on bootup.

In any case, the ICD software works fine on my Falcon...

--
---> Kendall Gelner (kendall@rice.edu)

2103. Re: Music composer program

Newsgroup: comp.sys.atari.st
Date: 1993-11-19 00:14:50 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2ch35q$8g@golem.wcc.govt.nz>
Source record: 198180

Re: PT20.LZH

Pro-Tracker v2.10 is around somewhere, I'm pretty sure it was the one released among the other files of MAGGIE11.ZIP (The Disk-Magazine 'Maggie', Issue #11, it usually has *some* useful tid-bits with it!)

There *may* even be a later version, but I can't remember :)

Anyone know where v2.10 is, as in a 'I need a blank disk, what aren't I in great need of' frenzy, the Maggie disk was wiped, and I could do with v2.10 as the only one I had was the ST version, and I've just gotten myself an STE.... (Yes, I've got 50-play!)

Caio!

```
/-----------------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, you can O O |
| be 100% sure that it will! o |
| WELLS_S@KOSMOS.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\-------------Master of Cheats/Hints/Tips - The Mercenary-------------/
```

2104. Re: Mono monitors

Newsgroup: comp.sys.atari.st
Date: 1993-11-19 00:30:29 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.993271@cix.compulink.co.uk>
Source record: 198178

In article <1993Nov18.123151.3898@vax.sbu.ac.uk>, fountad@vax.sbu.ac.uk writes:
>
>My original post. I ended up getting a monitor from Silica. To be blunt,
>it's far from brilliant. The screen is slightly warped and the picture
>doesn't sit in the middle of the border. I brought it on price (129QUID)
>and the fact I don't need one with a speaker. It does the job but it's
>a borderline 'take it back' case. Silica are lucky I'm not too fussy on
>this issue.
>
>I would advise you to pay the extra 20 or 30 quid and get a decent one, if
>you can find one...
>

I think I have said this previously. I reviewed three monitors for ST
Review a few months back and the one from System Solutions was superb,
much better than the original SM124. Tel: 081 693 3355.

Ofir ogal@cix.compulink.co.uk

2105. Re: Online

Newsgroup: comp.sys.atari.st
Date: 1993-11-19 00:30:36 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.993270@cix.compulink.co.uk>
Source record: 198179

In article <2cfjmd$om7@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz writes:
>In article <CGMtCz.B08@barclays.co.uk>, PostMaster@barclays.co.uk writes:
>>It strikes me as ludicrous that Atari use GEnie as thir official mouthpiece when
>>it isn't available generally out side the US. Seeing as Ataris presence in the US
>>in minimal and Europe is where it's at for them, this is a strange choice.
>>--
>>+---------------+---+
>>| Iain R Laskey | Atari Falcon user and very happy with it! |
>>+---------------+---+
>
>What a load of Rubish, I use GEnie here in New Zealand and it only cost me
>a $2us extra to use it from here, the Pacnet line here is Free...
>
>This is the same for a number of other countries as well, but GEnie
>does not promote this at all...
>
>Check to se if there is GE.I.S. office in the UK. there should be, there is
>one here...
>
>They could help you...
>
>

Hello Roger,

This is not a "load of rubbish". Genie is NOT available in the UK!

Ofir ogal@cix.compulink.co.uk

2106. Printing SPC pictures

Newsgroup: comp.sys.atari.st
Date: 1993-11-19 00:38:13 UTC
From: lombardo@cwis.unomaha.edu
Message-ID: <lombardo.753669493@cwis>
Source record: 198181

Is there any pd programs out there to print SPC pictures on a HP Deskjet 500C? Where can I find software on the ST to support the Deskjet 500C?

I imported a jessica rabbit gif into pagestream and printed it using a 500c driver I found with the hpdeskjet utilities at aaue and just before it finished with the (nice looking) picture, it said INSUFFICIENT MEMORY and ejected the page after sitting there for a little while. I had text at the bottom of the page that it didn't print. What a lame program... I have 2.5 megs of memory.. That SHOULD be enough. Considering that the macs I use at school have only 2, and they handle pictures a lot better than my st.

hmmmm... time for a tt?

2107. Re: Diamond Back - new version out yet?

Newsgroup: comp.sys.atari.st
Date: 1993-11-19 01:31:26 UTC
From: mbaffoni@flute.aix.calpoly.edu
Message-ID: <1993Nov19.013126.193896@zeus.aix.calpoly.edu>
Source record: 198127

In article <2c9esb$js@charm.magnus.acs.ohio-state.edu>,
Raymond Collins <rcollins@magnus.acs.ohio-state.edu> wrote:
>In article <2c8s3u$h9c@news.bu.edu> selick@csa.bu.edu (Steven Selick) writes:
>>
>>I remember readiong a few months ago about a new version of Diamond Back
>>coming out in the near future. I believe I have 2.42 right now. Will this
>>new version support a scsi tape backup drive? How about if it uses parity?
>>Basically, I have access to a Scsi II tape drive from a DEC computer and I
>>would like to use it for backups on the 1040 STe atari. What do you think?
>>I've got a Supra Scsi host adaptor.
>>
>>-Steve
>>selick@csa.bu.edu
>I have the Fall Oregon Research News in hand. Atari Fall Celebration
>20-50% Savings on all products in their new line. Prices good until December
>31, 1993.
>
>Diamond Back 3, SCSI tape backup, full window interface (this makes the using
>the program idiot proof), Falcon 3D interface. popup dialogs, and much more
>Oregon Research, 16200 S.W.Pacific Hwy., Suite 162 Tigard, OR 97224
>Phone (503)620-4919 Fax: (503)624-2940

I got the list too, but it had an asterisk or something that said that
the program wouldn't be released until December. Bummer that, but as long as
it works and is bullet-proof....

>Raymond Collins
>rcollins@magnus.acs.ohio-state.edu

-=MikeB

2108. Re: Yet another Falcon dilemma

Newsgroup: comp.sys.atari.st
Date: 1993-11-19 02:02:50 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <2ch9ga$p8b@cxc1.cl.msu.edu>
Source record: 198182

S.P.Taylor@bradford.ac.uk (Steve Taylor) writes:

>Also, you could try reformatting your media using one of the official
>Atari Hard Disk Driver (AHDI) programs, as I think the falcon might
>possibly reject the ICD format.

ICD's hard drive booter software works just fine on the Falcon. You'll
hafta have the PRO version (currently v6.2.4) if you want to use any of
the other utilities...ut
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

2109. Re: Falcon virtual memory

Newsgroup: comp.sys.atari.st
Date: 1993-11-19 02:04:57 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <2ch9k9$p94@cxc1.cl.msu.edu>
Source record: 198183

c2sgy@dmu.ac.uk (SG Yardley) writes:

>I'm planning on buying a Falcon soon plus a hard disk.
>If I get the 1 meg version can I use a program that uses the hard
>disk as virtual memory, letting me use programs that require 4 megs etc.

Having a Falcon with 1meg is like having a car with no gas tank.

"But can't I use the trunk???"
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

2110. Re: Falcon040

Newsgroup: comp.sys.atari.st
Date: 1993-11-19 02:12:52 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2cha34$15c@golem.wcc.govt.nz>
Source record: 198186

Atari read these messages?! I doubt it! :)

As for pagestreams speed, I saw it drawing a relatively simple picture,
and it took *ages* compared to GFA-Draft which drew horribly complex
pictures in a fraction of the time! (Admittedly, GFA Draft is a CAD
type program, and Pagestream is a DTP, but basically the same sort
of thing should result. Their VDI *really* needs a *lot* of optimising!)
(This was Pagestream 2.2 BTW)

/--\
| If there's a 50/50 chance of something going wrong, you can O O |
| be 100% sure that it will! o |
| WELLS_S@KOSMOS.WCC.GOVT.NZ Wellington, New Zealand _/ |
\-------------Master of Cheats/Hints/Tips - The Mercenary-------------/

2111. Re: Is there a Unix version of lharc version 2?

Newsgroup: comp.sys.atari.st
Date: 1993-11-19 02:53:08 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1559@usdtsg.DaytonOH.NCR.COM>
Source record: 198187

In article <12515@tekig7.PEN.TEK.COM> georgew@tekig1.pen.tek.com writes:
>I find that my poor little 520ST with one floppy drive really can't unpack
>some of the archives (not to mention how long it takes). Does anyone know
>of a site that has Unix sources for version 2 of lharc? I have version 2
>for my ST, but only version 1 for Unix, which won't unpack newer archives.

Check atari.archive.umich.edu. I *think* in the atari/Compression/Unix
directory (or something like that - I cannot remember the exact name) should
be the sources for a unix version of Lharc that handles the newer
compression...

Rob

2112. Atari ST, Books, Software

Newsgroup: comp.sys.atari.st
Date: 1993-11-19 03:20:06 UTC
From: awhitfie@magnus.acs.ohio-state.edu
Message-ID: <2che16$avt@charm.magnus.acs.ohio-state.edu>
Source record: 198184

Computer hardware, software and books for sale:

Hardware:
Atari 1040STf computer:
1MB ram with built-in 720K floppy drive
(1) External 720K drive
(1) 20MB HD ------------------SOLD
(1) SC1224 Color Monitor
(1) Joystick
(1) Spare Mouse

Prices :
Everything I have left --

Atari ST color monitor, CPU, keyboard, joysticks, mouse

Software, books, journals

-- $200.00 (firm)

==========
Below is the ad I ran a couple of weeks ago:

CPU and color monitor $250.00 for both
(will not be sold separately)
External MFD 720 floppy disk drive 50.00
Atari SH204 20MB HD 100.00 *SOLD*
Joystick & mouse 25.00
Software 10.00 each (we can talk)
Books 5.00 each

Software: (All software includes manuals)

Programming:
ST Basic
DR Logo
DBasic for the ST
SoftWorks Basic
HiSoft Basic Professional
GFA Basic 2.0 (w/ compiler)
GFA Basic 3.0 (w/ compiler)
OSS Personal Pascal
TDI Modula-2 (Developer's version)
HiSoft-C Interpreter
Laser C

Productivity:
TimeWorks Desktop Publisher
1ST Word Word Processor
Logistix Spreadsheet
Interlink Communications
TypingTutor Word Invaders
PC-ditto pc emulator, includes MS-DOS 3.3
Maxi-FilE CodeHead
A-Copy Backup protected software
ProCopy Backup protected software
Turbo-ST O.S. Accelerator
A&D Universal Item Selector II
The Music Studio
Make Signs & Banners

Graphics:
Degas
Degas Elite
Easy Draw
Neochrome
Spectrum 512
Drafix-CAD

Games & Entertainment:
Atari--BattleZone
Atari--Star Raiders
TDC--Pirates of the Barbary Coast
ST-Pool
Leader Board--Dual Pack
Harrier Strike Mission
PolarWare--Transylvania
PolarWare--The Crimson Crown
Walt Disney--The Black Cauldron
Imagine--Arkanoid (Revenge of DOH)
Ocean--The Lost Patrol
Infocom--Moon Mist
Infocom--Ballyhoo
DataSoft--Reality (The City)
Epyx--Super Cycle
Micro Prose--Silent Service
FireBird--Golden Path
ArtWorx--Strip Poker
Rain Bird--Star Glider
Sierra--King's Quest
?--Spiderman
Walt Disney--Winnie the Pooh
Activision--Hacker
Cosmi--Super Huey
PolarWare--Oo-Topos
Elite--Space Harrier
Microdeal--The Karate Kid II
Electronic Arts--Ferrari (Formula One)

Data East--North & South
LucasFilm--Their Finest Hour
Psygnosis--Barbarian
Origin--Exodus (Ultima III)
ICOM--ShadowGate
ICOM--Deja-Vu
ICOM--Uninvited
Spectrum HoloByte--Falcon F-16
Spectrum HoloByte--Operation Fire Fight
Activision--Little Computer People

Compute!'s Atari ST Disk
October '86
December '86
April '87
August '87
October '87
December '87
February '88
June '88

Compute!'s
Atari ST Artist
Atari ST Applications
December '87
February '88
Start
Spring '87
January '89
June '89
March '90
PD titles!

Books:
Abacus--#2 Atari ST Internals
Abacus--#3 Atari ST GEM Programmer's Reference
Abacus--#4 Atari ST Machine Language
Abacus--#5 Atari ST Tricks & Tips
Abacus--#6 Atari ST Graphics & Sound
Abacus--#7 Atari ST Logo Users Guide
Abacus--#8 Atari ST Peeks & Pokes
Abacus--#9 Atari ST Basic Training Guide
Abacus--#11 Atari ST Basic-to-C
Sybex--Understanding ST Basic Programming
Sybex--Programming The 68000
Compute!'s--More Applications
Clayton Walnum's C-manship Complete
Compute!'s 1st Book of Atari ST
Compute!'s ST Programmer's Guide
Compute!'s Technical Reference Guide (1)
* Atari ST VDI

Compute!'s Technical Reference Guide (2)
* Atari ST AES
Compute!'s Technical Reference Guide (3)
* Atari ST TOS
Michtron--GFA Basic Book
Michtron--GFA Companion
Michtron--Programming With GFA Basic 3.0
Numerous magazines

Please Note:
Much of this software is unavailable or impossible to find. The rarest items in my collection are Compute!'s technical reference guides and the Abacus books. All titles include manuals.

If you live too far away to come pick up the things you buy, you'll have to add the mailing expense to the price. If you live in mid-Ohio please call me (Richard Whitfield) at 614-833-0191 6-9 pm weekdays or 12-9 pm weekends. If you live outside the immediate area, you can send email messages through this account, but this will slow down the process. The email account is in my sister's name (Alice) and we don't necessarily talk everyday. So, if you're *really* interested in something, give me a call.

We'll try to update this as things get sold... A

2113. Re: Admitted piracy, don't do it here

Newsgroup: comp.sys.atari.st
Date: 1993-11-19 03:26:16 UTC
From: i921652@redgum.ucnv.edu.au
Message-ID: <2checoINNbpc@sheoak.ucnv.edu.au>
Source record: 198185

In article <2cb9bn$jnc@mailer.fsu.edu> boyd@math.fsu.edu writes:
>Your friend is a criminal, and you are an idiot. Irresponsible use of
>Internet resources will hasten the demise of the Usenet News system as we
>know it. You are responsible for your post. Your post promotes an illegal
>activity (that of transfering stolen property). You did it on the Internet,
>on thousands of machines. You broke the rules. You really showed your ass.
>
>In the past, I have deleted accounts on my machines due to such infractions.
>I intend to advise your system admin to do the same in your case. It appears
>that you truely don't understand your responsiblity in this matter, but
>perhaps your system staff can educate you.
>
It's nice to see that you are a true professional, and a credit to
system administrators everywhere. When someone does something wrong, of
course you let them know politely, point out how their actions affect
others, and then warn them that further action may result in removal of
their account.

Bad netiquette's one thing, piracy's another. Power crazed sys admins
are right up there....

Jared Quinert

2114. Re: Where's the Jaguar?

Newsgroup: comp.sys.atari.st
Date: 1993-11-19 03:34:13 UTC
From: reedh@dickens.com
Message-ID: <1993Nov19.033413.61406@dickens.com>
Source record: 198132
Cross-posted to: comp.sys.atari.st,alt.games.lynx

In article <1993Nov18.123537.14752@htsa.aha.nl>,
Arjan van der Meer <arjanvdm@htsa.aha.nl> wrote:
>Two weeks ago I read in this newsgroup(s) about people, talking they
>would buy a Jaguar as soon as the roll-out would be. The roll-out was
>now 3 days ago, and I haven't read ANY article from a Jaguar owner.
>Doesn't ANYbody has a Jaguar? Or doesn't ANYbody who has, the time
>to share his/her experiences with poor fellows like me on the other
>side of the ocean? This monday I expected huge articles from Jag
>owners who like the Jag very much and are complaining that there are
>WAY to less games.
>
>If I write an article, it can be read all over the world in 10 minutes,
>so my conclusion is that there ARE NO JAGS UNTIL PROVEN THERE ARE!

I went to Babbages tonight and they said that the Jaguar will not be
available to the US buying public until just after Thanksgiving (Nov. 25
to you non-yanks). The initial rollout was strictly to dealers and
wholesalers. Once anyone gets their hands on a Jag, you'll hear about
it.

--
+-------------------+
| Reed Hubbard |
| reedh@dickens.com | Laissez Les Bons Temps Rouler!
| CIS 72230,1364 |
+-------------------+

2115. Re: Spectre 3.1 finally?

Newsgroup: comp.sys.atari.st
Date: 1993-11-19 04:40:04 UTC
From: asmith@zero.cypher.com
Message-ID: <1993Nov19.044004.19736@nuchat.sccsi.com>
Source record: 198110

In article <2cgtp3$9h6@mailer.fsu.edu> boyd@math.fsu.edu writes:
>Just got my new Current Notes. In it, there is a teaser about Spectre 3.1,
>in which Dave Troy mentions the possibility of "3.1" upgrades being given by
>Dave Small at the Atari show he is throwing (at Toad Computers). Has there
>been any mention of this elsewhere? Heck, a roadtrip might be in order!

To Mikey or anyone really: Has there been any mention of the Falcon version
of Spectre? That's the one I
I'm really looking forward to. The older Spectre _software_ won't even run
on the Falcon, let alone the hardware.

--

□□□

2116. Using Viper tape streamer

Newsgroup: comp.sys.atari.st
Date: 1993-11-19 04:55:11 UTC
From: fdomingu@zeus
Message-ID: <CGq300.EDI@watserv1.uwaterloo.ca>
Source record: 198189

I've tried to get my Viper 150 (ver. 21247) to work with Gemar with no luck (not that fluent in German), tapebios and GTAR(1.10) with no luck ... get the idea?
Anyways if anyone has had experience with using tape backups with the Atari, I'd appreciate some feedback. GTAR itself is vague to me but I cannot get it to create archives on the streamer and I am under the assumption that gtar unless specified with -f will attempt to write to a streamer device.

fdomingu@zeus.uwaterloo.ca

2117. Re: Sync rates - 50Hz or 60Hz

Newsgroup: comp.sys.atari.st
Date: 1993-11-19 05:30:30 UTC
From: h54118@sakura.kudpc.kyoto-u.ac.jp
Message-ID: <h54118.753687030@sakura>
Source record: 198198

dear Barry,

I'd like to have your switcher.
could you possibly mail it to me?
or can I ftp it from somewhere?

Indeed I have this problem with running some demos...

My monitor should be able to do 50Hz but it seems, it's
running at 60 as default...

Many thanks inadvance,

Christian

2118. Re: Falcon040

Newsgroup: comp.sys.atari.st
Date: 1993-11-19 06:55:21 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.994550@cix.compulink.co.uk>
Source record: 198193

In article <CGp1t3.Jsp@chinet.chinet.com>, saj@chinet.chinet.com (Stephen Jacobs) writes:
>
>And of course my usual whine, in case anyone at Atari is reading this: the
>biggest improvement that could be made to PageStream would be a faster VDI.
>
> Steve

Pagestream is slow because it is slow. NVDI is very fast but the
improvement in Pagestream is minimal, I don't think the VDI has anything
to do with it.

Ofir ogal@cix.compulink.co.uk

2119. Re: Where's the Jaguar?

Newsgroup: comp.sys.atari.st
Date: 1993-11-19 07:47:58 UTC
From: phruby@ucrengr.ucr.edu
Message-ID: <2chtne$dgk@galaxy.ucr.edu>
Source record: 198194
Cross-posted to: comp.sys.atari.st,alt.games.lynx

STIRRE31@MAINE.MAINE.EDU wrote:
: It was my understanding that Jaguars were SHIPPING on the
: 15th, not available. I thought that the day after Thanksgiving
: (largest shopping day) was Atari's target date for having the
: Jags in stores.
: -scott tirrell

Yes, this is true. The Jag starts selling the day AFTER Thanksgiving. It is a net-misunderstanding that has rec.games.video.misc all upset about this thing.

--Paul

2120. Re: Is there an archiver...

Newsgroup: comp.sys.atari.st
Date: 1993-11-19 09:34:45 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.93Nov19103445@issan.informatik.uni-dortmund.de>
Source record: 198196

```
>>>>> In article <H.eg.p2Hg0VlzOPU@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

|> Though I'd probably just type:

|> for i in *.mod; do zip -m9 `basename $i .mod`.zip $i; done

Or, to save the call to basename:

for i in *.mod; do zip -m9 ${i%.mod}.zip $i; done

Bash has some very powerful variable substitutions.

--
------------------------------------------------------------------------
Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"
```

2121. Re: Where's the Jaguar?

Newsgroup: comp.sys.atari.st
Date: 1993-11-19 09:37:00 UTC
From: patrik_sanfridsson@p2.stacken.ct.se
Message-ID: <2cec9744@p2.stacken.ct.se>
Source record: 198085

> From: arjanvdm@htsa.aha.nl (Arjan van der Meer)
>
> Two weeks ago I read in this newsgroup(s) about people, talking they
> would buy a Jaguar as soon as the roll-out would be. The roll-out was
> now 3 days ago, and I haven't read ANY article from a Jaguar owner.
> Doesn't ANYbody has a Jaguar? Or doesn't ANYbody who has, the time
> to share his/her experiences with poor fellows like me on the other
> side of the ocean? This monday I expected huge articles from Jag
> owners who like the Jag very much and are complaining that there are
> WAY to less games.

This is not a newsgroup devoted to game consoles. Try rec.games.video or whatever it's called.

> If I write an article, it can be read all over the world in 10 minutes,
> so my conclusion is that there ARE NO JAGS UNTIL PROVEN THERE ARE!

They're only sold in limited quantities in New York City and San Fransisco (and maybe Dallas too) so you can forget about it until 1994. I think someone (Bob Brodie?) said it could also be ordered direct from Atari after Thanksgiving Day. Don't know if this goes for overseas customers as well but you could call Atari and find out I guess. There are some talk about limited availibility close to X-mas in Europe, but these are only rumours as far as I know.

Don't worry about the crappy CD-32 or overpriced 3DO, hold on to your money and get a Jag when it hits the streets. I know I will.

Patrik Sanfridsson patrik_sanfridsson@p2.stacken.ct.se (<16KB) Falcon030
You man, be human! 2:204/419.2 90:1100/110.2 STacken BBS +46-142-19331

2122. Re: Falcon numbers (was Re: ATARI _DROPS_ THIE

Newsgroup: comp.sys.atari.st
Date: 1993-11-19 09:56:00 UTC
From: patrik_sanfridsson@p2.stacken.ct.se
Message-ID: <2cec9885@p2.stacken.ct.se>
Source record: 198088

```
> From: hutch@bellman.lanl.gov (John Hutchinson)
>
> The 'word' is out that the initial run of 50,000 Jaguars have already
> been sold to distributors. If so, where are they?

Maybe Nintendo snapped them up and burned them! ;-)

--------------------------------------------------------------------------
Patrik Sanfridsson patrik_sanfridsson@p2.stacken.ct.se (<16KB) Falcon030
You man, be human! 2:204/419.2 90:1100/110.2 STacken BBS +46-142-19331
```

2123. Re: How to contact PROTAR..

Newsgroup: comp.sys.atari.st
Date: 1993-11-19 10:18:46 UTC
From: wz@echo.chem.tu-berlin.de
Message-ID: <wz.753704326@echo>
Source record: 198197

S.P.Taylor@bradford.ac.uk (S.P.Taylor) writes:

>Does anyone know of an E-mail address for Protar? (Hard Drives etc.). I
>beleive they are German and still in business, although no longer
>supporting the ST. Failing this, a postal address or telephone number
>would be helpful.

as far as I know no E-mail address.
Postal:
Protar Elektronik GmBH
Alt-Moabit 91D
10559 Berlin, Germany

Phone: +49-30-391-2002

BTW you can still buy SCSI Hard Drives from them.

Bye Wolfgang

2124. Re: Anyone cracked Cubase 3.01 yet?

Newsgroup: comp.sys.atari.st
Date: 1993-11-19 10:50:02 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CGqJFE.A5A@newcastle.ac.uk>
Source record: 198103

In article <2cf05g$q2k@news.u.washington.edu>, ms20@carson.u.washington.edu (R. Fahl) writes:
>I've heard rumors that it has been cracked, but only rumors. I've seen
>the 2.0 version cracked, not seen 3.0.
>
>>So, has anyone seen Cubase v3.0x cracked? If not, I think people should try to
>>get hold of their routines ... (though I've heard they're linked to the fact
>>that Cubase is NOT OS-compatible .. :-/)
>
>It would seem that if Cubase is uncrackable that Steinberg would be loath
>to give out their protection schemes, because eventually it would fall
>into some devious hacker's hands and poof! No more copy protection.

I'm afraid that Cubase 3 HAS been cracked. A shame, 'coz it's one of the Jewels in the Atari crown (along with Notator SL / Logic & Cubase Audio).

>
>I wish piracy weren't such a problem. If it weren't, Cubase would
>probably cost only a fraction of what it does, and more people could
>afford it.
>
>If we only lived in a perfect world.

Amen.

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 4883098
Stevenage,England.|| Snail-mail: 2 Sun Street, Suniside, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

2125. Re: Falcon virtual memory

Newsgroup: comp.sys.atari.st
Date: 1993-11-19 11:06:46 UTC
From: djs@jet.uk
Message-ID: <1993Nov19.110646.7244@jet.uk>
Source record: 198112

In <1993Nov18.162003.29357@dmu.ac.uk> c2sgy@dmu.ac.uk (SG Yardley) writes:

>I'm planning on buying a Falcon soon plus a hard disk.

>If I get the 1 meg version can I use a program that uses the hard
>disk as virtual memory, letting me use programs that require 4 megs etc.
Don't buy the 1Meg version. Some programs will likely end up being
incompatible with a virtual memory program. Depending on screen mode,
more than 600kB may be necessary just for the screen display; that doesn't
leave much! Even if the virtual memory system works, your machine is likely
to have so little free memory that it thrashes.
--
- Yeo 1 Fulham 0. Ha!
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

2126. Re: Online UK (was Re: Online)

Newsgroup: comp.sys.atari.st
Date: 1993-11-19 11:32:57 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CGqLEy.MuI@barclays.co.uk>
Source record: 198109

In article <CGJ8FG.J4n@bailgate.gpsemi.com>, mkite@lincoln.gpsemi.com (Martin Kite)
writes:
|> In article <2c0muuINNoph@dns1.NMSU.Edu>, wlamar@acca.nmsu.edu (WLAMAR) writes:
|> |> GREEN P (d3hq@jupiter.sun.csd.unb.ca) wrote:
|> |> : Of the online services, such as , Compuserve, GEnie and Delphi, which
|> |> : provides the best support for the Atari. Has any one done a cost
|> |> : analysis of the services offered for the Atari?
|> |>
|> |>
|> |> I've used GEnie, Delphi and Compu$erve in the past and am presently
|> |> using GEnie. Supposedly, GEnie is Atari's official online home.
|> |> On there you can post and receive answers directly from Atari personel
|> |> such as Bob Brodie. I don'y know much about Delphi or Compu$erve since
|>
|> Ok - so on a slightly different angle - which is the best online that has
|> a UK dialup ? I know this discussion was around a while ago - but I didn't
|> have a modem (or rather wasn't about to buy a modem) then. Any cost info
|> gratefully received.
That's easy, CIX! It's a UK based service. Has a fairly active Atari scene
including a very good Falcon area with loads of files for download. Better yet
there is a superb offline reader for the ST called Cixcomm/read which automates
everything and makes your calls cheap and efficient. A lot of people who are
well known in the UK atari scene such as Ofir Gal, Gunter Minnerup, ST Review,
ST User, Hisoft, Andy Pennel, Andre Willey and many more all all active there.
Atari also frequent the system although they are fairly quiet unless you mail
them directly. They do sometimes upload patches and demos though. The service
costs something like 12GBP to sign up and monthly charges are very reasonable
when using Cixcomm. I log on about 3 times a day to about 50 conferences, often
download big binaries and get a monthly bill of about 10-12GBP. Give them a
call on 081 390 8446.

--
+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

2127. Wanted: Specs of Jaguar RISC Chip!

Newsgroup: comp.sys.atari.st
Date: 1993-11-19 11:46:24 UTC
From: BACH@EZINFO.VMSMAIL.ETHZ.CH
Message-ID: <CGqM1H.Kzv@bernina.ethz.ch>
Source record: 198102

Has anybody got infos about the RISC-mainprocessor in the JAGUAR???

Could it be the new Power PC by IBM/Motorola(+Apple...hu hu hu hu :-)) ???

Please let me know!

- Beat Christen

2128. Re: FALCON GAMES

Newsgroup: comp.sys.atari.st
Date: 1993-11-19 11:57:00 UTC
From: annett@danno
Message-ID: <CGqMJ0.5o2@info.bris.ac.uk>
Source record: 198104

If you join the Falcon Owners Group (FOG) they produce a magazine and it had a list (100's) of games that work with the Falcon and what settings on Backward they required. I can't remember the address of FOG but I can find out if you want.

Duncan.

2129. Re: Anyone cracked Cubase 3.01 yet?

Newsgroup: comp.sys.atari.st
Date: 1993-11-19 12:44:00 UTC
From: tjl@siva.bris.ac.uk
Message-ID: <CGqopC.6H5@info.bris.ac.uk>
Source record: 198105

In article <CGoLtn.19p@liverpool.ac.uk>, em09@liverpool.ac.uk (Mr. J. Boyes)
writes:

|>
|>Rickard Troedsson (rickard_troedsson@troed.ct.se) wrote:
|>: In a message of 16 Nov 93 20:59:27, Tim Llewellyn wrote:

|>
|>: TL> |>Subject: Anyone cracked Cubase 3.01 yet?
|>

I would just like to state that it was not me that asked the original question.
What is quoted here is part of what i followed up to the original poster.

I have a Notator dongle and am very happy with it.

|>: The issue is rather interesting .. I ofcourse do not like piracy, but the
|>fact
|>: that Cubase v3.0x STILL doesn't seem to exist cracked may suggest that we
|>on
|>: the Atari have seen the first close-to UNCRACKABLE protection ...
|>
|>: So, has anyone seen Cubase v3.0x cracked? If not, I think people should try
|>to
|>: get hold of their routines ... (though I've heard they're linked to the
|>fact
|>: that Cubase is NOT OS-compatible .. :-/)
|>
|>I am the owner of a fully dongled 3.01 and glad I bought it!
|>
|>I have SEEN (looking over a guy's shoulder) a cracked v3 or at
|>least it CLAIMED to be v3. It had an INSPECTOR and the menus looked
|>like v3 but the transport bar was definitely v2.
|>
|>Oh yes; and it was BUGGED. I won't say what the bugs were in case
|>it helps the "crackers" (adjective as well as noun) but in certain
|>circumstances, it screwed itself nicely into the ground.
|>
|>BTW. Isn't it a bit annoying that the human synch works for those
|>who use cracked v2 but NOT for me with my bona-fide v3?
|>

yeah I did hear something about even people with dongles running the
cracked version coz it worked better!

```
|>--
|>---------------------------------------------------------------------
|>John Boyes My employer is not a person and thus can not
|>Liverpool University hold any opinions. Therefore all expressed
|>em09@liverpool.ac.uk opinions are mine alone (and possibly wrong)
|>---------------------------------------------------------------------
|>
--
Tim Llewellyn - OpenVMS and Soukous Addict
HEPNET/SPAN 19716::TJL Internet tjl@siva.bris.ac.uk
Pet Hates: Case Sensitivity! Unix. Tremolo systems.
```

2130. Serching a UUCICO for ST

Newsgroup: comp.sys.atari.st
Date: 1993-11-19 12:49:58 UTC
From: albi@fido.sub.org
Message-ID: <2cecc131@fido.sub.org>
Source record: 198089

I'm searching a uucico for my Atari ST which is running under Tos.
Where can I get one via ftp?

```
_
/_\ ||_ *
/ \||_/|
```

2131. Wrong keys on the falcon keyboard

Newsgroup: comp.sys.atari.st
Date: 1993-11-19 13:22:05 UTC
From: fnjah@aurora.alaska.edu
Message-ID: <1993Nov19.042205.1@aurora.alaska.edu>
Source record: 198111

Maybe I just have a defective Falcon. Everyone else seems to be enjoying
theirs while I have nothing but problems.
I just noticed a while ago that some of the keys don't always show the symbol
they should. When I am using Uniterm as I am now, they work fine, but when
using AtariWorks and other things when I press "\" I get "#" and when I
press @ I get " and when I press " I get @. It is very annoying because I
can't set any directories since I can't find the "\" symbol in most cases.
I thought it was some hardware problem, but if it works with Uniterm it must
be ok. Is there some kind of CPX module or something I need to assign the
correct symbols to the keys? Is this a universal Falcon thing?

2132. Internet access

Newsgroup: comp.sys.atari.st
Date: 1993-11-19 13:28:58 UTC
From: lannie@ins.infonet.net
Message-ID: <2cihmq$26c@insosf1.infonet.net>
Source record: 198115

If any of you are about to lose your access, or you need a better access,
give me a mail message. Were I work offers Internet access via a
1-800 number for a dollar a day until the end of the year. After that,
the prices will be changed according to the load and usage results we
have been tabulating. This 800 number is good in 48 states.
Let me know if you have any questions.
ATARI owner, (Running on three Alpha 250Mhz computers, 48 14.4 modems)
Later,

2133. Re: .GL or .DL viewers converters?

Newsgroup: comp.sys.atari.st
Date: 1993-11-19 13:29:38 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.1GnLgg4yGbs@semprini.waterloo-rdp.on.ca>
Source record: 198070

In <2c9are$dmr@ub.d.umn.edu>, The Piano Man writes:
> Just as the title says...are there any programs that can view .DL or .GL
> animations on a stock 1040ST? Or are there any that convert to animatic
> (.SEQ) form?

I think I saw a .DL viewer/converter on tu-clausthal (I think the full
address is ftp.informatik.tu-clausthal.de; check the FTP site list)...
it's probably on atari.archive, too.

I've never heard of a .GL viewer/converter.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2134. Re: X11 server for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1993-11-19 13:38:03 UTC
From: bill@main.morris.org
Message-ID: <1993Nov19.083804.44@main.morris.org>
Source record: 198114

In article <753545780.8953@minster.york.ac.uk>, andrew@minster.york.ac.uk writes:
>
> How do I get an ethernet card for my Falcon and how does it connect up?
> Parallel port? SCSI-II? DMA? Cartridge?
>

This is just a thought, dunno if its doable... What about using the
LAN port of the Falcon? What is it? AppleTalk? Why not run a bind
program, or something that encapsulates IP into AppleTalk? Would
such a thing be possible?

Outside of all the features of the Falcon, the LAN port seems to me
to be a dead fish...

2135. Re: BBS Software

Newsgroup: comp.sys.atari.st
Date: 1993-11-19 13:40:00 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.kcToguuSurc@semprini.waterloo-rdp.on.ca>
Source record: 198071

In <2ce88552@troed.ct.se>, Rickard Troedsson writes:
> In a message of 15 Nov 93 02:56:46, Chris Herborth wrote:
>
> CH> source is available, you could add it yourself).
> CH>
> CH> RATsoft isn't even a conforming GEM program as of the latest version, so
> CH> you couldn't even run it under MultiTOS (in fact, it complains if you
>
> RATSoft Swedish Support mode ON:
>
> RATSoft is 110% GEM/TOS compatible.

Gee, nothing like a little hyperbole now and then...

> The reason RATSoft complains when ran under MultiTOS is only because MultiTOS
> v1.04 is too slow to run a BBS program (and highspeed modems) at the same time
> as anything else, the author is adding Geneva compatibility though, and he'll
> add MultiTOS when/if it becomes fast enough.

What a load of crap. If TT or Falcon can't do it with RATsoft, you
don't want to run RATsoft. I may be a bit strange, but I don't want to
spend $1000-$3000 or so on a system ($3000 or so is what I expect to
spend for my next computer) and leave it sitting around all day running
a BBS program. I'd MUCH rather be running a BBS in the background (but
at a high priority) and continue editing, compiling, ray-tracing, word
processing, etc, etc in other TOSWIN and GEM windows.

The reason RATsoft can't run under MiNT/MultiTOS is because it's a TTP
program that draws on the screen with VDI calls, and _assumes_ its got
the whole machine to itself.

Fnordadel compiled with the MiNTlibs should do much better... and it's
freely available.

Not that I'm slagging RATsoft; it's good software. I don't like to have
machines sitting around doing nothing but running a single program... I
guess I've been spoiled by unix and OS/2 systems.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2136. Re: What is best editor to use to edit GNU source files?

Newsgroup: comp.sys.atari.st
Date: 1993-11-19 14:09:31 UTC
From: bouronm@uproar.enet.dec.com
Message-ID: <1993Nov19.091159.29496@peavax.mlo.dec.com>
Source record: 198195

In article <2cglia$sej@mailer.fsu.edu>, boyd@hardy.math.fsu.edu (Mickey Boyd) writes...
>Michael Winters (winters@access.digex.net) wrote:
[...stuff deleted...]
> ... The ue editor in Gulam will do the conversion automatically. I think
>STeVIe will also do it.

Elvis will also do this, though you need to force the write to disk (try
changing a single letter to itself).

Cheers,

[M][a][r][c]

** -------------------------- ** -------------------------- **
** Marc CR Bouron ** Digital Capital Markets. **
** +44 (0)895 208260 ** Harefield Place, The Drive, **
** Marc.Bouron@ime.mts.dec.com ** Uxbridge, Middlesex, **
** bouronm@uproar.enet.dec.com ** UB10 8AQ. UK. **
** -------------------------- ** -------------------------- **

And for my next trick, I shall disappear in a puff of smo

2137. Re: AEO anywhere?

Newsgroup: comp.sys.atari.st
Date: 1993-11-19 14:15:19 UTC
From: thopman@herman.cs.uoguelph.ca
Message-ID: <2cikdn$306@nermal.cs.uoguelph.ca>
Source record: 198113

Dan Fox (fox@vulcan.nrlssc.navy.mil) wrote:

: Is Atari Explorer Online still "online"? I haven't seen a new
: one in quite a while. (Not that I've checked Genie,but usually
: in the past within a few days of coming out it gets uploaded
: to atari.archive or ftp.rahul.net or even sometimes posted here).
: The last one is almost a month old now...
I'm pretty sure the last one I read was 9318, but there's a 9319 at the
uni-paderborn FTP site. I haven't checked it out, but I plan to do so
once I get around to getting off the UNIX machines here...

THeo

2138. Re: Wrong keys on the falcon keyboard

Newsgroup: comp.sys.atari.st
Date: 1993-11-19 14:30:24 UTC
From: thopman@herman.cs.uoguelph.ca
Message-ID: <2cila0$36p@nermal.cs.uoguelph.ca>
Source record: 198116

fnjah@aurora.alaska.edu wrote:
: Maybe I just have a defective Falcon. Everyone else seems to be enjoying
: theirs while I have nothing but problems.
: I just noticed a while ago that some of the keys don't always show the symbol
: they should. When I am using Uniterm as I am now, they work fine, but when
: using AtariWorks and other things when I press "\" I get "#" and when I
: press @ I get " and when I press " I get @. It is very annoying because I
: can't set any directories since I can't find the "\" symbol in most cases.
: I thought it was some hardware problem, but if it works with Uniterm it must
: be ok. Is there some kind of CPX module or something I need to assign the
: correct symbols to the keys? Is this a universal Falcon thing?
It sounds to me like the keyboard is set to UK, rather than US. I'm not a
Falcon owner myself, but there is a program that'll let you fix that.
Perhaps some more knowledgeable person can help?

THeo

2139. PI Contest (Part II)

Newsgroup: comp.sys.atari.st
Date: 1993-11-19 14:42:47 UTC
From: slyster@outb.wimsey.bc.ca
Message-ID: <slyster.0h4u@outb.wimsey.bc.ca>
Source record: 198124

THE STUART A. LYSTER PI CALCULATION FOUNDATION

Prize of $20 Canadian.

To the programmer of the TOS 1.4 compatible (Atari ST OS) which
calculates the decimal expansion of PI, no more than 10% slower
than Stephan Olbrich's PI4.TOS, but which calculates to the RAM
capacity (or preferably beyond) of the computer (ie. rather than to a
limit upon arrays).

Times must be within 10% (or better) of Stephan Olbrich's standard:

100 decimal digits - .24 seconds
1000 decimal digits - 16.29 seconds
10000 decimal digits - 25 min 54.3 seconds

Doubling the requested number of decimal digits seems to quadruple the
required time, so, the times for larger #'s are accordingly;

25,000 - 2 hr 35 min 23.83 (est.)
100,000 - 10 hr 20 min (est.)
1,000,000 - 8 days 4 hours (est.)

(BTW - this is using the Machin arctan series. Using the Borwein &
Borwein quartically converging algorithm *will* yield far superior
results.)

Output must be made available to either screen or to disk.

Programs must be in my hands (by e-mail or by post) no later than
January 31, 1994.

Stuart A. Lyster
INTERNET - slyster@outb.wimsey.bc.ca
INTERNET - s.lyster@genie.geis.com 13800 Blackburn Avenue
GEnie - S.LYSTER White Rock, BC V4B 2Y8
November 19th, 1993 CANADA (604)536-5389

--
Stuart A. Lyster * Since everyone is so paranoid about their dis-
White Rock, B.C. * claimers... and since I am a Canadian...
CANADA * "The views expressed in the above message do not
s.lyster@genie.geis.com * necessarily reflect the views of the Government
slyster@outb.wimsey.bc.ca * of Canada, or any other Canadian." There.

2140. Re: Atari monitor pinouts?

Newsgroup: comp.sys.atari.st
Date: 1993-11-19 15:00:54 UTC
From: sebelt01@starbase.spd.louisville.edu
Message-ID: <sebelt01.753721254@starbase.spd.louisville.edu>
Source record: 198129

Along these lines, is there any device I can purchase to turn my sc1224 into a television monitor/reciever? RF>RGB or even LINE>RGB? How will the picture be? I live in a dorm, so being able to use the old sc1224 would be quite a good thing!

Are those sc1224 cables available for the Jaguar yet? Now I KNOW that'll be nice when I get my Jag and hook it up to an actual _monitor_. I wonder if it'll interlace properly?

--
sebelt01@starbase.spd.louisville.edu IRC: Sneaker Hacking on a 1040STe..

2141. Re: MiNT Mailing list?

Newsgroup: comp.sys.atari.st
Date: 1993-11-19 15:02:37 UTC
From: vctec@westminster.ac.uk
Message-ID: <CGquzv.54r@westminster.ac.uk>
Source record: 198122

In article <EgutmSu00WB_ExnsEY@andrew.cmu.edu> Geoffrey Spear <gspear+@CMU.EDU> writes:
>Hi... a few days ago someone here or in c.s.a.s.tech mentioned a MiNT
>mailing list. Could someone please email me the subscription address
>for the list?
>
>Thanks.
>
> geoff

Me too ;-)

Danny

--
<===>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

2142. Page on Storm

Newsgroup: comp.sys.atari.st
Date: 1993-11-19 15:04:42 UTC
From: slyster@outb.wimsey.bc.ca
Message-ID: <slyster.0h5v@outb.wimsey.bc.ca>
Source record: 198125

(Another in Alan Page's comments on how he is improving Storm for a later version.)

Atari-ST RoundTable
Category 8, Topic 2
Message 47 Thu Nov 18, 1993
A.PAGE3 at 22:41 EST

There is a function to run an external program from Storm. In the Basic window, type HELP EXEC and HELP GEM. For programs with no command lines, use "" as the command line (may make that optional later on).
GEM 0,FSEL$("","",""," will let you pick a program to run using the file selector. Naturally, ill behaved programs are not guaranteed to work. Don't run external programs during file transfers.
I have ordered Geneva and NeoDesk and will use them to work out any incompatibilities. I may also alter the menu bar and dialogs to be more in tune with the way Geneva works.
I phoned ICD and only got voice mail. Will try again tomorrow.
- Alan

Atari-ST RoundTable
Category 8, Topic 2
Message 48 Thu Nov 18, 1993
A.PAGE3 at 22:57 EST

I can confirm that pathnames over 30 characters are a problem. Due to a goof on my part, you will get stuck in an infinite loop if the full filename (download path plus filename) is 30 characters or more.
I want to have a full set of patches and a new complete package by next Monday or Tuesday. I will concentrate on fixing all the little annoyances that people have been pointing out, and testing the stuff on three different systems (TT, MegaSTE, and original ST) so I don't introduce more bugs, as I did with the blink fix.
- Alan

--
Stuart A. Lyster * Since everyone is so paranoid about their dis-
White Rock, B.C. * claimers... and since I am a Canadian...
CANADA * "The views expressed in the above message do not
s.lyster@genie.geis.com * necessarily reflect the views of the Government
slyster@outb.wimsey.bc.ca * of Canada, or any other Canadian." There.

2143. midi data file

Newsgroup: comp.sys.atari.st
Date: 1993-11-19 15:10:09 UTC
From: kjung@math.tu-berlin.de
Message-ID: <2cinkh$nfg@mailgzrz.TU-Berlin.DE>
Source record: 198118

Does anybody know where to get a description of the standard midi
file format?

--
Klaus Jung, Technische Universitaet Berlin, Germany

2144. Re: Falcon030 new casing ?

Newsgroup: comp.sys.atari.st
Date: 1993-11-19 15:10:19 UTC
From: vctec@westminster.ac.uk
Message-ID: <CGqvCo.5Fy@westminster.ac.uk>
Source record: 198123

In article <1993Nov18.162658.29548@dmu.ac.uk> c2sgy@dmu.ac.uk (SG Yardley) writes:
>At the recent FES show in London, a friend swore blind that he saw a lonely
>Falcon but it was in a 'PC styled' case.
>Also on the cover of ST Format there is a picture of such a machine. It looks
>a bit like the old Mega ST casing (not even MSTE !!)
>
>Anyone confirm deny this ??
>

The cover of ST Format, I understand had a Falcon in a System Solutions Tower case, and it was upside down at that...have a look carefully. Maybe I should get a trainspotters award from STF just like Your Sinclair used to give all those years ago.

I have heard about a German company having a Case for the Falcon, but that was a few months ago...nothing else.

BTW, what is the price for the Falcon tower.... 179 pounds (as mentiond in docs sent to me by sys sol) or 199 pounds (as seen in mags) ?

Danny.

--
<===>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

2145. slip?

Newsgroup: comp.sys.atari.st
Date: 1993-11-19 15:24:30 UTC
From: Alexander Tuchacek <alex@khm.uni-koeln.de>
Message-ID: <2ciofeINN3939@rs1.rrz.Uni-Koeln.DE>
Source record: 198119

does anybody know if it is possible to connect my old ST over slip to my
Mac
(Mac TCP) ??
Does there exist free software like telnet or somthing else using the
serial
port for connecting to an remote computer ?

thanks,
alex

2146. Re: Wrong keys on the falcon keyboard

Newsgroup: comp.sys.atari.st
Date: 1993-11-19 15:27:16 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <CGqw9H.A3@cen.ex.ac.uk>
Source record: 198121

they should. When I am using Uniterm as I am now, they work fine, but when using AtariWorks and other things when I press "\" I get "#" and when I press @ I get " and when I press " I get @. It is very annoying because I can't set any directories since I can't find the "\" symbol in most cases. I thought it was some hardware problem, but if it works with Uniterm it must be ok. Is there some kind of CPX module or something I need to assign the correct symbols to the keys? Is this a universal Falcon thing?

Sounds like the keyboard has been remapped to some foreign config.
Use Nv_ram.cpx to reset it to USA. Should solve the problem...
{{{ Dan }}}

2147. For sale

Newsgroup: comp.sys.atari.st
Date: 1993-11-19 15:43:30 UTC
From: rahin@scs.leeds.ac.uk
Message-ID: <1993Nov19.154330.6658@gps.leeds.ac.uk>
Source record: 198120

I have the folowing two items for sale.

1. AT-SPEED : PC AT Emulator for Atari ST. 50 UK Pounds

2. 720 KB External disk drive. 30 UK Pounds.

Both are in very good condition and not much used.

Please contact,

- Rahin
(rahin@scs.leeds.ac.uk)

2148. Music Instruction Software

Newsgroup: comp.sys.atari.st
Date: 1993-11-19 16:34:30 UTC
From: ms20@carson.u.washington.edu
Message-ID: <2cisim$rs8@news.u.washington.edu>
Source record: 198126

What kind of music instruction software is there for the ST? It's obvious that the Miracle Piano system isn't, but what is?

Thanks in advance,

--
ms20

2149. Re: Diamond Back - new version out yet?

Newsgroup: comp.sys.atari.st
Date: 1993-11-19 17:02:49 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Nov19.170249.23927@newshost.lanl.gov>
Source record: 198130

In article h9c@news.bu.edu, selick@csa.bu.edu (Steven Selick) writes:
>
>I remember readiong a few months ago about a new version of Diamond Back
>coming out in the near future. I believe I have 2.42 right now. Will this
>new version support a scsi tape backup drive? How about if it uses parity?

You can contact Bob Luneski of Oregon Research (author of Diamond Back) at
boblu@tekgen.bv.tek.com via email. At least I believe that's his current
email address.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____

2150. Re: Spectre 3.1 finally?

Newsgroup: comp.sys.atari.st
Date: 1993-11-19 17:04:36 UTC
From: pagan@meiko.co.uk
Message-ID: <2ciub4$4ap@bart.meiko.com>
Source record: 198134

I too await the Falcon GCR. Please talk to us poor old Spectre owners
who have bought Falcons...

---
* ^ ^ * Stephen Payne
* + + * pagan@meiko.co.uk
* '` * "When in darkness or in doubt,
* |____| * run in circles, scream and shout."
* * Disclaimer: I do not speak for Meiko...Only for God

2151. Re: Atari ST(E)uff for Sale!

Newsgroup: comp.sys.atari.st
Date: 1993-11-19 17:13:22 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Nov19.171322.25899@newshost.lanl.gov>
Source record: 198131

In article 12880@nuchat.sccsi.com, asmith@zero.cypher.com (Andrew Smith) writes:
>In article <1993Nov15.202404.18065@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>>
>>The Atari computer industry is in serious trouble and while I won't go so far
>>as to say piracy is the chief cause, it certainly is a big factor.
>>
>
>Hey, I am a legitimite user! I simply posted something for a friend. I am
>not in any way trying to support his piracy, nor am I gaining anything
>through the sale of his equipment. It's simply a fact, he's got a lot of
>disks, mainly old games that can't even be found for sale any more. I've
>seen what piracy has done to the ST and I'm really sorry for it too...

Sorry Andrew, but in posting your friends 'for sale' message including the bit
about a lot of pirated software then you are, in fact, supporting his piracy.
Sure, software piracy is a fact of life. But it's not one that we have to
blindly condone or tolerate. I just hate to see it 'advertised' on the net.

-Hutch-

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____

2152. Re: Anyone cracked Cubase 3.01 yet?

Newsgroup: comp.sys.atari.st
Date: 1993-11-19 17:18:16 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Nov19.171816.26839@newshost.lanl.gov>
Source record: 198133

In article 753442891@txfs1.hfb.se, gp93rjo@t.hfb.se (Roger) writes:
>Has anyone done it?

I can only hope not.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____

2153. Re: MiNT Mailing list?

Newsgroup: comp.sys.atari.st
Date: 1993-11-19 17:23:21 UTC
From: gc85@hrz.uni-giessen.de
Message-ID: <CGr1Mx.Gwu@muster.hrz.uni-giessen.de>
Source record: 198128

me too !!!

I am also interested in a mailinglist concerning MiNT !!
-
Konstantinos XONIS
(XAKChaos of XAK-Design Wetzlar)

eMail:
gc85@vision.hrz.uni-giessen.de
gc85@sun2.hrz.uni-giessen.de
jadawin@mises.uni-paderborn.de
jadawin@coulomb.uni-paderborn.de
q4038908@bonsai.fernuni-hagen.de
Konstantinos.Xonis@math.uni-giessen.d400.de

Snail:
Konstantinos XONIS
Buderusstra&#65533;e 14
D35576 Wetzlar
FR Germany

FAX: +49-6441-42504

2154. Anyone Running D2D On Their Falcon?

Newsgroup: comp.sys.atari.st
Date: 1993-11-19 18:42:24 UTC
From: rost@tecrus.enet.dec.com
Message-ID: <CGr5t7.KpE@ryn.mro4.dec.com>
Source record: 197931

I'm getting closer to laying down cash on a Falcon, but have yet another question.

I got a super-brief demo of D2D the last time I stopped by the dealer. I am very interested in using this program both for mastering my home recordings digitally and bouncing tracks digitally on my four-track.

So here's the questions:

1. How much disk space is used per minute of stereo audio? Can you select lower sampling rates to increase storage time?

2. Is anyone using this with a drive other than the stock 65 or 80 meg units? Either external or internal.

3. Is anyone using this only with the internal drive? How much space do you have for storing recordings?

4. Any problems connecting "pro" gear up to the 1/8" audio jacks?

5. Is the "cut and paste" splicing feature really usable for a master (i.e. click-free)?

6. How usable are the built-in effect algorithms? They appeared to have no user controllable parameters, is this true?

7. Any "gotchas" you have encountered? Crashing problems?

Response by E-mail preferred.

Brian Rost @tecrus.enet.dec.com

508-568-6115

```
**************************************************
* *
* The above does not reflect the opinions of *
* my employer. *
* *
* If music is outlawed, only outlaws will be *
* musicians. *
* *
**************************************************
```

2155. Re: packer/depacker

Newsgroup: comp.sys.atari.st
Date: 1993-11-19 19:11:29 UTC
From: ae-a@minster.york.ac.uk
Message-ID: <753736289.18870@minster.york.ac.uk>
Source record: 198150

In article <MPELLEGRINO.6.2CE50503@cipcinsa.insa-lyon.fr>,
Micha&#65533;l Pellegrino <MPELLEGRINO@CIPCINSA.INSA-LYON.FR> wrote:
>
>
> Please oh please tell me if it is possible to find the marvellous
>automation packer , and on which ftp site ?
> Are there other such good packers on sites ?
>
>
> thanks a lot ;)

```
Use pack ice 2.40 instead. It is both faster and produces smaller
files than automation packer 2.51. It is in atari.archive.umich.edu
in /atari/Archivers/ice_240.lzh (or something similar)

AE.
```

2156. Re: FALCON GAMES

Newsgroup: comp.sys.atari.st
Date: 1993-11-19 19:14:21 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <93323.141421STIRRE31@MAINE.MAINE.EDU>
Source record: 198136

I'd be interested in the address of the Falcon Owners Group.
Although I don't have a Falcon now, I will late this year
or early next year :) .
-scott tirrell

2157. Changing DeskCart battery: summary

Newsgroup: comp.sys.atari.st
Date: 1993-11-19 19:18:48 UTC
From: johnmc@mks.com
Message-ID: <1993Nov19.191848.6141@mks.com>
Source record: 198140

Way back when, I said, in article 18101@mks.com:

>Years ago, I bought Deskcart, a clock and a variety of accessories in
>a cartridge. Just recently, the battery died. Looking at my old
>manual, it says to send in the cartridge to have the battery replaced.
>Alas, QMI doesn't exist any more (so far as I know: phone calls have
>had no response). The obvious non-destructive methods of prying it open
>don't work.
>
>Anyone have any suggestions?

In <1993Nov17.160142.25516@newshost.lanl.gov> hutch@bellman.lanl.gov
(John Hutchinson) writes:

>Why doesn't prying it open work? I know it can be done as a) I used to own
>one and b) it's the very same plastic cartridge that was used on the original
>Magic Sack and Spectre 128. Granted, it's a bear to open but you can do it.

I was not applying enough force. Here's a summary of the responses I
got; I got other replies from Joseph Charles Bossolini (bossoj@rpi.edu)
and from jc (cummins@osuunx.ucc.okstate.edu).

There are three glue points (you can see them as the feet on the
underside of the cartridge) which take a bit of prying to get off.
(My problem was that I was just too shy and didn't apply enough force.
My problem with opening the cartridge was just shyness; I was
expecting it to pop open with a little force, and it took more than a
little.

Remove the circuit board; on the underside is the battery.

Unsolder the battery contacts from the circuit board and from the battery.

Replace the battery, and resolder.

I was able to find a replacement battery of the right size,
but jc suggested using a flat battery clip so you can use a battery
of a -- ahem -- more contemporary type.

thanks to everyone!

--
John McMullen | "The philosophical commitment to brutality and
Technical Writer | unpredictability is one of his greatest clubs in a
johnmc@mks.com | more consistently human universe." Stanley Bing

2158. close to losing my TT

Newsgroup: comp.sys.atari.st
Date: 1993-11-19 19:38:55 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <19NOV93.14385555@cc4.crl.aecl.ca>
Source record: 198117

Bad enough that there is pressure for me to give up my TT and
get a PC, my TTM195 just went TU this morning. I'm now using
a scrounged AAMAZING 14" VGA monitor to work.

Does anyone know who could service the TTM (made by Phillips) in
Ottawa, Montreal or Toronto?

2159. Re: External HD for Atari 1040 STE

Newsgroup: comp.sys.atari.st
Date: 1993-11-19 20:02:00 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Nov19.200200.223@newshost.lanl.gov>
Source record: 198143

In article GIn@hpwin052.uksr.hp.com, eric@cimosa.grenoble.hp.com (Eric Lutherer) writes:
>I'd like to know if it is possible to connect a PC Hard Disk (IDE or ST506
>preferred) to an Atari 1040 STE. If yes how ? Directly to the hard disk drive
>connector of the machine ? Are they external disks sold by Atari or third
>parties ?

Anything is possible with the right adaptor, Eric. I suggest you contact the
hard drive experts at Toad Computers (800-448-8623 or 410-544-6943) and ask
them what they can do for ya.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____

2160. Re: Atari monitor pinouts?

Newsgroup: comp.sys.atari.st
Date: 1993-11-19 20:10:19 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Nov19.201019.3031@bradford.ac.uk>
Source record: 198135

Shawn E. Beltz (sebelt01@starbase.spd.louisville.edu) wrote:

: Along these lines, is there any device I can purchase to turn my sc1224
: into a television monitor/reciever? RF>RGB or even LINE>RGB? How will
: the picture be? I live in a dorm, so being able to use the old sc1224
: would be quite a good thing!

If there is a similar situation in the USA, and your video has an analogue
input, called 'Composite Video', "CVGB' or 'CVBS' input, then all you need
is a video demodulator, which I don't think is a very expensive item.
Also, any V.C.R. will do the job.

As I mentioned, though, the situation may be completely different in the USA.

Steve Taylor. |||
Long Live / | \, if they don't shoot themselves in the foot.

2161. ST Informer

Newsgroup: comp.sys.atari.st
Date: 1993-11-19 21:21:25 UTC
From: winters@access.digex.net
Message-ID: <2cjdcl$etn@access.digex.net>
Source record: 198139

Used ST Informer last night and am trying to get in touch with author, Darek (got hold of some bank in Canada, will try his other no. later... :--)), but I am really excited about the possibility of running .ARC files on this simulated 800. It was cool to see BASIC come up! Anyway, does anyone know how to create a virtual disk to hold the .ARC file on, since I don't have a special cable to run from the ST to an 8-bit 1050 or whatever disk drive. (In fact, got no 8-bit drive, at the moment...)? Is Darek alive? What do you all think of this program? I want to get my hands on his $10 manual for it, if possible. Thanks for any tips. Finally, thanks for all the tips on editing GNU source files - really helpful! Long live ST and 8-bit machines!

--- Mike

2162. Falcon compatability/user group/ and chat!

Newsgroup: comp.sys.atari.st
Date: 1993-11-19 21:21:56 UTC
From: esvkq@csv.warwick.ac.uk
Message-ID: <2cjddk$n0s@clover.csv.warwick.ac.uk>
Source record: 198137

Ok then guys. Someone mentioned that the magazine to the Falcon
Owners Group (FOG) had a list of 100's of falcon compatable games and
what you had to do to get some others to work. ie using backward,
settings etc. I thought that this list originally came off a BBS anyway
so if someone has seen this anywhere could they please post it in this
news group. If not then whenever I return home I will get Rich to send
me it on disk and I will post it. If anyone out there knows Richard Davey
at whichever University he is at, then get him to post it.

The Falcon Owners Group actually produces several magazines a
year with a lot of information that is in few other places. Sorry to
sound like an advertisment but Falcon owners will probably like
it and if you are any good then contributions are always loved. The
address is:

THE FALCON OWNERS GROUP(FOG)
10, OAK DRIVE
PORTISHEAD
BRISTOL
BS20 8QS
ENGLAND

It might take a little while for you to get your replies as
the editor of the group's magazine is at University in term time and
all mail to this address will be forwarded. I will get full details
to this group in the near future and post them ok?

Just to give you some idea of the things this group learns..
You have all seem the picture of the 'new falcon case' in ST format?
Well apparently it was all a con and those little XXXXX at ST Format
took a picture of a TT case and just retouched the photo using a paint
package to give it a slight falcon feel. (Did they paint the keys dark grey?
I have not actually seen the magazine myself yet as none of the shops
in Warwick seem to stock ST mags). I gleemed this little bit of info from
the guy who runs FOG just before he left for Uni. Apparently he met
a couple of the ST Format employees and they told him what they intended
to do! This I must note was told to me weeks before the offending
ST Format came out.

Richard (FOG ED) is also the only person I know who has
played the Jeff Minter game for the falcon. I will try to get in
touch with him and get him to post a review of it. There are rumours
of three games being packaged with the falcons analogue joystick and
having the jeff game (lama zap?) as one of them. Has anyone seem the
joystick? It is meant to be a very large affair looking like a numeric
pad on acid! See the next FOG magazine for a review.

That's it for now but please feel free to mail me if you wish
to ask anything. Please note though that I do not actually own a
Falcon yet (only a ST) so any in depth questions on the machine itself
will have to be posted as usual.

Yours,
ROB....

2163. Re: Where's the Jaguar?

Newsgroup: comp.sys.atari.st
Date: 1993-11-19 21:24:04 UTC
From: elvis@watserv.ucr.edu
Message-ID: <2cjdhk$2ja@galaxy.ucr.edu>
Source record: 198138

So, there I was, minding my own business looking through the L.A. Times, when I went past an ad for the Good Guys (an electronics chain in the L.A. area) and something caught my eye. They are advertising the Jaguar for $250 although I think that is the regular price, not a sale. The ad doesn't say anything about starting next week, just that prices are good through the end of the month, so this may mean they have them now. If only I had an extra $250 on hand...

Andrew (elvis@watserv.ucr.edu)

2164. Re: BBS Software

Newsgroup: comp.sys.atari.st
Date: 1993-11-19 21:37:44 UTC
From: jhurwitz@access.digex.net
Message-ID: <2cjeb8$h0u@access.digex.net>
Source record: 198141

In article <931117.73839.DIVAPD@delphi.com>, <DIVAPD@delphi.com> wrote:
>RATsofts is about the best ST bbs there is... it depends on your budget, I
>personnally like (and run) TriplLinK! 7.2 from SoniC Software, its a great
>bbs for the price (reg fee is currently about $40)...
>
>You can get it from Genie,Delphi,or wherever - or at 14.4 on the support
>bbs [Boardtronix (916)349 8517...
>
>Good luck...
>
>Andy

Yea, Rat Soft is Great but the support sucks!...There is no body to talk with voice if you have a bad problem. Whenever I posted I problem the Author was always unfriendly about complaints about Rat Soft. When you are running a BBS support is crucial. Rat Soft excels in the Software but fails horribly in support.

__/ / . + .
_/__/_/\
_/____/ \/ J. Hurwitz ,
. / / \/| . *
/ / /|/ In DX7 Heaven . o
/_____/ / |
/____/\\/ / Roaming Cyberspace "Space is the place"
/ o \ || / .
| o o |// . -Sun Ra +
\o o// jhurwitz@access.digex.com
--^-- . *
+ ' +

2165. help with my 14.4k baud modem

Newsgroup: comp.sys.atari.st
Date: 1993-11-19 21:53:56 UTC
From: bnutter@silver.ucs.indiana.edu
Message-ID: <CGrE5x.Fow@usenet.ucs.indiana.edu>
Source record: 198142

I just got a new modem. It's an Intel 14.4k baud fax modem with all the fun compression/error correction stuff.

At first the modem would connect but then I'd get no response. I finally got it to work by setting the flow control of the modem to XON XOFF bidirectional. I have no idea if this is right or optimal, but it seems to work. In fact, every setting that I change the flow control to seems to work except for the factory setting, which seems a little suspicious to me.

Anyway, the main problem seem to be that I can't get my modem to work faster than 9600 baud. When I select RS232 to be 19,200 baud the modem says CONNECT 14,400 - however there doesn't appear to be any increase in speed and it takes the same amount of time to cat large text files. There also seems to be no difference whether compression is on or off.

So is this a limit of the Atari's hardware, or is it my software? I've tried a very old version of Flash and Uniterm, both with the same results.

On a related note, is PPP or Slip available for the Atari?

--
Brandon Nutter bnutter@silver.ucs.indiana.edu

Everyone actually dreams in black-and-white.
They just *think* they dream in color.

2166. Re: FALCON GAMES

Newsgroup: comp.sys.atari.st
Date: 1993-11-19 22:11:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2ced4486@troed.ct.se>
Source record: 198061

In a message of 19 Nov 93 12:57:00, Duncan Annett wrote:

DA> If you join the Falcon Owners Group (FOG) they produce a magazine and it
DA> had a list (100's) of games that work with the Falcon and what settings
DA> on Backward they required. I can't remember the address of FOG but I can
DA> find out if you want.

Swedish Falcon owners will be able to call the FOG Support BBS Sweden sometime
this month, more info will follow!

The Falcon movement is here .. :-)

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

2167. Re: Searching for TT030 system...

Newsgroup: comp.sys.atari.st
Date: 1993-11-19 22:28:31 UTC
From: gruber@austin.ibm.com
Message-ID: <CGrFrJ.126q@austin.ibm.com>
Source record: 198144

> A couple of years ago, I remember hearing about a company that had a
> system based on a TT030 that would let you design things in Calamus, and
> it would drive a vinyl cutter to make signs based on your Calamus
> design... Does this ring a bell for anyone? I'd hate to have to call
> up Atari and try to jog Bob Brodie's memory for this (har har, I'm sure
> I'd get through!).
>
> If anyone can give me some leads into finding this company, I'd really
> appreciate it! If not, does anyone have Bob Brodie's phone number? :-)
>

I'd also be interested in this

Scott

2168. Thoughts on ATARI...

Newsgroup: comp.sys.atari.st
Date: 1993-11-19 23:49:19 UTC
From: chan@pyramid.unr.edu
Message-ID: <1993Nov19.234919.22353@news.unr.edu>
Source record: 198146

Interesting how Atari has evolved over the years with the
ST line of computers.

It's been awhile since I've been on this newsgroup (oh, about a
year or so).

To tell you the truth, I would have never have thought of switching
platforms after buying my 1040ST in 1988. Back then, it was a buck
per meg. Wow, and those dazzling colors.... (compared to my
Apple IIe dull green monochrome).

A lot of my friends and people I met along the way were impressed by my
1040ST. Most of them followed in my footsteps and bought an ST. All
those games...

Of course, along the way, there were the critics and those who said the
ST line would eventually die away. I, along with most diehard fans,
ignored the criticism.

Eventually, I moved up (if you can say that) to a MegaSTE4. Not much
more to offer (as I eventually found out) except internal HD, some
extra ports,....

Where did the support from ATari go? Or were there any? Like the MegaST,
the support for my MegaSTE4 was never there.

So, after many days and nights of agony, I decided that it was time
to switch over... (after about 5 years of support for ATARI!).

Yes, I broke down and bought an IBM compatible. Prices, you must admit,
dropped for all computer lines (because of slow sales).

I still long to play an ST game...

I don't know what really happened to ATARI. They kepted changing their
line of computers, lacked support, NO advertising, "Atari ST who?",
and tried to get away from their "game" image.

I should have invested in ATARI stock when it was about $1 - $2 a share!
Damn. Ever since the announcement of their 64-bit game machine, their
stock has jumped to (stock quote from another person on this newsgroup)
about $12. Wow, I'd be rich.

Hey, now I get the chance to go back to Atari by buying a Jaguar. I
look forward to it very much! Isn't it ironic that ATari is going
back to that image? I think that it is the right way to go!
I will bet that ATARI will sell at least a million in 2 to 3 years!

I want my Jaguar!

Later....

Kaho

2169. Re: Where's the Jaguar?

Newsgroup: comp.sys.atari.st
Date: 1993-11-19 23:52:59 UTC
From: rjung@netcom.com
Message-ID: <rjungCGrJoE.Kvx@netcom.com>
Source record: 198145
Cross-posted to: comp.sys.atari.st,alt.games.lynx

In article <1993Nov18.123537.14752@htsa.aha.nl> arjanvdm@htsa.aha.nl (Arjan van der Meer) writes:
>On *.amiga I can read article's from proud CD^32 owners every minute.
>
>On *.multimedia/*.crap I can read article's from proud 3D0 owners every
>minute.
>
>But on *.atari/*.lynx I can't read article's from proud Jag owners...

Does the group "rec.games.video.misc" ring a bell? You'll find CD^32 and 3DO people there too.

>If I write an article, it can be read all over the world in 10 minutes,
>so my conclusion is that there ARE NO JAGS UNTIL PROVEN THERE ARE!

A few scattered reports of Jaguar sightings have been posted. The general consensus is that the units were shipped out of Sunnyvale on the 15th of November, and will reach stores next week.

--R.J.
B-)

////////////////////////////////////|\\
Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
-------------------------------------+-----------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were chosen because you are the class clown and frankly, you're expendable."

2170. Re: AEO anywhere?

Newsgroup: comp.sys.atari.st
Date: 1993-11-20 00:12:45 UTC
From: asmith@zero.cypher.com
Message-ID: <1993Nov20.001245.16065@nuchat.sccsi.com>
Source record: 198052

In article <2ch11j$rh7@vulcan.nrlssc.navy.mil> fox@vulcan.nrlssc.navy.mil (Dan Fox) writes:
>
>Is Atari Explorer Online still "online"? I haven't seen a new
>one in quite a while. (Not that I've checked Genie,but usually
>in the past within a few days of coming out it gets uploaded
>to atari.archive or ftp.rahul.net or even sometimes posted here).
>The last one is almost a month old now...
>

The newest edition is 02-19 and is available on some ftp sites as well as
on AtariBot on irc. Just "/msg ataribot send aeo" for it.

--

□
Andrew Smith aka Hawkeye aka Zap030 I don't need an Amiga.
Happy Atari Falcon030 User! I do serious things.
□

2171. Re: Atari monitor pinouts?

Newsgroup: comp.sys.atari.st
Date: 1993-11-20 00:16:40 UTC
From: asmith@zero.cypher.com
Message-ID: <1993Nov20.001640.16287@nuchat.sccsi.com>
Source record: 198147

In article <sebelt01.753721254@starbase.spd.louisville.edu>
sebelt01@starbase.spd.louisville.edu (Shawn E. Beltz) writes:
>
> Along these lines, is there any device I can purchase to turn my sc1224
> into a television monitor/reciever? RF>RGB or even LINE>RGB? How will
> the picture be? I live in a dorm, so being able to use the old sc1224
> would be quite a good thing!

The only way I know of to do that is with a JRI Genlock system and the
quality is beautiful! This not only makes it "TV" but also lets you overlay
graphics on the screen. It's Mega ST only. Want mine? :-)

--

[illegible]
[illegible] Andrew Smith aka Hawkeye aka Zap030 [illegible] I don't need an Amiga. [illegible]
[illegible] Happy Atari Falcon030 User! [illegible] I do serious things. [illegible]
[illegible]

2172. Re: Page on Storm

Newsgroup: comp.sys.atari.st
Date: 1993-11-20 01:23:43 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.999861@cix.compulink.co.uk>
Source record: 198148

In article <slyster.0h5v@outb.wimsey.bc.ca>, slyster@outb.wimsey.bc.ca (Stuart Lyster) writes:
>(Another in Alan Page's comments on how he is improving Storm for a later
[... stuff deleted..]

He still has a LONG way to go before it's half as good as Connect.

Ofir ogal@cix.compulink.co.uk

2173. Re: ST Informer

Newsgroup: comp.sys.atari.st
Date: 1993-11-20 01:48:40 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <93323.204840STIRRE31@MAINE.MAINE.EDU>
Source record: 198051

Just to point something out.... ST XFormer is the Atari
8-bit emulator, ST Informer is an ST magazine published
by Rod MacDonald Associates. BTW, ST Informer is a
great magazine!
-scott tirrell

2174. Re: MiNT Mailing list?

Newsgroup: comp.sys.atari.st
Date: 1993-11-20 02:03:13 UTC
From: u1418@sparc24.cs.uiuc.edu
Message-ID: <CGrppD.1xI@sparc0a.cs.uiuc.edu>
Source record: 198149

In <CGquzv.54r@westminster.ac.uk> vctec@westminster.ac.uk (Denesh Bhabuta) writes:

>In article <EgutmSu00WB_ExnsEY@andrew.cmu.edu> Geoffrey Spear <gspear+@CMU.EDU> writes:
>>Hi... a few days ago someone here or in c.s.a.s.tech mentioned a MiNT
>>mailing list. Could someone please email me the subscription address
>>for the list?

>Me too ;-)

Me too.

Thanks,
~Adam

>--
><==>
>< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
>< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
>< University of Westminster, London | snail-mail : on application >

2175. Re: Wanted: Specs of Jaguar RISC Chip!

Newsgroup: comp.sys.atari.st
Date: 1993-11-20 02:16:57 UTC
From: kendall@great-gray.owlnet.rice.edu
Message-ID: <KENDALL.93Nov19201657@great-gray.owlnet.rice.edu>
Source record: 198058

In article <CGqM1H.Kzv@bernina.ethz.ch> BACH@EZINFO.VMSMAIL.ETHZ.CH (CHRISTEN,BEAT ALBERT) writes:

Has anybody got infos about the RISC-mainprocessor in the JAGUAR???

Could it be the new Power PC by IBM/Motorola(+Apple...hu hu hu hu :-)) ???

Please let me know!

No, it isn't the PowerPC chip, each of which costs a few hundred more
than the whole jaguar!

It's a custom chip that Atari designed over a number of years, and
they are being cagey with the exact specs (like all other game
companies are).

--
---> Kendall Gelner (kendall@rice.edu)

2176. Falcon prices in UK

Newsgroup: comp.sys.atari.st
Date: 1993-11-20 02:58:20 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <753777188.AA01850@byte.bbs.no>
Source record: 198053

>Seems like we scandinavian users get a little treat as well...

If they only could get som more dealers and a decent advertising
campain in Norway too (people don't know what "an Atari" is anymore)

Lars-Erik 0sterud / E-mail: Lars-Erik.Osterud@byte.bbs.no
Atari Developer / ABK-BBS: +47 67132659 V.32bis Data+Fax
SysOp ABK-BBS /

2177. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1993-11-20 05:06:42 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <2ck8l2$ldn@terminator.rs.itd.umich.edu>
Source record: 198086
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-rw-r-- weiner 5450 Nov 13 19:13 ./Applications/0index
-rw-r--r-- weiner 13299 Nov 13 19:04 ./Applications/Databases/dm2works.lzh
-rw-r--r-- weiner 531636 Nov 13 19:11 ./Applications/Cad/dynadem.zip
-rw-r--r-- weiner 86955 Nov 13 19:15 ./Demos/joseph_h.lzh
-rw-rw-r-- weiner 8308 Nov 13 19:16 ./Demos/0index
-rw-r--r-- weiner 858125 Nov 13 18:31 ./Games/nh313gemd.zoo
-rw-r--r-- weiner 59621 Nov 13 18:38 ./Games/wordqst1.lzh
-rw-r--r-- weiner 55763 Nov 13 18:38 ./Games/wq1puzl2.lzh
-rw-r--r-- lenn 16504 Nov 13 18:40 ./Games/0index
-rw-rw-r-- entropy 6848 Nov 13 18:57 ./Mint/0index
-rw-r--r-- weiner 68300 Nov 13 18:55 ./Mint/Filesystems/mfs608b.zoo
-rw-r--r-- weiner 106208 Nov 13 18:55 ./Mint/Filesystems/mfs608s.zoo
-rw-r--r-- weiner 20864 Nov 13 18:49 ./Music/mspydem3.lzh
-rw-r--r-- weiner 2442 Nov 13 18:41 ./Music/smfplay.lzh
-rw-rw-r-- weiner 2866 Nov 13 18:50 ./Music/0index
-rw-r--r-- weiner 13934 Nov 13 18:23 ./Sound/Players/lps122.lzh
-rw-r--r-- weiner 3415 Nov 13 18:23 ./Sound/0index
-rw-rw-r-- entropy 22248 Nov 13 18:44 ./Utilities/0index
-rw-r--r-- lenn 102912 Nov 13 00:58 ./Utilities/Desktop/tera_136.zip
-rw-r--r-- weiner 21632 Nov 13 18:43 ./Utilities/Mouse/silkmous.lzh
-rw-r--r-- weiner 34749 Nov 13 19:07 ./Ste/dtrak111.lzh
-rw-rw-r-- weiner 2502 Nov 13 19:09 ./Ste/0index
-rw-r--r-- lenn 174704 Nov 13 00:59 ./Telecomm/coma_140.lzh
-rw-r--r-- weiner 28058 Nov 13 18:52 ./Telecomm/modemt.zip
-rw-r--r-- weiner 6174 Nov 13 18:54 ./Telecomm/0index
-rw-r--r-- weiner 63 Nov 13 19:19 ./Info/HiRenee
-rw-r--r-- weiner 15421 Nov 13 19:00 ./Programming/compiler.zip
-rw-r--r-- weiner 807665 Nov 13 18:47 ./Programming/rcs56.zoo
-rw-r--r-- weiner 4414 Nov 13 19:01 ./Programming/0index
-rw-r--r-- weiner 84911 Nov 13 19:21 ./0ls-lR.Z
-rw-r--r-- dpz 3294 Nov 13 19:00 ./Falcon/0index
-rw-r--r-- weiner 33792 Nov 13 18:58 ./Falcon/bckw2_22.lzh
-rw-r--r-- weiner 84897 Nov 13 19:23 ./0ls-lRc.Z
-rw-r--r-- weiner 96961 Nov 13 19:20 ./0compind.Z
-rw-r--r-- weiner 206533 Nov 13 19:20 ./0index
-rw-rw-r-- entropy 7030 Nov 14 12:53 ./Mint/0index
-rw-r--r-- weiner 576153 Nov 14 12:49 ./Mint/Gcc/mg++253b.zoo
-rw-r--r-- weiner 510058 Nov 14 12:49 ./Mint/Gcc/mgcc253b.zoo
-rw-rw-r-- weiner 13768 Nov 14 17:52 ./Sound/Sounds/0index
-rw-r--r-- weiner 76 Nov 14 11:13 ./Info/HiReneeKifer
-rw-r--r-- weiner 85029 Nov 14 12:58 ./0ls-lR.Z
-rw-r--r-- weiner 47445 Nov 14 15:21 ./Magazines/Str/str935.lzh
-rw-r--r-- weiner 33869 Nov 14 15:21 ./Magazines/Str/str936.lzh
```

```
-rw-r--r-- weiner 38718 Nov 14 15:21 ./Magazines/Str/str937.lzh
-rw-r--r-- weiner 70904 Nov 14 15:21 ./Magazines/Str/str938.lzh
-rw-r--r-- weiner 54611 Nov 14 15:21 ./Magazines/Str/str939.lzh
-rw-r--r-- weiner 57370 Nov 14 15:21 ./Magazines/Str/str940.lzh
-rw-r--r-- weiner 42342 Nov 14 15:21 ./Magazines/Str/str941.lzh
-rw-r--r-- weiner 54910 Nov 14 15:21 ./Magazines/Str/str942.lzh
-rw-r--r-- weiner 52706 Nov 14 15:21 ./Magazines/Str/str944.lzh
-rw-r--r-- weiner 40007 Nov 14 15:21 ./Magazines/Str/str945.lzh
-rw-r--r-- weiner 49425 Nov 14 15:21 ./Magazines/Str/str946.lzh
-rw-r--r-- molin 343822 Oct 30 05:24 ./Magazines/Diskmags/Stnews/stnews62a.msa
-rw-r--r-- weiner 84901 Nov 14 13:00 ./0ls-lRc.Z
-rw-r--r-- weiner 97047 Nov 14 12:56 ./0compind.Z
-rw-r--r-- weiner 206715 Nov 14 12:56 ./0index
-rw-r--r-- weiner 96 Nov 15 10:12 ./Emulators/Hi_Eileen
lrwxr-xr-x weiner 39 Nov 15 10:02 ./Tt/@ -> /home/terminator/weiner/.mail/inbox/104
-rw-r--r-- weiner 65024 Nov 15 15:09 ./Magazines/Aeo/aeo_0219.zip
-rw-r--r-- weiner 443061 Nov 15 15:08 ./Magazines/Diskmags/Stnews/stnews82a.msa.z
-rw-r--r-- weiner 343455 Nov 15 15:08 ./Magazines/Diskmags/Stnews/stnews62b.msa.z
-rw-r--r-- weiner 428317 Nov 15 15:08 ./Magazines/Diskmags/Stnews/stnews82b.msa.z
-rw-r--r-- dpz 3445 Nov 16 19:33 ./Falcon/0index
-rw-r--r-- molin 503552 Nov 16 19:09 ./Falcon/humans.zip
-rw-r--r-- molin 794840 Nov 16 19:26 ./Falcon/humans2.zip
-rw-r--r-- molin 746013 Nov 16 19:26 ./Falcon/humans3.zip
-rw-r--r-- molin 41146 Nov 15 10:10 ./Falcon/bckw224.tos
-rw-r--r-- lenn 483614 Nov 17 19:09 ./Magazines/Diskmags/Scriba/scriba22.zip
-rw-r--r-- weiner 6271 Nov 18 00:29 ./Telecomm/0index
-rw-r--r-- molin 33024 Nov 18 00:23 ./Telecomm/storm_patch101.lzh
-rw-r--r-- dpz 3542 Nov 18 00:34 ./Falcon/0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

2178. Re: Music Instruction Software

Newsgroup: comp.sys.atari.st
Date: 1993-11-20 05:25:21 UTC
From: kendall@flammulated.owlnet.rice.edu
Message-ID: <KENDALL.93Nov19232521@flammulated.owlnet.rice.edu>
Source record: 198060

In article <2cisim$rs8@news.u.washington.edu> ms20@carson.u.washington.edu (R. Fahl) writes:

What kind of music instruction software is there for the ST? It's obvious that the Miracle Piano system isn't, but what is?

Thanks in advance,

--
ms20

I know of two programs called Pianistics, and Guitaristics that I think are instructional programs. I don't have either, but have been thinking of getting Pianistics... you might want to give them a try.

--
---> Kendall Gelner (kendall@rice.edu)

2179. Thanks for your help

Newsgroup: comp.sys.atari.st
Date: 1993-11-20 06:02:32 UTC
From: fnjah@aurora.alaska.edu
Message-ID: <1993Nov19.210232.1@aurora.alaska.edu>
Source record: 198054

Thank you to all of you who helped with all my falcon problems. Now everythings seems to be working fine.

2180. Falcon Audio and Video

Newsgroup: comp.sys.atari.st
Date: 1993-11-20 06:10:08 UTC
From: fnjah@aurora.alaska.edu
Message-ID: <1993Nov19.211008.1@aurora.alaska.edu>
Source record: 198055

I was looking at an old issure of Keyboard Magazine from last January
and it says in a review of the Falcon
"Animated color icons, 3D scroll bars... The System Audio Manager lets you
assign sound files to various activities, such as key presses, file
copying, and so on... The color graphics capabilities are nothing short
of brilliant. The Falcon accepts external video sync for high quality
genlock. A unique overlay mode makes adding titles and special effects a
breeze."

I don't have a System Audio Manager and my Falcon certainly doesn't have
a video or sync input. Does anybody know if these things are available somewhere
or were they just on a prototype and then scrapped?

2181. URGENT HELP NEEDED!

Newsgroup: comp.sys.atari.st
Date: 1993-11-20 07:30:23 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2ckh2f$9i0@darkstar.UCSC.EDU>
Source record: 198057
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I need help!
Upon rebooting, the directory for my D partition became corrupted. I ran Diamond Edge, but it did not fix the problem, but left me with a 56 megabyte LOSTCLUS.DAT file!!!!!!!!! All my data IS in there, but I need help extracting it!

~Chris

2182. Re: Is there an archiver...

Newsgroup: comp.sys.atari.st
Date: 1993-11-20 09:44:00 UTC
From: Christian_Grunenberg@s2.maus.de
Message-ID: <A12451@S2.maus.de>
Source record: 198084

```
AS>In this aspect, zoo is very reliable. You can unpack almost everything
AS>from a corrupted archive. There is an utility (fiz) which scans the
AS>archive to search for header and data blocks and gives you the offsets.

LHarc 2.31 is also able to unpack almost everything from a corrupted
archive
but the difference is that LHarc scans automatically for headers if there
were some corrupted files. So you don't need awful things like offsets or
external utilities.

Regards,
Criss...
```

2183. Re: BBS Software

Newsgroup: comp.sys.atari.st
Date: 1993-11-20 10:49:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cedf64a@troed.ct.se>
Source record: 198063

In a message of 19 Nov 93 22:37:44, J. Hurwitz wrote:

JH> Yea, Rat Soft is Great but the support sucks!...There is no body to talk
JH> with
JH> voice if you have a bad problem. Whenever I posted I problem the Author
JH> was
JH> always unfriendly about complaints about Rat Soft. When you are running a
JH> BBS
JH> support is crucial. Rat Soft excels in the Software but fails horribly in
JH> support.

I can't speak for US Support, but I being the Swedish Support gladly accept
voice calls!

When you complain, mention the COUNTRY you complain on!

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

2184. Re: Sync rates - 50Hz or 60Hz

Newsgroup: comp.sys.atari.st
Date: 1993-11-20 11:15:09 UTC
From: dmcdulin@cs.uct.ac.za
Message-ID: <CGsF99.Csu@cs.uct.ac.za>
Source record: 198059

In <1993Nov18.022511.7812@nuchat.sccsi.com> asmith@zero.cypher.com (Andrew Smith) writes:

>In article <CGntw0.KA3@cs.uct.ac.za> dmcdulin@cs.uct.ac.za (Barry McDuling) writes:
>>To make a long story short, I have written a small program to switch between
>>50 and 60Hz and also this frequency survives a reset. Does anybody want me
>>to upload it??? Sources included of course.

>I'd love it! I've had the same problem with Pentagonia and some other things
>too. Such a program would be much appreciated.

Oh dear, seems I didn't look what I was doing again...

After killing my mailbox with requests (thanks guys!) ;) I realised I'd better
upload the program or else!

I'm uploading the program to a.a.u.e, look for go5060hz.lzh
It includes all the source, information and the programs themselves...

Enjoy.
Now I'm going on holiday.
My account dies Monday 22nd Nov, so don't bother with email.

Cheers till next year then.
Barry
--

__ __ _ |
|__) | | / |\/| |\ / |/ Email: dmcdulin@cs.uct.ac.za
|__) _/ /_ | | |~\ _ |\ (Got engaged on Sat 8th May 1993!)

Aquarius: destined for greatness, or madness. I figure I've landed
in the latter region.

2185. Re: MiNT Mailing list?

Newsgroup: comp.sys.atari.st
Date: 1993-11-20 11:57:12 UTC
From: Reinhard Markus <level4@noc.fh-lippe.de>
Message-ID: <2cl0mo$8f4@fhlip.EE.FH-Lippe.DE>
Source record: 198062

In <EgutmSu00WB_ExnsEY@andrew.cmu.edu> Geoffrey Spear <gspear+@CMU.EDU> writes:

>Hi... a few days ago someone here or in c.s.a.s.tech mentioned a MiNT
>mailing list. Could someone please email me the subscription address
>for the list?

>Thanks.

> geoff

Me too !

Iam also interested in a mailinglist concerning MiNT.

Thanks
Reinhard
--
Reinhard Markus	SnailMail : Liebigstrasse 87, 32655 Lemgo
Fachhochschule Lippe	Voice : +49-5261-702-332
ZDV	Internet : level4@NOC.FH-Lippe.DE

2186. Falcon Audio and Video

Newsgroup: comp.sys.atari.st
Date: 1993-11-20 14:54:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cee2fc4@troed.ct.se>
Source record: 198075

In a message of 20 Nov 93 07:10:08, Fnjah wrote:

F> I don't have a System Audio Manager and my Falcon certainly doesn't have
F> a video or sync input. Does anybody know if these things are available
F> somewhere
F> or were they just on a prototype and then scrapp

Hmm .. I got System Audio Manager (SAM) with mine ... and the sync input is
right there in the monitor port, as well as the genlock in ...

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

2187. Re: Atari monitor pinouts?

Newsgroup: comp.sys.atari.st
Date: 1993-11-20 15:04:04 UTC
From: gbernath@oucsace.cs.ohiou.edu
Message-ID: <1993Nov20.150404.1138@oucsace.cs.ohiou.edu>
Source record: 198064

In article <sebelt01.753721254@starbase.spd.louisville.edu>
sebelt01@starbase.spd.louisville.edu (Shawn E. Beltz) writes:

> Are those sc1224 cables available for the Jaguar yet?

When I called Atari on Nov. 15th and ordered my Jaguar, they said the
cables would not be available until "early next year".

With this in mind, can anyone point me to:
1. Some directions on how to build my own cable?
or
2. A third party vendor selling cables?

--
Greg Bernath gbernath@oucsace.cs.ohiou.edu

2188. Re: Magix versus Multitos

Newsgroup: comp.sys.atari.st
Date: 1993-11-20 15:25:00 UTC
From: magnus_thylander@p4.troed.ct.se
Message-ID: <2cee37a0@p4.troed.ct.se>
Source record: 198073

In a message of <18 Nov 93 17:49:16>, Rickard Troedsson (2:200/612.0) writes:

MT>> Well, I thought so too i while ago. So, I changed the SYS file of
MT>> GEM-RAM and made it load the MTOS-AES (4.10) and it worked!!! That
MT>> is, it ran, it refused to multitask however...
>
> Wonder if there are many out there who felt just as stupid as I did
> when I ran the above .. :-) .. I've wanted to use the new AES without
> having to use MTOS for a long time - and you have .. :-/
> ofcourse installed it as above, and yes, it works ... moveable
> coloured alerts and TT-LOW/MEDIUM selectable from the desktop ... etc
> ...
> But as you say, no task-switching ..

:-) Too bad it still takes up a lot of RAM... It's almost like using MTOS but
without the multitasking ;-/

```
***********************************
* GREETZ, Magnus Thylander..... *
* .... ******************************************
* ..... .. CoSysOp * UseNet: magnus_thylander@p4.troed.ct.se *
* . ... .. * FidoNet: 2:200/612.4 *
* .. .....XISTENCE * FujiNet: 7:102/102.4 *
* ....ARCASTIC * NeST: 90:1101/112.4 *
*********************************************************************
```

2189. ADMIN: Seeking new moderator for comp.{binaries,sources}.atari.st

Newsgroup: comp.sys.atari.st
Date: 1993-11-20 16:52:04 UTC
From: koreth@spud.Hyperion.COM
Message-ID: <2clhvk$ipf@spud.Hyperion.COM>
Source record: 198066
Cross-posted to: comp.binaries.atari.st,comp.sources.atari.st,comp.sys.atari.st

I think it's time for a new moderator for the sources and binaries groups.

For some time now, as everyone is no doubt aware, I haven't been able to devote as much time to the groups as they deserve. It looks like that'll continue into the future, and it's not fair to all of you that I continue to hang on to moderatorship when someone more active could be making the groups go somewhere.

So: I'm now soliciting volunteers to take over the groups. I think it's best if one person moderates both, simply because most of the stuff in comp.sources.atari.st arrives packaged in with binaries, but of course I'll consider offers to take over just one group.

Requirements:

- Willingness to devote several hours a week, or more, to the groups.
- Some understanding of how Usenet works from a technical standpoint, enough to modify and maintain the posting scripts and other tools.
- Enough disk space to handle the occasional multi-megabyte submission.
- Net access that won't go away (i.e. no students who lose their accounts or don't have access to them over the summer.)

Internet access is a plus, but not required; if someone without Internet access takes the job, naturally, outside arrangements will have to be made if the archives are to be available via ftp.

Please reply to koreth@hyperion.com if you're interested in the job.

Thanks to everyone who's participated in the group over the years. It's been fun.

-Steve

2190. Page on Storm

Newsgroup: comp.sys.atari.st
Date: 1993-11-20 17:07:00 UTC
From: dirk.vandenheuvel@nezuld.com
Message-ID: <8394.1288.uupcb@nezuld.com>
Source record: 198078

OG>In article <slyster.0h5v@outb.wimsey.bc.ca>,
OG>slyster@outb.wimsey.bc.ca (Stuart Lyster) writes: >(Another in Alan
OG>Page's comments on how he is improving Storm for a later [... stuff
OG>deleted..]
OG>He still has a LONG way to go before it's half as good as Connect.

OG>Ofir ogal@cix.compulink.co.uk

Amen, I d/led Storm off GEnie just to try and not to slam Alan but it went to byte heaven shortly therafter. Nothing BEATS Connect (TRAPIDO was intriquing strictly from a screen speed aspect, but I could never get a new Eng version so a distant second maybe..). The best (whatever the registration was..) I spent on software (and I don't mind no manual -well not too much- <this is a hint Wolfgang, e-mail me a partial Eng manual PLEASE>..).

--Dirk--

Now if Wolfgang would write an offline QWK mailer I could do ALL my telecomm stuff on my Atari..

. CmpQwk #UNREG. UNREGISTERED EVALUATION COPY

2191. Monochrome detect signal problem (TT)

Newsgroup: comp.sys.atari.st
Date: 1993-11-20 17:45:08 UTC
From: chriso@vigsun1.larc.nasa.gov
Message-ID: <2cll34$qpn@reznor.larc.nasa.gov>
Source record: 198065

Hi folks,

I want to connect my TT in High Res to an EIZO 6500M. This
monitor has the appropriate ECL input, but (of course) no
pin that leads the monochrome detect signal, which is crucial
because the TOS and some applications query that signal.

I don't want to buy a switchbox for that, as it is very expensive
(150,- DM i.e. almost 90 US$).

Does anybody have an idea how to create that signal?

Please reply to me by e-mail. Thanks in advance for your help

Chris

2192. Geneva

Newsgroup: comp.sys.atari.st
Date: 1993-11-20 18:53:32 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.2023@cix.compulink.co.uk>
Source record: 198067

I just got Geneva 1.01 and am happy to report that the problem I comlained about a while ago (with my form_button) is now solved. I am having other problems though...

Geneva does not like ScreenBlaster. I tried running Geneva before and after SB. Curiously, it runs ok from the desktop.

Geneva generates far too many redraw messages. For example, topping a window causes a full redraw of the window, even if it was visible anyway, or if only part of it needs redrawing. This is not the case with MTOS or TOS 4, or any other TOS version if using WinX.

Ofir ogal@cix.compulink.co.uk

2193. Re: Wrong keys on the falcon keyboard

Newsgroup: comp.sys.atari.st
Date: 1993-11-20 18:58:05 UTC
From: Jinlung Fung <jf4y+@andrew.cmu.edu>
Message-ID: <4gvaWx_00WB80had4Q@andrew.cmu.edu>
Source record: 198068

Excerpts from netnews.comp.sys.atari.st: 19-Nov-93 Wrong keys on the
falcon ke.. by fnjah@aurora.alaska.edu
> I just noticed a while ago that some of the keys don't always show the symbol
> they should. When I am using Uniterm as I am now, they work fine, but when
> using AtariWorks and other things when I press "\" I get "#" and when I
> press @ I get " and when I press " I get @. It is very annoying because I
> can't set any directories since I can't find the "\" symbol in most cases.
> I thought it was some hardware problem, but if it works with Uniterm it must
> be ok. Is there some kind of CPX module or something I need to assign the
> correct symbols to the keys? Is this a universal Falcon thing?

The Falcon has non-volatile RAM settings to tell the machine what
nationality it is, what monitor you are using, PAL/NTSC modes and so on.
Your machine is probably set to the UK mode so Uniterm works fine. Get
any NVRAM configuration program from a.a and set it right.

Ta Ta For Now,
Michael Fung

Email: jf4y+@andrew.cmu.edu Phone: (412)862-3692
Mail : 1060 Morewood Avenue, Box 1334, Pittsburgh, PA 15213, USA

2194. Re: QICK 80 tape bck prg ??

Newsgroup: comp.sys.atari.st
Date: 1993-11-20 19:14:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A57014@M4.maus.de>
Source record: 197975

> Have a look at GEMAR. I think it can do the trick. It is shareware
>and
>is available at several ftp sites. (Current version 1.23 I think)

2.01 is the latest version. (Don't get 2.00, it's not Falcon compatible,
2.01 fixes the bug.)

2195. Re: Falcon monitor question

Newsgroup: comp.sys.atari.st
Date: 1993-11-20 19:16:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A57015@M4.maus.de>
Source record: 197974

>Otherway round. Multisync sync to various fixed scan rates. Multiscans
>sync to
>a
>range ie 30-50.

No. Multisync is a NEC registered trademark, and Multiscan is the name the
other manufacturers came up with after NEC registered "Multisync".

2196. Re: Atari monitor pinouts?

Newsgroup: comp.sys.atari.st
Date: 1993-11-20 19:31:12 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Nov20.193112.15786@bradford.ac.uk>
Source record: 198069

Gregory Bernath (gbernath@oucsace.cs.ohiou.edu) wrote:
: With this in mind, can anyone point me to:
: 2. A third party vendor selling cables?

MEEDMORE in the UK usually know everything there is to know about cables.
They build them to order, so if they can find the pinouts, they will do
this for you. If anyone wants to know their address, I'll look it up.

Steve Taylor. |||
Long Live / | \, if they don't shoot themselves in the foot.

2197. Re: QUESTIONS!

Newsgroup: comp.sys.atari.st
Date: 1993-11-20 19:31:28 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CGt28I.Dp8@sdf.lonestar.org>
Source record: 197766
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

>I think pl39 is on atari.archive.umich.edu:/atari/Mint/Lib...

I've recently heard of someone talking about PL41, but I'll get 39, thanks.

>
>> What's a good (and SMALL) version of MicroEmacs to get? Is there anything
>> friendlier that I might want to try?
>
>MicroEMACS 3.11 is on atari.archive.umich.edu:/atari/Editors (might be in an
>Me directory). There's also JOVE and Mutt2...

I've been using ST MicroEMACS 1.8 that came with MWC. It crashes
randomly, and once crashed. never works again (except from TOSWIN) when
installed as TeraDesk's Editor. I'm hoping a new one will make it stable
from both TOSWIN and TeraDesk (as the EDIT function).
I'll look for 3.11, thanks.

>
>> Can someone tell me about Curses? I mean specifically how to use them with
>> TERMCAP strings and such so I can write software that can use any terminal
>> type?
>
>I think there should be some curses documentation laying around... I
>got mine from the curses library for the OS/2 version of GNU C/C++.
>
>> Is there a termcap based window library?
>
>Yes, curses. :-) Oh, you meant a GEM windowing library... I hope to
>start work on a GEM version of curses in the next couple of weeks, but
>it might take a while (I don't have much spare time).

I mean something that would help in porting a GEM application to a TermCap
TOS-based application. Actually, a GEM version of curses also sounds good.
But it would be nice to able to create a Termcap version of a GEM program
without TOO much trouble, that way you could port a GEM application to
DOS or Un*x without too much trouble. You could character graphics and
line drawing symbols for the widows, the menu bar would just be text like
a DOS app, etc. Is it possible?

>
>> My G++ library didn't have the delete function in it (the compiled form of
>> delete.cc). Where can I get one that works? I've patched everything up
>> and it seems to be working, but I don't know what else might break, so i'd
>> like to get a working copy (patchlevel 20 or greater).
>

>I thought delete was a standard C++ keyword?

That's what puzzled me. It said that the built-in delete function was not
found. Come to find out, delete is really a small function that calls mfree()!
Not exactly the most efficient way (function calling a function), especially
since I don't think a library function can be inline, can it?
t

>
>> Does anyone have/use Objective C?
>
>Lots of NeXT users do... ;-)
>
>> Does anyone have a list of the functions/objects available in G++ library
>> and how to use them? My C++ manual doesn't go into much about iostreams
>> and standard functions other than how to do the basics and how to overload
>> your own functions and put your objects into the iostream. It gets into the
>> programming and philosophy and how-to's and assumes that the compiler has
>> a manual (bad assumption).
>
>If you grab the G++ library source code (from any GNU ftp site), there's
>a texinfo document describing the library in detail... If I remember, I
>might upload a PostScript and an ASCII version to atari.archive (but
>don't count on it... mind like a sieve!).

I never thought of doing that. It makes sense though to get it from an
OS/2 or Un*x section or whatever, since it should all be the same.

ASCII docs on umich would be great (Postscript would make my FX-85 crunch
for a few hours, and I'd have to find Ghostscript).

>
>> Where are the GCC/G++ manuals? I want ASCII, how do I get it? Or, if ASCII
>> is not available, how much hard disk space do I have to waste in other programs
>> just to read some docs?
>
>What do you want/need to know?

Everything. Well, the idea is that I don't know if I'm missing something or
not!

>
>> Who is getting tired of all these stupid ass questions??
>
>What about these stupid ass answers?
>

No, the answers helped.
Thanks,
Evan LAnglois

2198. Re: Falcon monitor question

Newsgroup: comp.sys.atari.st
Date: 1993-11-20 21:35:57 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CGt7zy.Fqt@sdf.lonestar.org>
Source record: 197765

```
==========================
Otherway round. Multisync sync to various fixed scan rates. Multiscans sync to a
range ie 30-50.
==========================

Sorry guy, your a bit mixed up. There is no such distinction. MultiSync is
a brand of NEC multiscanning monitor. There are a few SVGA and other monitors
that only sync to specific scan-rates, and you should beware of those. My
NEC MultiSync 3D definitely scans to a range (a fairly wide one) and can be
used on just about any computer (and looks great on them all!). MultiSync is
just NECs name for their multiscanning monitors, there is no technical
difference, well, at least not any implied by the name.
```

2199. Re: NeXT or MAC Syquest formatted disks

Newsgroup: comp.sys.atari.st
Date: 1993-11-20 21:42:44 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CGt8BA.Fv7@sdf.lonestar.org>
Source record: 197764

```
============================
What I would like to know now is if the Atari is capable of reading either
the NeXT or MAC format from the native atari setup (ie not using Spectre).

============================

Well, no, it can't. But, if you were to write a MiNT file system driver
you could read MAC hard disks and MAC 1.44MB floppies (w/HD drive, noti
800K GCR disks). I'm not sure what format the NeXT uses for its floppies,
but I am almost positive it can read/write FAT filesystem floppies.
Again, top support the NeXT format you would need a custom MiNT XFS driver.

I wonder, has anyone written a network driver as an XFS file?

.
```

2200. Re: What is best editor to use to edit GNU source files?

Newsgroup: comp.sys.atari.st
Date: 1993-11-20 21:46:48 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CGt8I1.FzK@sdf.lonestar.org>
Source record: 197767

```
===============
Just obtained GNU Chess from net. Works fine, but would like to
modify C source to have a GUI front-end. Which brings up the
question - Do you need to reformat or use a special editor or
text processor to look at or modify GNU ascii files? I noticed that
Doc or C files etc.. lines look out of "alignment". A long time
ago I remember hearing that you had to use Tex or some program to
reformat GNU files? Thanks for any advice
===============

First, there is already a GEM front-end for GNU Chess that uses multiple
windows. Its a bit buggy and doesn't always redraw right, but it does
work, and is fully integrated.

You can use any ASCII text editor to edit GNU source files. TEX is
used for teh GNU documentation for lots of formatting (or in case you
want to publish it, TEX is capable of doing very high quality output).
If the files look strange, then use another viewer/editor or write
a little program to change all the newlines into carriage return/ newline
sequences.
```

2201. Re: Help! Starting with Heat-n-Serve C!

Newsgroup: comp.sys.atari.st
Date: 1993-11-20 22:15:12 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CGt9tD.GIL@sdf.lonestar.org>
Source record: 197768
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech
Body handling: HTML body converted to readable text

```
In article <1993Nov18.013518.24939@bsu-ucs> 01mbmccabe@leo.bsuvc.bsu.edu writes:
>I am trying to get started learning C using HSC 1.44. This is the code for the
>first sample program:
>
> /* Filename: c2first.c
> Requests a name then prints it 5 times and rings a bell. */
>
> #include
> #define BELL '\a'
>
> main ()
> {
> int ctr=0;
> char fname[20];
> printf("What is your first name?");
> scanf(" %s",fname);
> while (cnt <5)
^^^^
Here is your first error. Should be ctr, not cnt, you should also
think of using a for() loop, or while (ctr++ < 5) .

> {
> printf("%s\n", fname);
> ctr++;
> }
> printf("%c",BELL);
> return;
> }
>-----------------------------------------------------
>When I try to run the source through HCC.TTP I get this error:
>
>"warning in D:\DATAFILE\CPRGS\C2FIRST.C (20): Function should return a value"
>-----------------------------------------------------

You need to return a value, just like it says. When you declare "main()",
what you are really saying is "int main (void)" <>. Anyway, you
must either make main explicitly not return a value (which may be more
efficient when you don't need a return value, as above) by using
void main() {
or you can specify a return value for main to return and keep main the way
it is. You would do this, like so :
return 0;
}
```

Take your pick. Either returning a value, like you declared for main (anytime
you have a function and don't specify a return type, the return type is int).
Or, you make main() return void. Returning void may not work for all
compilers so I would suggest you leave main the way it is and replace :
return;
with the following code;
return exit(0);
This makes sure the compiler sees a return statement, and also calls the
standard exit() routine to do cleanup, and it works with compilers that
don't like you returning 'void' from main.

>Can someone familiar with Heat-n-Serve (or who just plain knows :) give me some
>insight here?

Look through the .S files that came with HSC. You should notice that one
of the files contains a comment that says something like "the following is
self modifying code, do not mess with it". Self-modifying code has been
a nasty thing for quite some time. I suggest that switch compilers before
releasing large projects. Self-modifying code may break on just about
any CPU with a cache, but I'm not exactly sure (MegaSTE, TT, Falcon, AdSpeed).

Good luck.

2202. Re: BBS Software

Newsgroup: comp.sys.atari.st
Date: 1993-11-20 22:33:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cee9b48@troed.ct.se>
Source record: 198090

In a message of 19 Nov 93 14:40:00, Chris Herborth wrote:

CH> What a load of crap. If TT or Falcon can't do it with RATsoft, you
CH> don't want to run RATsoft. I may be a bit strange, but I don't want to
CH> spend $1000-$3000 or so on a system ($3000 or so is what I expect to
CH> spend for my next computer) and leave it sitting around all day running
CH> a BBS program. I'd MUCH rather be running a BBS in the background (but
CH> at a high priority) and continue editing, compiling, ray-tracing, word

Why not devote an STE to run the BBS, as I did? No $3000 here!

CH>
CH> The reason RATsoft can't run under MiNT/MultiTOS is because it's a TTP
CH> program that draws on the screen with VDI calls, and _assumes_ its got

Obviously you haven't seen RATSoft ...

It's NOT a .TTP program.

It does NOT assume it's got the whole machine to itself.

Why are you lying?

CH> freely available.
CH>
CH> Not that I'm slagging RATsoft; it's good software. I don't like to have

Well, I haven't. I devoted a cheap STE to my BBS, which means I haven't got any
problems at all with "system crash" or likewise problems.

RATSoft will support MTOS when the OFFICIAL MTOS is fast enough. (MTOS v1.04
isn't, v1.08 might be, but v1.08 is NOT official!)

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

2203. Re: help with my 14.4k baud modem

Newsgroup: comp.sys.atari.st
Date: 1993-11-20 23:25:09 UTC
From: u1418@sparc24.cs.uiuc.edu
Message-ID: <CGtD1y.Bsl@sparc0a.cs.uiuc.edu>
Source record: 198072

I too just got a 14.4kbps modem. Here are some interesting things about 14.4kbps and ataris:

The factory default on your modem is (probably) to use hardware handshaking. There are problems with some STs (I'm not sure exactly which, but my Mega STe is definitely one of them) with using RTS/CTS flow control at high (any?) speeds. At first, with the defaults, I had no real problems unless I was catting a multi-screenful file, in which case all but the first couple screens would be heavily seasoned with garbage. Turning off hardware handshaking fixed this, but I still get a large number (maybe 1 in 50) of bad blocks with xmodem transfers. I just installed a patch to get RTS/CTS working, but Usenet distracted me before I could test it out. <g>

QUESTION, everyone: I've just installed HSMODEM1.PRG from the conNect2.2 distribution from the umich archives. I'm having some trouble with the German docs - what is the difference between HSMODEM1 and FASTSER? (both included in the same distribution, both intended to fix the RTS/CTS problems, both presumably available by themselves) Is there any way to convince Flash 1.6 to connect at faster rates than 19,200bps, or does one need to use special hardware? (seem to say first that you -do- need more hardware, then that you -don't-. Clearly I'm missing something.)

You (Brandon) also asked about SLIP: There is some stuff at umich called ka9q. Seems to be what's necessary, but I won't be able to test it until midweek next week. The ka9q_doc.lzh file seems to be documenting the protocol and it's use with radio modems in great detail, but there's some documentation in the ka9q_st.lzh file that is specific to the ST. I haven't finished wading through it all yet. There's a LOT of it.

The issue with speed: your modem is probably sending text faster than the ST can display it. Try timing file transfers and see if you note a difference there. (I sure did. this is *MUCH* better then good ol' 2400 baud. <g>)

Hope some of that was helpful, thanks to anyone who can answer my hardware handshaking patch queston,

~Adam

2204. Re: VME graphics cards

Newsgroup: comp.sys.atari.st
Date: 1993-11-20 23:44:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A56632@SL.maus.de>
Source record: 197961

In article 2c9es7$jq@charm.magnus.acs.ohio-state.edu Jeff A May II writes:

JAMI>just something that gives at least 640 x 480 in 16 or 256 colors.
NetHack eh ;-)

Let's see:
Values are Maximum!

Card | | Pixel- | | | Price in |
(Distributor | Resolution | frequency | Memory | Colors | Deutschmark |
in Germany) | | | | | |

Crazy Dots II
(TKR, Kiel) 1024*768 65MHz 1MB 16.7Mil 898.-
NOVA VME 32k
(Computer- 1024*768 90MHz 1MB 64k 699.-
insel)
NOVA VME 16M
(dito.) 1024*768 90MHz 1MB 16.7M 899.-
MatGraph COCO
(Matrix) 700*500 28MHz 1MB 256 790.-
MEGA-Vision
300
(Sang) 1024*768 110MHz 1MB 32k 700.-
16.7M 900.-

These are some examples of VME-Boards below 1000.-DM

Bye
Stefan

===
Stefan_Damerau@sl.maus.de
!!No Mail >16kB please!!

2205. FOR SALE: Atari ST software/hardware C L E A R ANCE!

Newsgroup: comp.sys.atari.st
Date: 1993-11-20 23:46:43 UTC
From: scottshk@csd4.csd.uwm.edu
Message-ID: <2cma93INN5al@uwm.edu>
Source record: 198074
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other,wi.forsale,uwisc.forsale,chi.forsale

```
FOR SALE
--- ----
\ A \
\ t \
\ a \
\ r \ Software / Hardware
\ i \
\ S \
\ T \

Hardware Item :
----------------
Atari DS Floppy Drive SF314 $60
(Mint condition, little usage, power supply cable included!)

Software Titles :
----------------
EZ Track (Hybrid Arts) Midi sequencer $10

Antic Public domain STerminal plus Source $3
Michtron GFA Companion $5
Michtron DFT (direct file transfer PC <->ATARI) $10
Antic XLISP 1.7 $5
Neodesk 2.0 $10
OmniRes Monitor Emulator $10
Antic ARChive collection $3
Megasoft A-Copier $5

Logistix (Grafox) $20
Dac Easy Payroll $20
Haba Business Letter Solutions $5

Publishing Partner (Softlogik) (including 2 disks below) $30
Partner Fonts disk (additional to above)
Partner Forms (additional to above)

Abacus Paintpro $5
Xlent Diamond Mike $5
PSION Chess $5

Public Domain Disks 75 cents each (50 total in package)

Please email to the account below if you are interested in anything above.

I will except offers or make a special package deal.
```

Thanks!
--

= Scott =
= scottshk@csd4.csd.uwm.edu=

2206. FOR SALE: EXTERNAL 2400 Baud Modem (Dial in to campus to do HW!)

Newsgroup: comp.sys.atari.st
Date: 1993-11-20 23:53:09 UTC
From: scottshk@csd4.csd.uwm.edu
Message-ID: <2cmal5INN5as@uwm.edu>
Source record: 198076
Cross-posted to:
comp.sys.atari.st,misc.forsale.computers.pc-clone,misc.forsale.computers.other,wi.forsale,uwisc.forsale,chi.forsale

```
Don't run to use the computer labs at school any more!

Call in from home on your PC compatible, Atari, or other machine
that has an RS232 serial port.

FOR SALE
========

Emerson 2400 Baud EXTERNAL modem

Will connect to any computer with an RS232 serial port.

Mint condition, little usage. Includes mini power supply and
phone cable.

Asking $40

Features include:
Hayes compatible
Tone and Pulse dialing
Internal Speaker to monitor calls

--
------------------------------------------------------------------------
= Scott =
= scottshk@csd4.csd.uwm.edu=
------------------------------------------------------------------------
```

2207. Super-Charger

Newsgroup: comp.sys.atari.st
Date: 1993-11-21 00:17:37 UTC
From: wells_s@jethro
Message-ID: <2cmc31$d5q@golem.wcc.govt.nz>
Source record: 198077

Does there exist a later version of the Super-Charger Utilities disk than v1.40!? (Release dated 01.07.90). or the MSdos that comes with it (same date).

Interesting little gadget, old, but interesting! Does beta systems still exist? (the manufacturers!)? The 1meg RAM-Disk certainly comes in handy!

```
/-----------------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, you can O O |
| be 100% sure that it will! o |
| WELLS_S@KOSMOS.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\-------------Master of Cheats/Hints/Tips - The Mercenary-------------/
```

2208. Re: Falcon Audio and Video

Newsgroup: comp.sys.atari.st
Date: 1993-11-21 03:19:33 UTC
From: asmith@zero.cypher.com
Message-ID: <1993Nov21.031933.8299@nuchat.sccsi.com>
Source record: 198080

In article <1993Nov19.211008.1@aurora.alaska.edu> fnjah@aurora.alaska.edu writes:
>I don't have a System Audio Manager and my Falcon certainly doesn't have
>a video or sync input. Does anybody know if these things are available somewhere
>or were they just on a prototype and then scrapped?
>

You get system audio manager only with hard drive falcon packages and yes, it
can accept external sync, but there's no dedicated port for it. You'd
probably have to do it through the dsp or the lan or something.

--

□ ||||/ This is an \|||| □
□ Andrew O. Smith □ ||||/ unregistered \|||| □ AtariBot's Master □
□ asmith@cypher.com □ ||||\ evaluation /|||| □ GEnie: L.SMITH70 □
□ ||||\ .signature /|||| □

2209. Re: URGENT HELP NEEDED!

Newsgroup: comp.sys.atari.st
Date: 1993-11-21 03:21:27 UTC
From: asmith@zero.cypher.com
Message-ID: <1993Nov21.032127.8770@nuchat.sccsi.com>
Source record: 198081
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2ckh2f$9i0@darkstar.UCSC.EDU> aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
>I need help!
>Upon rebooting, the directory for my D partition became corrupted. I ran
>Diamond Edge, but it did not fix the problem, but left me with a 56 megabyte
>LOSTCLUS.DAT file!!!!!!!!! All my data IS in there, but I need help extracting
>it!
>
> ~Chris

You should be using a new version of Diamond Edge. Version 1.10 will create
individual lostclus files for each retrievable FAT string (GREAT job Bob!).
Also, 1.10 looks fabulous on the Falcon!

--

□ |||| This is an \|||| □
Andrew O. Smith |||| unregistered \|||| AtariBot's Master
asmith@cypher.com |||| evaluation |||| GEnie: L.SMITH70
□ ||||\ .signature /|||| □

2210. Re: AEO anywhere?

Newsgroup: comp.sys.atari.st
Date: 1993-11-21 03:28:30 UTC
From: ABARBIERO@delphi.com
Message-ID: <931120.80910.ABARBIERO@delphi.com>
Source record: 198079

Hi, I am the Delphi rep for AEO, and we are still alive! The surest way to get it is via Delphi or GEnie. I am using Delphi to answer your message, and until I learn more I cannot send it to you.

Andreas@AEO

2211. Re: How do I unpack PAX files?

Newsgroup: comp.sys.atari.st
Date: 1993-11-21 03:55:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A56638@SL.maus.de>
Source record: 197958

In article 1993Nov15.103900.3927@bradford.ac.uk S.P.Taylor writes:

S>I just found GemView 3.0 on ftp.uni-kl.de in /pub3/atari/incoming. The
S>files, though, are in PAX format.

To install it You must have the GVW_INSTL.LZH archive. This one includes
the program to depack the PAX-archive - and registering it if You have a
code for this. BUT: The Version 3.00 has two problems.

- Though being registered it thinks You use an 'illegal patch' and
displays this from time to time - after closing all windows an giving
You no chance to save pictures :-(
- The File named GEMVIEW.GVC(?) listed in the documentations is missing

Dieter (the author) is very sorry about this and will fix it in the next
version.
So wait for GemView 3.01 or so!

I read this in a mailbox located in Hamburg, Germany which is one of the
bbs' being loaded with new GemViews at first.

Bye
Stefan

===
Stefan_Damerau@sl.maus.de
!!No Mail >16kB please!!

2212. Re: Falcon Games Compatibility

Newsgroup: comp.sys.atari.st
Date: 1993-11-21 04:02:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A56639@SL.maus.de>
Source record: 197960

In article 753379470.8941@minster.york.ac.uk andrew writes:

A>Has anyone compiled a list of commercial games that are
A>compatible (using backward for example) with the Falcon?
Yeah, let me search my Harddisk ...

...

...

Aaah here it is. I'm Sorry for not posting this list but the gateway
limits should be accepted, so I'll just post the address of the nice guys
who made it:

If you have any additions or corrections to this list, please send
them to us. You can reach us on GEnie at S.D.ELLIOTT or write to us at:

Silicon Magic
26450 Crocker Blvd.
Suite 418
Harrison Township, Michigan 48045
U.S.A.

All contributors will be aknowledged in all future issues!

Contributors:

Dr. Bruce Noonan, Randall Kopchak, Brian Freeman, C.OINES1 [CHAZZ],
P.LOUIE1, D.COOKE [ROB], AEO.7 [GREGG], Steven Elliott, George Cubra,
Meg Schwartz, and Jeff Ziolkowski.

Bye
Stefan

===
Stefan_Damerau@sl.maus.de
!!No Mail >16kB please!!

2213. DragonWare

Newsgroup: comp.sys.atari.st
Date: 1993-11-21 04:02:00 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2cmp7o$gp3@charm.magnus.acs.ohio-state.edu>
Source record: 198082

Recently Hutch said that Dragonware was out of the Atari business. Well
it ain't so, in fact I believe they just got the rights to Hyperlink. They did
drop out of the IAAD (which may be what confused Hutch), but they are still
firmly in the Atari market.

Anyone that wants to get in touch with them can get them at:

DragonWare Software Inc.
P.O.Box 1719
Havre, MT 59501-1719 USA

Phone number: (406) 265 - 7300

I'm going to get a reputation if I keep this up ;)

Dan Ackerman
ackerman.29@osu.edu

2214. Re: 2.5 inch sickness... is it?

Newsgroup: comp.sys.atari.st
Date: 1993-11-21 04:26:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A56640@SL.maus.de>
Source record: 197959

In article 2cdm2n$bap@usenet.INS.CWRU.Edu Len Stys writes:

LS>I think when I brought something like this up before, I got a response
LS>about a 2.5" sickness (because that is the altitude you have to drop
LS>your computer at to make it work again). But I don't think I want to
LS>do that even though a lot of people claim that it solves certain
LS>problems.

Yeah, doing this is quite like jumping from a cliff: 'may this hurt?'
But - of course - there's another way:

open Your computer (screwscrewscrew) and softly press all ICs being
socketed down a bit. It's the same effect but not this shocking :-)

If the problem isn't solved then: TROUBLE ...

Bye
Stefan

===
Stefan_Damerau@sl.maus.de
!!No Mail >16kB please!!

2215. Re: music composer program

Newsgroup: comp.sys.atari.st
Date: 1993-11-21 04:31:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A56641@SL.maus.de>
Source record: 197962

```
A>!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
You should check Your '!' key ;-)

Bye
Stefan

===
Stefan_Damerau@sl.maus.de
!!No Mail >16kB please!!
```

2216. Falcon Owners Group/ATARI UNITED!

Newsgroup: comp.sys.atari.st
Date: 1993-11-21 05:13:43 UTC
From: ABARBIERO@delphi.com
Message-ID: <931121.00823.ABARBIERO@delphi.com>
Source record: 198083

ATARI UNITED! PRESS RELEASE

For immediate release:

Mountain View, CA--November 21, 1993--As part of its ongoing effort to unite Atari owners with support groups and developers, ATARI UNITED! wishes to announce to North American Atari owners the existence of the Falcon Owners Group. The Falcon Owners Group was originally established in March of 1993 and is based in the United Kingdom. The Falcon Owners Group (FOG) provides support for Falcon owners through several services and discount prices for the Falcon specific shareware library which is handled by a professional outfit and accepts international and credit card orders. The Falcon Owners Group Magazine is produced four times a year and distributed with a high density cover disk. This mini-magazine is a legal page sized compilation of useful information concerning hardware and software for the Atari Falcon030. In the 27-page September issue, reviews of Ishar 2 and new Falcon shareware shared space with some extensive Q&A and an ST software compatibility chart. There are a few noticeable typos in the magazine, and little in the way of graphics, but it is rather well laid out for such a new publication. They also provide two BBS for members in the UK (Tel 0454 317047 or 0454 881095) providing Atari message bases and Falcon030 software downloads. While some of the information presented in the magazine may not be new to those who spend their free time online, FOG exists as an effective repository of Falcon specific information and is nearly a complete stand alone source for a Falcon user. Richard Davey, the Club Chairman, is actively seeking the establishment of a North American branch to the FOG, and anyone interested in founding a US or Canadian site is strongly encouraged to contact FOG and request the information needed to spread Falcon030 support to and from the UK.

The only unfortunate side to all this is that they do not have an Internet address yet and while the Membership is only 16.99 pounds for Europe, people in North America will have to pay 20.00 pounds. They accept Visa and Mastercard, or checks made payable to the 'Falcon Owners Group' and sent to:

FOG
10 Oak Drive
Portishead, Bristol, Avon
BS20 8QS

Tel: 0272 424743

****

For more information regarding ATARI UNITED! please contact:

Patti Barbiero Gordie Meyer
P.O. Box 691 P.O. Box 1982
Mountain View, CA 94042-0691 or Ames, IA 50010-1982
(415) 903-9787 (515) 232-1627
abarbiero@delphi.com biblinski@delphi.com

****

To register, please provide the information below, and mail to:

ATARI UNITED!
P.O. Box 691
Mountain View, CA 94042-0691

or email your registration, questions, comments, etc to:

abarbiero@delphi.com

Name (Last, First, MI): _____
Mailing Address: _____
_____
City, State, Zip: _____
Phone Number: _____
Online Address: _____

Computer Model: ___ 520 ST ___ 520 STe ___ TT
___ 1040 ST ___ 1040 STe ___ F030
___ Mega ST ___ Mega STe

Computer Serial Number: _____

User Group (if a member):_____

( ) Yes! Please include me in your list of possible contacts
for isolated Atari TOS owners in my area.

( ) Also please make my name and address available to other
Atari related concerns.

( ) Please keep all information on my registration form
confidential.

2217. Re: Magix versus Multitos

Newsgroup: comp.sys.atari.st
Date: 1993-11-21 05:27:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A8682@MS.maus.de>
Source record: 197963

In article <CGGuHC.7FM@sdf.lonestar.org>, Evan Langlois
(evanlang@sdf.lonestar.org) wrote:
>So far no one has told me anything about how Mag!x works, and without a
demo
>or some US support I really don't see it becoming popular. I need pipes
and
>loadable file system drivers and all that other stuff. Print Spooling
using
>the methods I chose, is not possible without MiNT, not without doing
changes
>to the interrupt vectors, and the OS should not require that sort of
program.

According to the authors, the next release of Mag!x will have MiNT
compatible
pipes and a filesystem driver interface.

2218. Re: zflash zmodem recieve program

Newsgroup: comp.sys.atari.st
Date: 1993-11-21 06:38:54 UTC
From: u1418@sparc24.cs.uiuc.edu
Message-ID: <CGtx4v.Ey0@sparc0a.cs.uiuc.edu>
Source record: 198087

In a fit of madness, I wrote:

>I just got zflash version 1.21 from umich.
>It transfers files perfectly (I just got 3 cps short of theoretical
>maximum on a large text file :) but after it's finished, and the
>downloaded file is closed, it comes up with "error #102
>PC>$000000". It happens only after the last file in the batch is
>complete, and after I click `abort' the program exits back to its
>little terminal mode normally. Anybody got an idea what's going on?

>Also, it doesn't restore colors after it leaves, which is annoying.
>Does this normally happen? Is there a way to fix it?

I have now also gotten an error #103, when I was downloading a
duplicately named file, before the batch was done. I checked off the
warn overwrite option, but I think aborting the transfer in the middle
without any indication of why is a bit excessive.

Anybody have any experience/ideas? I really don't want to give up
flash; It's still fast, it's still got a great text buffer, and it
doesn't hem you in with funny fonts or grab big chunks of your screen
with gem windows like conNect and storm. (hey, some of us like to use
COLOR monitors!)

Thanks for anything,
~Adam

2219. AEO Issue 19.. sorry about the delay. its here now.

Newsgroup: comp.sys.atari.st
Date: 1993-11-21 09:38:38 UTC
From: wilsont@rahul.net
Message-ID: <CGu5GE.Bz5@rahul.net>
Source record: 198091

Sorry guys, my big Falcon project was sucking all of my time.

AEO Issue 19 can be found at.
rahul.net
/pub/wilsont

i'll stick it in a.a. right now if I can as well.

--
Timothy Wilson --- wilsont@rahul.net --- Sillicon Valley
Atari Explorer Online: Internet Editor --- GEnie: AEO.8
>Dark Oak Software<-~-Entertainment and Applications programming in C
^^^^^^^^^^^^^^^^^^^^~-~Falcon030, Unix and MS-DOS.

2220. Re: Page on Storm

Newsgroup: comp.sys.atari.st
Date: 1993-11-21 12:17:03 UTC
From: sheppard_r@jethro
Message-ID: <2cnm7v$fvr@golem.wcc.govt.nz>
Source record: 198092

In article <memo.999861@cix.compulink.co.uk>, ogal@cix.compulink.co.uk (Ofir Gal) writes:
>
>In article <slyster.0h5v@outb.wimsey.bc.ca>, slyster@outb.wimsey.bc.ca (Stuart Lyster) writes:
>>(Another in Alan Page's comments on how he is improving Storm for a later
>[... stuff deleted..]
>
>He still has a LONG way to go before it's half as good as Connect.
>
>Ofir ogal@cix.compulink.co.uk

What a load of Rubish, Connect is far to slow, no medium Res, support,
no 80 columns with a standard text..

Note: most people here use ST/STE's with colour monitors, Connect is useless
with this type of System....

Give me STORM or Flash any day....

Roger.............. sheppard_r@kosmos.wcc.govt.nz

2221. WANTED: A new version of GnuChess

Newsgroup: comp.sys.atari.st
Date: 1993-11-21 15:55:56 UTC
From: peterc@a3
Message-ID: <1993Nov21.155556.4597@nessie.mcc.ac.uk>
Source record: 198095

Hello all,

I just downloaded the chess programs available from umich archive
and of the three there only Gnu Chess seems worhty of running on my
520 STFM, Krabat seems too small to be possibly any good and Warwick
Allison's graphical version needs a 1M machine.

The problem is this Gnu Chess dates from 1988, i.e. it's ancient.
Has everyone out there compiled a newer version of G C (I believe the
latest is 4.0.62) to run on a half-meg machine with a 720K drive?
If so, could they contact me by email.

(I don't think I need a running version with the entire opening book
which is enormous.)

Peter Chang - peterc@v2.ph.man.ac.uk

2222. Re: help with my 14.4k baud modem

Newsgroup: comp.sys.atari.st
Date: 1993-11-21 16:06:15 UTC
From: jmcdonal@garnet.acns.fsu.edu
Message-ID: <2co3ln$ktr@mailer.fsu.edu>
Source record: 198093

Here's my settings for my 14.4K modem:

at&v

ACTIVE PROFILE: B1 E1 L2 M1 N1 Q0 T V1 W1 X4 Y0 &C1 &D2 &G0 &J0 &K3 &Q5
&R0 &S0 &T4 &X0 &Y0 S00:000 S01:000 S02:043 S03:013 S04:010 S05:008
S06:002 S07:050 S08:002 S09:006 S10:014 S11:095 S12:050 S18:000 S25:005
S26:001 S36:007 S37:000 S38:020 S44:003 S46:138 S48:007 S49:008 S50:255

With these, and the "Flash II" program, I am able to get a Carrier of
14.4, and a Connect of 19,200. The compression protocol used is LAPM
(V.42 LAP-M Error Correction). I don't use any of the serial fix programs
in my AUTO folder, since the program automatically corrects for that.
There's supposed to be an upgrade fairly soon that should allow for higher
modem speeds; I'm anxious to test it out and compare the downloading times.

I hope this helps.

--
-- James E. McDonald III, jmcdonal@garnet.acns.fsu.edu, Tallahassee FL --
"The sky is not the limit to mastery, for -- as any science fiction
enthusiast can tell you -- there are infinite worlds left to explore
once the sky is left behind." <-- Gary Gygax, "Role-Playing Mastery"

2223. MiNT mailing list

Newsgroup: comp.sys.atari.st
Date: 1993-11-21 16:08:34 UTC
From: weiner@terminator.rs.itd.umich.edu
Message-ID: <2co3q2$912@terminator.rs.itd.umich.edu>
Source record: 198094
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In response to the recent talk of the mint-mailing list. There
is such a list which has been established for those involved
with improvements and additions to the MiNT kernal and related
software. It is *not* a MiNT help line for beginning users to
ask questions. That is best left here, in comp.sys.atari.st.

If you feel that you would like to be added to this mailing list, please
send me mail. I typically don't read any news that doesn't have the
words atari.archive in the subject, so posts will most likely be
ignored.

In addition, there is a list for people directly involved with
ip additions for MiNT. I do not maintain this list, but will forward
requests to its maintainter.

Cheers,
--
Jeff Weiner - weiner@atari.archive.umich.edu - Umich Atari Posse -
"It's not the way you look - it's your culo...." - 24-7 Spyz, Culo Posse

2224. Re: .GL or .DL viewers converters?

Newsgroup: comp.sys.atari.st
Date: 1993-11-21 18:07:11 UTC
From: bwwl@automatix.rz.tu-clausthal.de
Message-ID: <1993Nov21.180711.20133@solaris.rz.tu-clausthal.de>
Source record: 198010

Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:
> In <2c9are$dmr@ub.d.umn.edu>, The Piano Man writes:
> > Just as the title says...are there any programs that can view .DL or .GL
> > animations on a stock 1040ST? Or are there any that convert to animatic
> > (.SEQ) form?

> I think I saw a .DL viewer/converter on tu-clausthal (I think the full
> address is ftp.informatik.tu-clausthal.de; check the FTP site list)...
> it's probably on atari.archive, too.

The full address is ftp.tu-clausthal.de.

```
*****************************************************************************
* FTP-FILESERVER-INDEX (generated by ftpindex)
* SUBDIR: /pub/atari/graphics/viewer
* SITE: ftp.tu-clausthal.de MODERATOR: Ley@rz.tu-clausthal.de
* LAST UPDATE: 21 Nov 93
*****************************************************************************
* FILENAME: SIZE: CONTENTS:
animate4.lzh 15098 bw/co play .SEQ and .DL? (cyber)
mdl10.lzh 56461 bw play *.dl files (untested)
```

Bye,
Wolfgang.

--

Wolfgang Ley email: Ley@rz.tu-clausthal.de
Teichstrasse 9
D-38678 Clausthal-Zellerfeld "With workstations you can do a lot of
(Germany) nonsense. With PC's not even that..."
Phone: +49 5323 82132

To obtain public-pgp-key use 'finger bwwl@sun.rz.tu-clausthal.de'
or query a public-key-server for 'Ley@rz.tu-clausthal.de'.

2225. Re: slip?

Newsgroup: comp.sys.atari.st
Date: 1993-11-21 18:10:40 UTC
From: bwwl@automatix.rz.tu-clausthal.de
Message-ID: <1993Nov21.181040.20249@solaris.rz.tu-clausthal.de>
Source record: 198011

```
Alexander Tuchacek (alex@khm.uni-koeln.de) wrote:
> does anybody know if it is possible to connect my old ST over slip to my
> Mac
> (Mac TCP ) ??
> Does there exist free software like telnet or somthing else using the
> serial
> port for connecting to an remote computer ?

Check ftp.tu-clausthal.de:/pub/atari/telecomm/tcpip/* for atari
slip-implementations. ka9q supports serial and midi.

Bye,
Wolfgang.
--
------------------------------------------------------------------------
Wolfgang Ley email: Ley@rz.tu-clausthal.de
Teichstrasse 9
D-38678 Clausthal-Zellerfeld "With workstations you can do a lot of
(Germany) nonsense. With PC's not even that..."
Phone: +49 5323 82132
------------------------------------------------------------------------
To obtain public-pgp-key use 'finger bwwl@sun.rz.tu-clausthal.de'
or query a public-key-server for 'Ley@rz.tu-clausthal.de'.
```

2226. MFM drive at RLL controller?

Newsgroup: comp.sys.atari.st
Date: 1993-11-21 19:52:27 UTC
From: thuerman@ibr.cs.tu-bs.de
Message-ID: <1993Nov21.195227.14767@ibr.cs.tu-bs.de>
Source record: 198008

I can get a cheap MFM drive which I would like to attach to my RLL controller.
I have done that with another MFM drive before and that worked pretty well.
Do MFM drives generally work with RLL controllers, and if not, do I risk
damaging the drive if I try that?

Urs

2227. Re: Magix versus Multitos

Newsgroup: comp.sys.atari.st
Date: 1993-11-21 20:34:00 UTC
From: Ole_Arndt@f.maus.de
Message-ID: <A20632@F.maus.de>
Source record: 197973

>You can do that every time you call pscontrol. But the system itself
>doesn't not change the priority while working ans so MINT can't adapt
>and isn't very flexible.

Sorry, if I didn't get you right, but of course the prirority is changed
during runtime.
If you top an application's window, this application will be assigned the
highest priority immediately. Futhermore, you can give fix priorities to
processes which are waiting most of the time. I.e. my syslog daemon runs
always with priority -15.

Isn't that flexible enough ?

Cheers, Ole

2228. Re: Page on Storm

Newsgroup: comp.sys.atari.st
Date: 1993-11-21 21:47:18 UTC
From: wwc@dxhrb1.cern.ch
Message-ID: <CGv36v.E9o@dscomsa.desy.de>
Source record: 198096

In article <8394.1288.uupcb@nezuld.com> dirk.vandenheuvel@nezuld.com (Dirk Vandenheuvel) writes:
>get a new Eng version so a distant second maybe..). The best (whatever
>the registration was..) I spent on software (and I don't mind no manual
>-well not too much- <this is a hint Wolfgang, e-mail me a partial Eng
>manual PLEASE>..).

Hallo Dirk,

thanx for your nice words about CoNnect. And - as an extra bonus for you ;-)
The English manuals have been printed very recently and are shipped in the
next days.

Wolfgang

2229. Re: Page on Storm

Newsgroup: comp.sys.atari.st
Date: 1993-11-21 21:50:34 UTC
From: wwc@dxhrb1.cern.ch
Message-ID: <CGv3CB.EC8@dscomsa.desy.de>
Source record: 198097

In article <2cnm7v$fvr@golem.wcc.govt.nz> sheppard_r@jethro writes:
>
>What a load of Rubish, Connect is far to slow, no medium Res, support,
>no 80 columns with a standard text..
>
Come on. Using NVDI or Warp 9 Connects Screen output is twice as fast
as storms. Even without theese accellerators is still faster...

Wolfgang

2230. Tera desktop!!!!

Newsgroup: comp.sys.atari.st
Date: 1993-11-22 00:54:21 UTC
From: swhatley@blkbox.COM
Message-ID: <CGvBuq.14p@NeoSoft.com>
Source record: 198003

WOW!!!! What a great program! I have just few questions.

Thie instructions mentioned that TOS 1.0 and 1.2 systems needs a STARTGEM program to be able auto-boot the Tera. I can't find this STARTGEM at a.a.u.e,. Where can I find it and do I still follow the instruction for automatically booting Tera on startup?

I like white on black windows. Whenever I exit a program and return to Tera the colors are set back to black on white. I use XCONTROL's color setup module. How can I prevent this from happening?

Thank you, Wout Klaren, for such a fine program.

Later,
Steven Whatley
email: swhatley@blkbox.COM

2231. Page on Storm

Newsgroup: comp.sys.atari.st
Date: 1993-11-22 01:15:00 UTC
From: dirk.vandenheuvel@nezuld.com
Message-ID: <8442.1288.uupcb@nezuld.com>
Source record: 198024

```
WW>In article <8394.1288.uupcb@nezuld.com> dirk.vandenheuvel@nezuld.com
WW>(Dirk Vandenheuvel) writes: >get a new Eng version so a distant
WW>second maybe..). The best (whatever >the registration was..) I spent
WW>on software (and I don't mind no manual >-well not too much- <this
WW>is a hint Wolfgang, e-mail me a partial Eng >manual PLEASE>..).

WW>Hallo Dirk,

WW>thanx for your nice words about CoNnect. And - as an extra bonus for
WW>you ;-) The English manuals have been printed very recently and are
WW>shipped in the next days.

WW>Wolfgang

I knew those kind words would get some action ;> But seriously
Wolfgang I wouldn't have said it if I didn't mean it (I'm sure Ofir
feels the same way) I bought Flash (old and new versions) and have tried
almost every telecomm prog out there for the Atari and the best without
a doubt BOTH in features and ease of use is Connect. And now with the
manual on the way I can find out all the tidbits I've been to lazy to
figure out (you helped me a ton with that advice on how to set-up
multiple d/l protocols-thanks)...

--Dirk--

Anyone reading this on an Atari go get Connect and register it, you
won't be sorry.

And Wolfgang when's that QWK reader going to be ready?? :>

---
. CmpQwk #UNREG. UNREGISTERED EVALUATION COPY
```

2232. A couple of ???'s for Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-11-22 01:24:50 UTC
From: chan@pyramid.unr.edu
Message-ID: <1993Nov22.012450.18146@news.unr.edu>
Source record: 198098

Hello y'all.

I have a few questions about the Jaguar:

1. Is this initial and first group of Atari Jaguars free of problems
and bugs and whatnot?

2. If [no] to the above ?, then should one wait for a second or
third version of the ATari Jaguar?

(Remember the slight differences between the old and newer
ST's? The Lynx/Lynx II? etc...)

3. What is the order line # for the Jaguar (Atari's Sunnyvale #)

4. What is the # for their customer support/general questions line?

5. And is there a FAX # for questions?

Thanks!!

Kaho...

2233. A couple of ???'s for Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-11-22 01:35:53 UTC
From: chan@pyramid.unr.edu
Message-ID: <1993Nov22.013553.18358@news.unr.edu>
Source record: 198002

Hello y'all.

I have a few questions about the Jaguar:

1. Is this initial and first group of Atari Jaguars free of problems
and bugs and whatnot?

2. If [no] to the above ?, then should one wait for a second or
third version of the ATari Jaguar?

(Remember the slight differences between the old and newer
ST's? The Lynx/Lynx II? etc...)

4. What is the # for their customer support/general questions line?

5. And is there a FAX # for questions?

Thanks!!

Kaho...

2234. Re: Falcon040

Newsgroup: comp.sys.atari.st
Date: 1993-11-22 02:00:41 UTC
From: warwick@cs.uq.oz.au
Message-ID: <16453@uqcspe.cs.uq.oz.au>
Source record: 198099

ogal@cix.compulink.co.uk (Ofir Gal) writes:

>saj@chinet.chinet.com (Stephen Jacobs) writes:

>>And of course my usual whine, in case anyone at Atari is reading this: the
>>biggest improvement that could be made to PageStream would be a faster VDI.

>Pagestream is slow because it is slow. NVDI is very fast but the
>improvement in Pagestream is minimal, I don't think the VDI has anything
>to do with it.

100% agreed. Pagestream is slow because it doesn't optimize redraws.
No caching. No raster-copy scrolling even!

Even on a TT it is excruciating.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library
/ * <- Computer Science Department, |||||| GEM++ = C++ GEM library
_.-._/ University of Queensland, _// || _ Both are Free Software
_____ v ___ Brisbane, Australia. ______ |_/ || _| ________________________

2235. Re: help with my 14.4k baud modem

Newsgroup: comp.sys.atari.st
Date: 1993-11-22 02:03:29 UTC
From: oddjob@oz.plymouth.edu
Message-ID: <1993Nov22.020329.14356@oz.plymouth.edu>
Source record: 198001

Since I put ConNect 2.20 on my MegaSTe I've been able to connect at a
'claimed' 57.6K baud to the modem pool at work..... (claimed becaue
the telebits at work connect to our terminal serviers at 38.4K baud so
that extra 19.2K baud is going to waste....

It came with TWO fixes for the RTS/CTS problem so, due to a lack of
documentation as to their purpose I put BOTH in my AUTO folder....

Seems to be working.... I no longer have any problems with the higher
speed (I am using the modem 2 port with the cable that came with my
modem (A Supra Faxmodem v32bis.))

The ONLY strange things I experience have to do with vt220 emulation
when connected to a VAx running VMS 5.5-2. I have to do a

$set term/inq

AFTER logging in..... even though my login.com already does that....
if I don't most programs don't recognize the application keypad ......

Also, when in an editor onthe VAX the screen isn't handled correctly
(but is on an Ultrix machine...)

Oh yeah..... the ONLY thing I did to set up my modem was an

AT&F2

-Andy-
--
E-mail un*x :oddjob@oz.plymouth.edu	Any "end-user" software that provides
*penVMS :astoffel@psc.plymouth.edu	NO avenue for user modification or
ALL-IN-1:astoffel@a1.plymouth.edu	programmability is NOT user friendly.

2236. Re: Anyone cracked Cubase 3.01 yet?

Newsgroup: comp.sys.atari.st
Date: 1993-11-22 02:08:57 UTC
From: warwick@cs.uq.oz.au
Message-ID: <16454@uqcspe.cs.uq.oz.au>
Source record: 198100

asmith@zero.cypher.com (Andrew Smith) writes:

>In article <16415@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:

>>MANY of the readers of this newsgroup are computing professionals.
>>Software piracy harms computing professionals.

>While I'm sure his intentions were otherwise, might I point out that he
>simply asked if anyone had cracked the program, not if he could have a copy,
>not if anyone would tell him where to get it, just if it had been cracked.
>It's not illegal to ask a question, so don't jump on him for it.

If you want to get into puerile semantics, I could say that I jumped on
software piracy, not on "Roger".

It's this style of rationalization that keeps people from facing the
truth that software piracy is _wrong_, and _harmful_.

Long Live Free Software. Free software in the way proposed by the FSF
though, not by thieves.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library
/ * <- Computer Science Department, |||||| GEM++ = C++ GEM library
_.-._/ University of Queensland, _// || _ Both are Free Software
_____ v ___ Brisbane, Australia. ______ |_/ || _| ________________________

2237. Dungeon Master 2 will be coming out for...

Newsgroup: comp.sys.atari.st
Date: 1993-11-22 03:44:01 UTC
From: mr2@irz.inf.tu-dresden.de
Message-ID: <2cpci1$1ei@irz403.inf.tu-dresden.de>
Source record: 198004

Dungeon Master 2:Skulls of Stonekeep will be coming out for IBM first,when
Amiga and MAC soon,no Atari-version yet.Maybe we should beg Interplay to
make one.Their e-mail is:
76702.1342@compuserve.com
or interpla@orion.oac.uci.edu

Matthias


```
.------------------+-------------------------------------------.
| Matthias Rauhut \ |
| \ TCP/IP-Mail: mr2@irz.inf.tu-dresden.de |
| / IRC:st-guru |
| / |
+------------------+-------------------------------------------+
| My profession? .GIF-hunter as a full-time-job,what else? |
| Only a dead GIF is a good GIF! - God bless True Color! |
`-----------------------------------------------------------'
```

2238. Re: Anyone cracked Cubase 3.01 yet?

Newsgroup: comp.sys.atari.st
Date: 1993-11-22 04:05:03 UTC
From: wells_s@jethro
Message-ID: <2cpdpf$ldb@golem.wcc.govt.nz>
Source record: 198005

Just a question Warwick, can you honestly say that 100% of your software
is either originals, or PD/SW?

I'd be surprised if anyone didn't have *any* pirate software!
(Some people I know who are very anti-pirate still have a couple of titles,
illegal ones....)

I'm not condoning it, nor am I accusing, it's just that I've never
met *anyone* that didn't have *some* pirated software!

/--\
| If there's a 50/50 chance of something going wrong, you can O O |
| be 100% sure that it will! o |
| WELLS_S@KOSMOS.WCC.GOVT.NZ Wellington, New Zealand _/ |
\-------------Master of Cheats/Hints/Tips - The Mercenary-------------/

2239. Re: Tera desktop!!!!

Newsgroup: comp.sys.atari.st
Date: 1993-11-22 04:06:47 UTC
From: wells_s@jethro
Message-ID: <2cpdsn$ldb@golem.wcc.govt.nz>
Source record: 198006

Agreed, Tera-Desk is one amazing bit of software, I'm surprised W. Klaren isn't asking for SW fees w
everywhere! (e.g. in annoying windows that pop up 8-)

/--\
| If there's a 50/50 chance of something going wrong, you can O O |
| be 100% sure that it will! o |
| WELLS_S@KOSMOS.WCC.GOVT.NZ Wellington, New Zealand _/ |
\-------------Master of Cheats/Hints/Tips - The Mercenary-------------/

2240. Re: Page on Storm

Newsgroup: comp.sys.atari.st
Date: 1993-11-22 04:23:33 UTC
From: wells_s@jethro
Message-ID: <2cpes5$lg9@golem.wcc.govt.nz>
Source record: 198007

Why are comparisons always done with Screen-Accelerators? Not everyone
has the things!

Without accelerators, Connect and Storm have virtually identical
terminal output. (On this 8Mhz machine anyway, I'm not sure about
a Mega-STE etc.).

As for Roger whinging about Connect, DON'T USE IT IF YOU DON'T LIKE IT!

Why is it everytime a new comms program turns up, everyone and his dog
goes into 'this comms is better than that comms' mode!? Just try it
all and use the one that suits your needs best!

For those that aren't in the know by the way (slightly off subject).

Aaron Hopkins (The author of FreeZe Dried Terminal), is back, and apparently
just about finished work on FZDSTerm v2.30. Which is basically 2.20
but more or less fully Falcon compatible, with the bugs fixed. (And I
presume a couple more features, hopefully he's used the VT-100 code I
gave him!)
A 3rd party has taken over key distribution (Their name escapes me, but
they are a commercial outfit). So work on that is progressing.
Version 3's release date is still unknown, but due to the rather major
rewrite that is apparently going to occur, it could be a while, it may
end up being another GEM-Terminal program..... (Multi-TOS has not
done us ST/STE users any favours - obsoletion has just about set in 8-(

Just for the record, I'm using neither connect (No hard-drive and only
a 2400 modem on an ST), Storm (doesn't like my modem), FZDSTerm (Takes
too long to load, I want SPEED!), or Flash (Works okay, but I can't
be bothered with requiring external programs to transfer files etc., at
least, not in the way required!).

I'm not saying what, so there! 8-)

```
O O
o
\_/
U

/-------------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, you can O O |
| be 100% sure that it will! o |
| WELLS_S@KOSMOS.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\-------------Master of Cheats/Hints/Tips - The Mercenary------------/
```

2241. Re: AEO anywhere?

Newsgroup: comp.sys.atari.st
Date: 1993-11-22 06:24:06 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.eg._BvHMMsmWQo@yonder.equinox.gen.nz>
Source record: 198009

In <931120.80910.ABARBIERO@delphi.com>, ABARBIERO@delphi.com writes:
>Hi, I am the Delphi rep for AEO, and we are still alive! The surest way
>to get it is via Delphi or GEnie. I am using Delphi to answer your
>message, and until I learn more I cannot send it to you.

The software on GEnie sucks big time. I tried to find the magazine
there one time with no success. I just get it from the internet
mailing list. Much easier, I have to do nothing but wait for it
to arrive. Might have to get that alt group going again with it.

Oh, and don't ask me how to get onto the mailing list, I don't know.
I did it a few years ago, and I don't even know where it comes from
at the moment, I extract it from mail without the header.

Craig.

--
:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::
:: (CraigS on IRC, usually found on channel #talk) ::

2242. Re: Page on Storm

Newsgroup: comp.sys.atari.st
Date: 1993-11-22 09:22:44 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.eg.tEdDeNIkjzc@yonder.equinox.gen.nz>
Source record: 198017

In <2cpes5$lg9@golem.wcc.govt.nz>, Steve Wells writes:
>I'm not saying what, so there! 8-)

It must be Uniterm, you need VT200 where you're calling! :-)

That's what I always use. I guess I should have a proper look at
Connect one day, but Uniterm is so quick and easy to use once you
get to know it.

Craig.
--
:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::
:: (CraigS on IRC, usually found on channel #talk) ::

2243. Re: MiNT Mailing list?

Newsgroup: comp.sys.atari.st
Date: 1993-11-22 09:37:17 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <2cq18d$krs@cismsun.univ-lyon1.fr>
Source record: 198012

Please, me too ...

Lotsa thanks in advance

Patrice LACOUTURE,
lacoutur@aedi.insa-lyon.fr

2244. Re: help with my 14.4k baud modem

Newsgroup: comp.sys.atari.st
Date: 1993-11-22 09:42:31 UTC
From: wwc@dxhrb1.cern.ch
Message-ID: <CGw0Aw.MFu@dscomsa.desy.de>
Source record: 198013

In article <1993Nov22.020329.14356@oz.plymouth.edu> oddjob@oz.plymouth.edu (Andrew C. Stoffel) writes:
>Since I put ConNect 2.20 on my MegaSTe I've been able to connect at a
[...]
>The ONLY strange things I experience have to do with vt220 emulation
>when connected to a VAx running VMS 5.5-2. I have to do a
>
>$set term/inq

This and the other mentioned vt220 bug is solved in the next version.
(has to be translated to english and will be released as CoNnect 2.40
in the next weeks)

Wolfgang

2245. Re: Falcon Audio and Video

Newsgroup: comp.sys.atari.st
Date: 1993-11-22 10:09:56 UTC
From: andrew@minster.york.ac.uk
Message-ID: <753962996.1028@minster.york.ac.uk>
Source record: 197831

The external sync is one of the pins of the video connector on the back of Falcon.

-Andrew

2246. Re: Using Viper tape streamer

Newsgroup: comp.sys.atari.st
Date: 1993-11-22 10:13:29 UTC
From: djs@jet.uk
Message-ID: <1993Nov22.101329.23861@jet.uk>
Source record: 198016

In <CGq300.EDI@watserv1.uwaterloo.ca> fdomingu@zeus (Francisco Dominguez) writes:

>I've tried to get my Viper 150 (ver. 21247) to work with Gemar with no luck
>(not that fluent in German), tapebios and GTAR(1.10) with no luck ... get the
>idea?
>Anyways if anyone has had experience with using tape backups with the Atari,
>I'd appreciate some feedback. GTAR itself is vague to me but I cannot get it
>to create archives on the streamer and I am under the assumption that gtar
>unless specified with -f will attempt to write to a streamer device.
GNU tar needs a filename of =TAPE in order to go via TapeBIOS to the
streamer, eg
gtar cvf =TAPE files...

Or, you can put the default device in an environment variable (can't remember
the name, and I don't have the docs to hand), so you then type
gtar cv files...

I have a Viper streamer, and it works well with TapeBIOS / gtar, under
both TOS and MiNT.
--
- Yeo 1 Fulham 0. Ha!
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

2247. Re: Using Viper tape streamer

Newsgroup: comp.sys.atari.st
Date: 1993-11-22 10:31:00 UTC
From: Steffen_Engel@pe2.maus.de
Message-ID: <A2852@PE2.maus.de>
Source record: 197944

FD>with Gemar with no luck (not that fluent in German)
GEMAR has got the english redmes and rsc since Version 2.0.

I don't know, if it is available on ftp-Server yet.

GEMAR works fine with a viper 5150.

Some words for GEMAR 2.0:

-2.0 does not work on Falcons, look for 2.01
-2.01 has a little bug in writing the TAR-Headers: the calculation of the
checksum is wrong, so the archives can't be restored with TAR
In the next version (comming soon), it will be fixed.

Bye, Steffen

2248. Re: Jove files needed

Newsgroup: comp.sys.atari.st
Date: 1993-11-22 11:04:41 UTC
From: streibel@galaxy.fernuni-hagen.de
Message-ID: <2cq6c9$ffe@fuhainf.fernuni-hagen.de>
Source record: 198014

John Collis (john@albemuth.equinox.gen.nz) wrote:
: Recently I grabbed a binary of JOVE the emacs like editor. The archive
: only contains the executable binary. I really need some sort of
: documentation and possibly example start up file to go with it. Can
: anyone point me to anything appropriate.

Grab the (unix) sources for Jove. If you will have unpacked the archive, you will find in a subdirectory doc all the docs. Presumably they will also apply - more or less - to your port of jove.

"cmds.doc" contains the online help. "system.rc" contains the system wide initialization file. And finally "teach-jove" is a tutorial on jove.

All these files should be copied to the directory "/usr/local/lib/jove". The exact name for this directory may be different for you - it is hardcoded inside jove. "system.rc" must be renamed to "jove.rc".

For using the tutorial, try "jove teach-jove".

:
: Also what is everyones favourite Emacs clone?? (GNU Emacs is just a
: little too big to run for my system. :-((( )

JOVE!!!
It runs on many platforms and is more powerful than micro emacs.

Currently, I am doing my own port of Jove because I found some minor bugs in an already existing port. In this port, the directory named above is no longer hardcoded. Thus you can redefine it by setting some environment variables. I am nearly thru with the port - I am already using it all the time. However there are still about 2 or 3 very minor bugs that I would like to fix before I put it on an ftp archive.

Presumably, the port will be ready in about 2 weaks. I'll put it on "ftp.uni-muenster.de". Oh, I forgot to mention that it will probably ONLY run under MiNT!

Hans
--

e-mail: hans.streibel@fernuni-hagen.de

2249. Re: ATARI _DROPS_ THIER COMPUTER LINES!

Newsgroup: comp.sys.atari.st
Date: 1993-11-22 11:12:25 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CGw4Gp.GHJ@barclays.co.uk>
Source record: 198019
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
In article <H.eg.wKL6IAk2iz6@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
|> In <1993Nov10.155542.23133@dmu.ac.uk>, SG Yardley writes:
|> > The 15,000 figure is just for the UK, which I expect is more sales than the
|> > Newt. At about 500 quid each I know which choice I'll be making!
|>
|> That seems pretty unlikely. What's the population of the UK? If there
|> were 15k there alone, there'd probably be at last 100k in the US.
??? I thought the US was an Atari dead end. The UK ST sales were in excess
of 1m (can't remember exact amount) and I'm sure there were nowhere near
that amount sold in the US.
--
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-----------------------------------------------------------+
```

2250. Re: C compilers on the Falcon?

Newsgroup: comp.sys.atari.st
Date: 1993-11-22 11:20:00 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CGw4tD.GKr@barclays.co.uk>
Source record: 198020

```
In article <1993Nov17.102729.24266@jet.uk>, djs@jet.uk (David Stevenson) writes:
|> In <CGKxu1.GuD@barclays.co.uk> PostMaster@barclays.co.uk writes:
|>
|> >Get Lattice C - about 85UKP. New version very soon with full falcon libraries.
|> ^^^^^^^^^
5.6 is out now. It was on sale at a show this wekend.

--
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-----------------------------------------------------------+
```

2251. SCSI 2 hard disks ...

Newsgroup: comp.sys.atari.st
Date: 1993-11-22 11:22:28 UTC
From: c2sgy@dmu.ac.uk
Message-ID: <1993Nov22.112228.3395@dmu.ac.uk>
Source record: 198018

The Falcon030 has a SCSI2 port as standard. So why are all the hard disks 'only'
with SCSI 1 connectors. Most SCSI 1 transfer upto 1-2 meg per second but I had heard that
SCSI 2 gives about 10 meg per second !

Surely some people want/need the extra transfer speed ??? Don't they ???

--
Simon
c2sgy@dmu.ac.uk

2252. Re: What is best editor to use to edit GNU source files?

Newsgroup: comp.sys.atari.st
Date: 1993-11-22 11:23:40 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CGw4zG.Go2@barclays.co.uk>
Source record: 198022

```
In article <2cdln3$ao7@access.digex.net>, winters@access.digex.net (Michael Winters)
writes:
|> Just obtained GNU Chess from net. Works fine, but would like to
|> modify C source to have a GUI front-end. Which brings up the
|> question - Do you need to reformat or use a special editor or
|> text processor to look at or modify GNU ascii files? I noticed that
|> Doc or C files etc.. lines look out of "alignment". A long time
|> ago I remember hearing that you had to use Tex or some program to
|> reformat GNU files? Thanks for any advice
|>
|> ---- Mike
Save yourself some time - it's already been done. A full color graphic ST port
has already been done. It was on a UK mag cover disk recently. Done by the same
chap that did the graphic GEM nethack (warwick??)

--
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-----------------------------------------------------------+
```

2253. System Solutions MiniS Hard disk ...

Newsgroup: comp.sys.atari.st
Date: 1993-11-22 11:25:50 UTC
From: c2sgy@dmu.ac.uk
Message-ID: <1993Nov22.112550.3603@dmu.ac.uk>
Source record: 198027

Apparently in the UK, System Solutions have released a very low priced
external SCSI (1 :-( ) hard disk. Does anyone have more info about it
such as seek rate and transfer rates ???

Emails would be appreciated, thanks.

--
Simon
c2sgy@dmu.ac.uk

2254. Re: FALCON GAMES

Newsgroup: comp.sys.atari.st
Date: 1993-11-22 11:29:03 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CGw58F.Gp4@barclays.co.uk>
Source record: 198021

In article <1993Nov18.121809.15236@cee.hw.ac.uk>, kgrubb@cee.hw.ac.uk (Kevin J Grubb) writes:
|> It has been quite a while since I asked for you all to send me a list of games
|> you have found that work with the Falcon using Backward. The response has been
|> pathetic to say the least! So much for being ~15000 UK Falcon users! Anyway
I imagine most people who buy Falcons don't buy them to play games, more to do some real work. I tried a couple when I got mine (Dungeon Master, a couple of flight sims) just to see and that was it. I've now bought Transartica & Ishar 2 (falcon versions - 256 color multichannel sample sound - great stuff!!).

--
+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

2255. Re: Falcon virtual memory

Newsgroup: comp.sys.atari.st
Date: 1993-11-22 11:50:26 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CGw683.GyE@barclays.co.uk>
Source record: 198023

In article <1993Nov18.162003.29357@dmu.ac.uk>, c2sgy@dmu.ac.uk (SG Yardley) writes:
|> I'm planning on buying a Falcon soon plus a hard disk.
|>
|> If I get the 1 meg version can I use a program that uses the hard
|> disk as virtual memory, letting me use programs that require 4 megs etc.
Probably not. The only virtual RAM prog I have seen is outside. That uses a chunk
of real ram to do the paging in and out. Plus not all programs recognise the
extra memory. Much better to get 4Mb AND a virtual RAM driver - if you can afford
it.

```
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-----------------------------------------------------------+
```

2256. Re: VME graphics cards

Newsgroup: comp.sys.atari.st
Date: 1993-11-22 12:18:40 UTC
From: kc_koepf@ifwsn6
Message-ID: <1993Nov22.121840.19111@newsserver.rrzn.uni-hannover.de>
Source record: 197976

Jeff A May II (jeffmay@magnus.acs.ohio-state.edu) wrote:
: Hi. A friend of mine was considering getting a graphics card for
: his Mega STE, and was wondering what was available. He's not
: looking for anything major, just something that gives at least
: 640 x 480 in 16 or 256 colors. If anyone has any knowledge/experiences
: they would like to share, we would appreciate it. Thanks.
: --Jeff

Try the NOVA Card (available e.g. at Lexicor). I'm using it since May with my MSTE and a 15" AcerView Multiscan. It's fast enough (but there is a new version, the VMEplus with ET4000/W32, which is faster) and not so expensive. In Lexicors directory at world.std.com you can find Infos and GemBenchmarks. I'm using a 32k colors card, but now there are only 16M color cards for the price of the old 32k cards (in Germany).

Bye, Andreas.

2257. Re: MiNT Mailing list?

Newsgroup: comp.sys.atari.st
Date: 1993-11-22 12:28:57 UTC
From: hessdorf@ph-cip.uni-koeln.de
Message-ID: <HESSDORF.93Nov22122857@sun.ph-cip.uni-koeln.de>
Source record: 198015

```
For MiNT mailing list, mail to:
mint-request@atari.archive.archive.umich.edu, saying 'subscribe' for subscription, or
'unsubscribe' for...
...you guessed it!

Actual articles are sent to 'mint@atari.archive.umich.edu'.

Jeff Weiner moderates this List.
(Correct me if I'm wrong, Jeff!)

Greetings, Joe

/* DLR - Deutsche Luft- und Raumfahrtgesellschaft
/* MUSC - Microgravity user support center
/* Joerg.Hessdoerfer@krsm02.rs.kp.dlr.de || Hessdorf@sun.ph-cip.uni-koeln.de
```

2258. Re: Where's the Jaguar?

Newsgroup: comp.sys.atari.st
Date: 1993-11-22 12:50:13 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.93Nov22135013@arthur.crpht.lu>
Source record: 198035

> So, there I was, minding my own business looking through the L.A. Times,
> when I went past an ad for the Good Guys (an electronics chain in the L.A.
> area) and something caught my eye. They are advertising the Jaguar for $250
> although I think that is the regular price, not a sale. The ad doesn't say
Same for a french magazine. It's advertized for 1790FF if I remember correctly.
Remember, this is in FRANCE, not in NY or SF !!!
Seems like they want to do direct imports...

Georges.
PS: still 4 days to wait ...
--
Georges Kesseler
Office: kesseler@crpht.lu
Private: kesseler@restena.lu
IRC: Gunstick

2259. Re: Where's the Jaguar?

Newsgroup: comp.sys.atari.st
Date: 1993-11-22 13:12:50 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1561@usdtsg.DaytonOH.NCR.COM>
Source record: 198026

In article <2chtne$dgk@galaxy.ucr.edu> phruby@ucrengr.ucr.edu (paul hruby) writes:
>STIRRE31@MAINE.MAINE.EDU wrote:
>: It was my understanding that Jaguars were SHIPPING on the
>: 15th, not available. I thought that the day after Thanksgiving
>: (largest shopping day) was Atari's target date for having the
>: Jags in stores.
>: -scott tirrell
>
>Yes, this is true. The Jag starts selling the day AFTER Thanksgiving. It
>is a net-misunderstanding that has rec.games.video.misc all upset about this
>thing.

Just for the curious, I managed to catch the end of a Jaguar
TV COMMERCIAL this weekend. I didn't see much of it, but I noticed
they pointed out the 64bits, and at the end it looked like some
kids were heading into a "video room" (dunno what to call it).

It was shown during an episode of the TV show "Highlander."

"Yes Virginia, Atari does advertise on TV again..." :-)

Rob

"when marriage is outlawed, only outlaws will have inlaws..."

2260. Re: FALCON GAMES

Newsgroup: comp.sys.atari.st
Date: 1993-11-22 13:26:01 UTC
From: chris-m@pz-oekosys.uni-kiel.d400.de
Message-ID: <chris-m.9.0@pz-oekosys.uni-kiel.d400.de>
Source record: 198025

In article <2ced4486@troed.ct.se> rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
>DA> If you join the Falcon Owners Group (FOG) they produce a magazine and it
>DA> had a list (100's) of games that work with the Falcon and what settings
>DA> on Backward they required. I can't remember the address of FOG but I can
>DA> find out if you want.
>
>Swedish Falcon owners will be able to call the FOG Support BBS Sweden sometime
>this month, more info will follow!
>
>The Falcon movement is here .. :-)
Who could send me information about this? Does anything like this exist in Germany? What do they do and how could I get information?

Greetings,
Christian

***
Christian Mittendorf chris-m@pz-oekosys.uni-kiel.d400.de
Manrade 41 christian_mittendorf@ki.maus.de
D-24106 Kiel 1 Phone: 0431/338838

2261. Re: Page on Storm

Newsgroup: comp.sys.atari.st
Date: 1993-11-22 13:34:47 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1562@usdtsg.DaytonOH.NCR.COM>
Source record: 198029

In article <2cnm7v$fvr@golem.wcc.govt.nz> sheppard_r@jethro writes:
>
>What a load of Rubish, Connect is far to slow, no medium Res, support,
>no 80 columns with a standard text..

-Warp9/QuickST/TurboST (no longer slow)...
-it DOES run under Medium res (and low res and hi res and any other
res you throw at it - even got it running under a MonSTEred ST LOW
in 640x400x16)...
-it doesn't DISPLAY 80 columns with standard text size (try dropping
the system font down to 9 or 8 - it's still very readable and fits
well in medium res; of course, I wouldn't recommend this if
you're using a TV rather than a monitor)...

>Note: most people here use ST/STE's with colour monitors, Connect is useless
>with this type of System....

Useless? Maybe a little visually cumbersome (i.e. your complaint of
not everything being visible in medium res), but it is still fully
functional in those res's. You can even have CoNnect act as
a remote host for you (yep, even in medium res)...

>Give me STORM or Flash any day....

You're wish is my command ;-)

Rob

...Roger, didn't we have this same series of messages a couple
months back? maybe we should just report those messages :-)
If you notice, I'm not trashing your chosen terminals, I'm
only pointing out some of your points so they don't communicate
the wrong things. In any case, CoNnect's shareware (as is STorm) so
you can try it out, and decide from that point whether it's worth
keeping or not...

(and yes, I have Flash 1.6 in my collection - an actual disk of it,
but I personally haven't needed it - mileage may vary)...

2262. Re: Page on Storm

Newsgroup: comp.sys.atari.st
Date: 1993-11-22 13:37:22 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1563@usdtsg.DaytonOH.NCR.COM>
Source record: 198030

Oops, just a quick "correction" on my last message. I meant to say
let's REPOST those old messages if we're getting into the CoNnect
thread again, not REPORT. I dunno even what "report messages" means :-O

Just a case of my fingers typing faster than my brain was thinking
(a common internet malady ;-)

Rob

2263. Re: help with my 14.4k baud modem

Newsgroup: comp.sys.atari.st
Date: 1993-11-22 13:43:21 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1564@usdtsg.DaytonOH.NCR.COM>
Source record: 198031

In article <CGw0Aw.MFu@dscomsa.desy.de> wwc@dxhrb1.desy.de (Wolfgang Wander) writes:
>>$set term/inq
>
>This and the other mentioned vt220 bug is solved in the next version.
>(has to be translated to english and will be released as CoNnect 2.40
>in the next weeks)

Just curious, Wolfgang, how's the FAX part of CoNnect coming along?
I have a new 14.4k faxmodem (for $99U.S. I couldn't pass it up)
and I have this urge to fax an order into McDonald's :-)

Rob

...(as he moves into a related thread) - any faxmodem user's out there?
any experiences with Straight Fax or any other program you'd like
to share with a fledgling fax-dude?...

2264. Re: MiNT Mailing list?

Newsgroup: comp.sys.atari.st
Date: 1993-11-22 13:47:55 UTC
From: brutond@p4.cs.man.ac.uk
Message-ID: <brutond.753976075@p4.cs.man.ac.uk>
Source record: 198033

u1418@sparc24.cs.uiuc.edu (adam dean aulick) writes:

>In <CGquzv.54r@westminster.ac.uk> vctec@westminster.ac.uk (Denesh Bhabuta) writes:

>>In article <EgutmSu00WB_ExnsEY@andrew.cmu.edu> Geoffrey Spear <gspear+@CMU.EDU> writes:
>>>Hi... a few days ago someone here or in c.s.a.s.tech mentioned a MiNT
>>>mailing list. Could someone please email me the subscription address
>>>for the list?

>>Me too ;-)

>Me too.

Me too! Cheers.
--
Dave Bruton. "It is impossible to enjoy idling thoroughly
brutond@cs.man.ac.uk unless one has plenty of work to do."
16 Birchfields Avenue, Longsight - J K Jerome
Manchester M13 0XG (ENGLAND) Tel: 061 248 6687

2265. Re: Anyone cracked Cubase 3.01 yet?

Newsgroup: comp.sys.atari.st
Date: 1993-11-22 14:08:16 UTC
From: akinobu@ue.ipc.hiroshima-u.ac.jp
Message-ID: <1993Nov22.140816.21743@ue.ipc.hiroshima-u.ac.jp>
Source record: 198032

This is a 'reply' to the guy who claimed that 'everyone has soem pirated software'

I DON'T. NOT EVEN ONE.

Does that mean that I never had, or that I never will? Hardly. In fact, although I have thousands of dollars worth of software I only bought ONE program before trying a 'pirated' version. I am now in Japan, so I don't have any more 'connections', but when I return to the 'real world'(TM) I will continue to try before I buy. Is it ethical? I don't know, and really don't care. The fact remains that EVERY PROGRAM that I _USE_ I paid for.

--
Try replying directly. If you don't hear from me after a couple days try:
~~~~
Junet/Bitnet: casca@aegis.or.jp | Disclaimer: I work for myself, thus
Internet:73040.2210@compuserve.com | I stand behind my words! SO THERE!
~~~~
Just remember that the people who enjoy themselves most at big baseball
matches are the cheerleaders, and they mostly face away from the game!
~~~~
~~~~

2266. MULTI WINDOWS/MODEM Questions.

Newsgroup: comp.sys.atari.st
Date: 1993-11-22 14:21:59 UTC
From: hallvart@ifi.uio.no
Message-ID: <2cqhu7$bpr@holmenkollen.ifi.uio.no>
Source record: 198028

I'm thinking about getting hold of a modem soon for my Atari STE.
I have already downloaded the "connect" software, and tried it (without a modem unfortunately), but it seems very professional and I hear several people on the net giving it a "thumbs up".

Right now I'm using the computer terminals at the university, using UNIX and X-windows i believe it's called.
It is possible to connect via modem to the university, and I was wondering if I could use my STE in the same way as the terminal at school (although a little slower I suppose)?

I would definately like to have several windows, so I can for example "talk" with someone and if I get email, I can get into EMACS and read the mail without dis-connecting the person I'm "talk"ing to. Would this be possible at all, or can I only do "mail" OR "talk", and have to leave one to get to the other.
I would also like to read "News" and sometimes download files directly to my STE at home, but this isn't a problem really, as we have MS-DOS compatible disk drives at school, so I can just bring a disk with me when I'm there (so I save the phone cost downloading).

If all this is possible, what kind of software should I use, and any reccomendations for modems? Anybody using such a system as I'm describing? Any help would be greatly appreciated!
By the way, is there a user manual for "connect"? I don't seem to remember any "readme" type
user manual with it. By registering, will I get a printed ENGLISH user manual?
Thanks.

Hallvard Tangeraas, Oslo, Norway
hallvart@ifi.uio.no

2267. Re: Where's the Jaguar?

Newsgroup: comp.sys.atari.st
Date: 1993-11-22 14:49:39 UTC
From: tpp@cbnews.cb.att.com
Message-ID: <CGwEJ1.6ns@cbnews.cb.att.com>
Source record: 198044

In article <1561@usdtsg.DaytonOH.NCR.COM> anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:
>In article <2chtne$dgk@galaxy.ucr.edu> phruby@ucrengr.ucr.edu (paul hruby) writes:
>>STIRRE31@MAINE.MAINE.EDU wrote:
>>: It was my understanding that Jaguars were SHIPPING on the
>>: 15th, not available. I thought that the day after Thanksgiving
>>: (largest shopping day) was Atari's target date for having the
>>: Jags in stores.
>>: -scott tirrell
>>
>>Yes, this is true. The Jag starts selling the day AFTER Thanksgiving. It
>>is a net-misunderstanding that has rec.games.video.misc all upset about this
>>thing.
>
>
> Just for the curious, I managed to catch the end of a Jaguar
>TV COMMERCIAL this weekend. I didn't see much of it, but I noticed
>they pointed out the 64bits, and at the end it looked like some
>kids were heading into a "video room" (dunno what to call it).
>
> It was shown during an episode of the TV show "Highlander."

The kids were going up the "video games elevator." They stopped briefly at
the 16th floor, saw Sega and Nintendo, and expressed their displeasure. They
then continued up to the 64th floor and went nuts.

>
> "Yes Virginia, Atari does advertise on TV again..." :-)

Ain't it great?

> Rob

Tom

--
+---+
|Tom Pschar | "Let me 'splain. No, there is no time. Let me sum up." |
|Goodbye Benny. Thanks for making me laugh.| Atari Jaguar: Soon...very soon.|
+---+

2268. Help getting Demos to work!

Newsgroup: comp.sys.atari.st
Date: 1993-11-22 14:58:16 UTC
From: palm_erd@csusys.ctstateu.edu
Message-ID: <1993Nov22.095816.1@csusys.ctstateu.edu>
Source record: 198034

I have been having trouble trying to get several Demos I've downloaded off
a.a.u.e. to work. These demos, going by the name of:
ancool1.msa
ancool2.msa
buggin1.msa
buggin2.msa
choiceg1.lzh
choiceg2.lzh
I have a U.S. model Mega 2 ST with 2 megs, color monitor, and internal
Quantum 85 meg hard drive. I have been using MSA for years now, and until I
found this Demos directory on atari.archive, I have had no problems.
Do I have to run some sort of 50 hertz booter. If so, where do I get it from?
Please if you know, mail me.
Thanks
Eric

2269. Re: Falcon virtual memory

Newsgroup: comp.sys.atari.st
Date: 1993-11-22 15:00:32 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.753980432@acp5>
Source record: 198036

Iain.Laskey@barclays.co.uk writes:

>of real ram to do the paging in and out. Plus not all programs recognise the
>extra memory. Much better to get 4Mb AND a virtual RAM driver - if you can afford

Wrong. All programs that recognize TT compatible RAM recognize virtual
memory.

```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

2270. For sale: Magnavox color monitor/tv for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1993-11-22 15:34:13 UTC
From: guest@vivaldi.acc.Virginia.EDU
Message-ID: <CGwGL2.B7J@murdoch.acc.Virginia.EDU>
Source record: 198039
Cross-posted to: uva.want-ads,comp.sys.atari.st

(please respond via email, NOT by (r)espond, to
tipi@vivaldi.acc.virginia.edu)

Magnavox 8cm-515 color monitor w/ custom cable for Atari ST.

640x240, analog & ttl-rgb, & composite-video & green-screen.

Better than Atari; 13" (vs. 12), better made, useable with

IBM-comp's, Amiga, and composite-video machines (Atari 8-bit,

C=64, VCR, laserdisc player) as well.

* Includes $40 custom 8' cable for Atari ST; separate sound

jack for running sound thru stereo.

* FANTASTIC picture when used w/vcr or ld as hi-res tv; better

than any tv-set! Ideal for one needing both monitor and tv

in a small space. Can even have BOTH on and switch between!

Excellent condition.

$250 or best offer. Call (804)295-9995 or

respond to tipi@vivaldi.acc.virginia.edu

2271. Re: MULTI WINDOWS/MODEM Questions.

Newsgroup: comp.sys.atari.st
Date: 1993-11-22 15:36:29 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Nov22.153629.4918@bradford.ac.uk>
Source record: 198041

Hallvard Tangeres (hallvart@ifi.uio.no) wrote:

: Right now I'm using the computer terminals at the university, using UNIX and
: X-windows i believe it's called.
: It is possible to connect via modem to the university, and I was wondering if
: I could use my STE in the same way as the terminal at school (although a
: little slower I suppose)?

An X-windows type connection would not be possible over a modem link.
You are given a simple VT100 terminal, from whatever software you choose
(I personally like Uniterm 2.0e. Everyone else seems to like CoNnect)

: I would definately like to have several windows, so I can for example
: "talk" with someone and if I get email, I can get into EMACS and read the
: mail without dis-connecting the person I'm "talk"ing to. Would this be
: possible at all, or can I only do "mail" OR "talk", and have to leave
: one to get to the other.

Not by modem I'm afraid. However there is one trick I can tell you about.
When you are in talk, and a mail message comes through, just press
CONTROL-Z, and the talk program will be put on hold. When you have
finished reading your mail (or whatever) you just type 'fg' at the prompt,
to continue with your talk.
There is also the UNIX program 'screen' which simulates two virtual vt100
terminals, which you flip between with a hotkey. I don't know how to use
this though.

: I would also like to read "News" and sometimes download files directly
: to my STE at home, but this isn't a problem really, as we have MS-DOS
: compatible disk drives at school, so I can just bring a disk with me when
: I'm there (so I save the phone cost downloading).

You should be able to read the news, no problem, in exactly the way you do
on the X-terminals. Kermit is probably the program you will need to use in
file transfer between the UNIX machine and your ST. In this if nothing
else, Uniterm excells itself.

: If all this is possible, what kind of software should I use, and any

That's easy - COMMS SOFTWARE - a VT100 terminal emulator. There are loads
out there, but CoNnect seems to be the current favourite for Hi-rez
systems. I use Uniterm 2.0e in Medium Rez all the time though, and I have
no complaints whatsoever.

: reccomendations for modems?

Just the faster the better. 9600 baud is probably the fastest your host machine will be able to support.

: Anybody using such a system as I'm describing? Any help would be greatly
: appreciated!

I'm using a system very similar to the one you're describing. Except I don't need to use a modem. At Bradford Uni, all the Halls of Residence have RS232 connections to the UNIX computers, so I just plug in and go.

Steve Taylor. |||
Long Live / | \, if they don't shoot themselves in the foot.

2272. Re: AtariWorks

Newsgroup: comp.sys.atari.st
Date: 1993-11-22 15:39:46 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <CGwGuA.H67@cs.bham.ac.uk>
Source record: 198037

In article <2bvsuj$15b2@info2.rus.uni-stuttgart.de> CASTAN@cip.physik.uni-stuttgart.de (Gerd Castan) writes:
>In <1993Nov11.121206.17996@jet.uk> djs@jet.uk writes:
>
>> But Speedo is still useless for many of us as there is no PostScript driver :-(
>There is one under development. (Not by Atari)
>

This has always puzzled me - why has Atari never written a PostScript driver? Not for *any* version of GDOS!

--Chris

2273. Desktop icons (Was: Re: New files uploaded to ftp.cs.ruu.nl)

Newsgroup: comp.sys.atari.st
Date: 1993-11-22 15:53:31 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <CGwHH7.Hqt@cs.bham.ac.uk>
Source record: 198038

In article <2cd73v$h3k@tuegate.tue.nl> error@stack.urc.tue.nl (Erlend Nagel) writes:
>warwick@cs.uq.oz.au (Warwick Allison) writes:
>
>>I think all applications should have a desk icon provided with them.
>
>I agree, even PD or shareware ones should have desk icons (maybe

What kinds of limits are there to the number of icons in (say) NeoDesk
and Newdesk (aka GEM desktop)? What about when you have full colour
icons?

Does the 64K RSC file limit apply?

--Chris

2274. Re: help with my 14.4k baud modem

Newsgroup: comp.sys.atari.st
Date: 1993-11-22 15:56:50 UTC
From: wwc@dxhrb1.cern.ch
Message-ID: <CGwHMr.5Dn@dscomsa.desy.de>
Source record: 198045

In article <1564@usdtsg.DaytonOH.NCR.COM> anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:
>
> Just curious, Wolfgang, how's the FAX part of CoNnect coming along?
>I have a new 14.4k faxmodem (for $99U.S. I couldn't pass it up)
>and I have this urge to fax an order into McDonald's :-)
>
Slowly. I had to put some efford in a better key coding algorithm as some
highly intelligent crackers have solved the algorithm... ;-)

Wolfgang

2275. Re: Atari monitor pinouts?

Newsgroup: comp.sys.atari.st
Date: 1993-11-22 15:59:32 UTC
From: silvera@cs.man.ac.uk
Message-ID: <1993Nov22.155932@cs.man.ac.uk>
Source record: 198043

>MEEDMORE in the UK usually know everything there is to know about cables.
>They build them to order, so if they can find the pinouts, they will do
>this for you. If anyone wants to know their address, I'll look it up.
>
>Steve Taylor. |||
> Long Live / | \, if they don't shoot themselves in the foot.

Bear in mind that this place can be a bit expensive IMHO.

andy

2276. Where is AEO_SE_J.ZIP ??

Newsgroup: comp.sys.atari.st
Date: 1993-11-22 16:22:22 UTC
From: c2sgy@dmu.ac.uk
Message-ID: <1993Nov22.162222.11245@dmu.ac.uk>
Source record: 197954

I read the transcript of the Atari GEnie conference on the Falcon and they mentioned a file called AEO_SE_J.ZIP which contained files(GIFs) on the up and coming JAGUAR.

Where is it or is it just restricted to those 3 or 4 people (Americans) with GEnie access ?? A little unfair ?

--
Simon
c2sgy@dmu.ac.uk

2277. Populous on the Falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-11-22 16:26:15 UTC
From: andrew@minster.york.ac.uk
Message-ID: <753985574.9993@minster.york.ac.uk>
Source record: 197832

I've had conflicting reports about Populous on the Falcon. One
person says it doesn't work. Another says it does with Backward.

Can anyone positively confirm that it DOES work otherwise I'll say
it doesn't.

I'll be posting a full list of Falcon Compatible Games soon so keep sending
me those that you have found to work, and those you have found not to work.

-Andrew

Andrew Hague -- Researching Methods for Motivating Learners with CAI
Department of Computer Science. University of York, YORK. Y01 5DD
Tel: (+44/0)904 432762 E-MAIL: andrew@minster.york.ac.uk

2278. Re: Using Viper tape streamer

Newsgroup: comp.sys.atari.st
Date: 1993-11-22 16:27:18 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-221193162718@ngalm099.gal.nt.com>
Source record: 198040

In article <1993Nov22.101329.23861@jet.uk>, djs@jet.uk (David Stevenson)
wrote:

> In <CGq300.EDI@watserv1.uwaterloo.ca> fdomingu@zeus (Francisco Dominguez) writes:
>
> >I've tried to get my Viper 150 (ver. 21247) to work with Gemar with no luck
> >(not that fluent in German), tapebios and GTAR(1.10) with no luck ... get the
> >idea?
> >Anyways if anyone has had experience with using tape backups with the Atari,
> >I'd appreciate some feedback. GTAR itself is vague to me but I cannot get it
> >to create archives on the streamer and I am under the assumption that gtar
> >unless specified with -f will attempt to write to a streamer device.
> GNU tar needs a filename of =TAPE in order to go via TapeBIOS to the
> streamer, eg
> gtar cvf =TAPE files...
>
> Or, you can put the default device in an environment variable (can't remember
> the name, and I don't have the docs to hand), so you then type
> gtar cv files...
>
> I have a Viper streamer, and it works well with TapeBIOS / gtar, under
> both TOS and MiNT.
> --
> - Yeo 1 Fulham 0. Ha!
> - Disclaimer: Please note that the above is a personal view and should not
> be construed as an official comment from the JET project.

My Viper 150 (21247) works very well under TOS, using tapebios.
I've tried Gemar, but did'nt understand the messages.
What sort of problems do you have, ie. can you get the tape to rewind, etc?

--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

2279. Re: QUESTIONS!

Newsgroup: comp.sys.atari.st
Date: 1993-11-22 16:38:51 UTC
From: schelaus@vati.fmi.uni-passau.de
Message-ID: <2cqpurlNNnth@tom.rz.uni-passau.de>
Source record: 198046
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

>MicroEMACS 3.11 is on atari.archive.umich.edu:/atari/Editors (might be in an
>Me directory). There's also JOVE and Mutt2...

v3.12 is available since some month...
At least at ftp.cs.tu-berlin.de, pub/atari/Edit/:
-rw-rw-r-- 1 hesche atarimod 350635 Jul 26 14:13 ue312st.zoo

Ciao
Herwig
--
Herwig Schelauske, Schwanthaler Str. 3, 94034 Passau, Germany | MAUS: @ B
Phone: +49 851.44 768 | InterNet: schelaus@vati.fmi.uni-passau.de
Please send flames to /dev/null

2280. Re: ATARI _DROPS_ THEIR COMPUTER LINES!

Newsgroup: comp.sys.atari.st
Date: 1993-11-22 16:59:46 UTC
From: gbennett@friendly.sim.es.com
Message-ID: <2cqr62$iu0@cnn.sim.es.com>
Source record: 198042

In article <CGp1ts.4G7@ztivax.zfe.siemens.de>, michi@km21.zfe.siemens.de (Michael Klug) writes:
> ... who cares ... I opened the December issue of ST Magazine and there
> is an ad of a German company offering TT clones.
>

I care, it would be a shame to see PCs and Macs knock another computer manufacturer out of the market. Unfortunately, Atari seems to be back to their old marketing again. I just got back from COMDEX, and Atari was not present at all. I really don't know how they are going to improve their dealerships if they make little or no effort to attract new dealers.

Atari shows (which are becoming more rare) are not the place to attract new dealers, since most people at the show already are. Maybe there is some truth to the rumor that Atari is putting all their effort into the Jaguar at the expense of the computer market.
--

Greg Bennett A.K.A. 'The Friendly User' (.).) { Belgium! *}
gbennett@friendly.sim.es.com ^ '
Evans & Sutherland Simulation Division ___/

2281. HARDWARE BUG ON FALCON (HELP !!)

Newsgroup: comp.sys.atari.st
Date: 1993-11-22 17:18:55 UTC
From: treno@dist.dist.unige.it
Message-ID: <2cqs9v$4j3@sgi.iunet.it>
Source record: 197952

My falcon has a bad output on right audio channel.
Is it a common problem ?
Is there anyone who could help me to solve this problem?

Thanx,
Roberto Bertucci.

2282. Re: Anyone cracked Cubase 3.01 yet?

Newsgroup: comp.sys.atari.st
Date: 1993-11-22 17:47:07 UTC
From: healy@nosc.mil
Message-ID: <1993Nov22.174707.26610@nosc.mil>
Source record: 198047

In article <2cpdpf$ldb@golem.wcc.govt.nz> wells_s@jethro writes:
>Just a question Warwick, can you honestly say that 100% of your software
>is either originals, or PD/SW?
>
>I'd be surprised if anyone didn't have *any* pirate software!
>(Some people I know who are very anti-pirate still have a couple of titles,
>illegal ones....)

I've had an ST since 1987 and 100% of my software is either original
or PD/SW. Software piracy can only hurt the users in the end. If you
want to pirate software, get a pc. I don't know of any pc owners that
don't have pirated software.

Mike Healy

healy@nosc.mil

2283. Hard Drive problem

Newsgroup: comp.sys.atari.st
Date: 1993-11-22 17:55:51 UTC
From: phruby@ucrengr.ucr.edu
Message-ID: <2cquf7$pkr@galaxy.ucr.edu>
Source record: 198048

My hard drive keeps giving me a sense code of 11. I have a ICD advantage + adaptor with a 50mb hard drive. The hard drive boots but refuses to continue loading my TSRs. It gives a sese code of 11 (invalid address (?)). My question is, is this hard drive toast? Should I buy a new one or should I just reformat it? Please respond via email. Thanks!

--Paul
phruby@ucrengr.ucr.edu
Newsgroups: comp.sys.atari.st
Subject: Hard Drive problem
Summary:
Expires:
Sender:
Followup-To:
Distribution:
Organization: University of California, Riverside (College of Engineering/Computer Science)
Keywords:
Cc:

2284. Re: Where's the Jaguar?

Newsgroup: comp.sys.atari.st
Date: 1993-11-22 18:01:00 UTC
From: Arne_Rudolph@ac.maus.de
Message-ID: <A48669@AC.maus.de>
Source record: 197943

In article <A3147@K0> Robert A. Jung wrote:

RAJ>Does the group "rec.games.video.misc" ring a bell? You'll find CD^32
RAJ>and 3DO people there too.

Yeah, especially those trenchfights between CD^32 and Jaguar fans are
always
good for a laugh ;-)

Ciao,
Arne

2285. Re: Thoughts on ATARI...

Newsgroup: comp.sys.atari.st
Date: 1993-11-22 18:05:00 UTC
From: Arne_Rudolph@ac.maus.de
Message-ID: <A48670@AC.maus.de>
Source record: 197945

In article <A3148@K0> Kaho Chan wrote:

KC>Hey, now I get the chance to go back to Atari by buying a Jaguar. I
KC>look forward to it very much! Isn't it ironic that ATari is going
KC>back to that image? I think that it is the right way to go!

The Jaguar might be a fine game console, but I don't think that it will
help
increasing ATARI computer sales. So what will happen, if the Jag turns out
to
be the big hit? Will ATARI start a new line of computers (e.g. cheap
PowerPC)?

Ciao,
Arne

2286. Re: External HD for Atari 1040 STE

Newsgroup: comp.sys.atari.st
Date: 1993-11-22 18:16:38 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <2cqvm6INNr53@tom.rz.uni-passau.de>
Source record: 198049

In article <1993Nov16.173926.1220@bradford.ac.uk> S.P.Taylor@bradford.ac.uk (S.P.Taylor) writes:
>Eric Lutherer (eric@cimosa.grenoble.hp.com) wrote:
>: I'd like to know if it is possible to connect a PC Hard Disk (IDE or ST506
>: preferred) to an Atari 1040 STE. If yes how ? Directly to the hard disk drive
>: connector of the machine ? Are they external disks sold by Atari or third
>: parties ?
>
>Generally, you cannot connect an IDE drive to an ST

Wrong! Hard&Soft sell AT-bus cards as well as AT-bus/TOS (2.06) cards here in Germany. The only problem is the 1040STE case. One would need a) a desktop (cheaper) or tower case and b) a PLCC->DIL adaptor (easily available since they are also necessary for AT-Speed or Vortex ATonce and many speeder boards).
Big Hint: Don't buy an Atari drive if you don't get it really cheap. Most of them are ST506 drives (except for the Megafile 44), all of them have LOUD fans. Best buy IS an SCSI drive w/ case and adaptor, should be available ready-to-run in every civilized country (this MIGHT exclude some parts of the United States :-)).

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) -

- Star Trek: Our Generation -
- To boldly kill rats where no man has killed rats before.... -

2287. Dungeon Master 2 - not for atari

Newsgroup: comp.sys.atari.st
Date: 1993-11-22 18:22:52 UTC
From: mr2@irz.inf.tu-dresden.de
Message-ID: <2cr01s$3l4@irz403.inf.tu-dresden.de>
Source record: 198050

```
To clear up some things i miswrote in my last posting:
Dungeon Master 2:Legend of Skullkeep is the correct title.
DM2 will be hopefully out by christmas for PC,soon to be followed by MAC-
and AMIGA-versions.Interplay - not Psysgnosis,who have only the rights
for DM1 + CSB - is the publisher of DM2.
If anyone knows FTL/Software Heavens' mail and/or e-mail - drop me a line
and/or post it.
Matthias
--
.------------------+-------------------------------------------.
| Matthias Rauhut \ |
| \ TCP/IP-Mail: mr2@irz.inf.tu-dresden.de |
| / IRC:st-guru |
| / |
+------------------+-------------------------------------------+
| My profession? .GIF-hunter as a full-time-job,what else? |
| Only a dead GIF is a good GIF! - God bless True Color! |
`------------------------------------------------------------'
```

2288. Re: Dungeon Master 2 will be coming out for...

Newsgroup: comp.sys.atari.st
Date: 1993-11-22 18:47:06 UTC
From: simon@hurricane.seas.ucla.edu
Message-ID: <simon.753994026@hurricane>
Source record: 197951

In <2cpci1$1ei@irz403.inf.tu-dresden.de> mr2@irz.inf.tu-dresden.de (Matthias Rauhut) writes:

>Dungeon Master 2:Skulls of Stonekeep will be coming out for IBM first,when
>Amiga and MAC soon,no Atari-version yet.Maybe we should beg Interplay to
>make one.Their e-mail is:
> 76702.1342@compuserve.com
>or interpla@orion.oac.uci.edu

Does anyone know the release date?
DM on my ST is my all tim favorite rpg by far...Hope that this one will
live up to the original with good puzzles and not enless combat (like some
of the other stuff out there...)

-Simon

>Matthias
>.------------------+---.
>| Matthias Rauhut \ |
>| \ TCP/IP-Mail: mr2@irz.inf.tu-dresden.de |
>| / IRC:st-guru |
>| / |
>+------------------+---+
>| My profession? .GIF-hunter as a full-time-job,what else? |
>| Only a dead GIF is a good GIF! - God bless True Color! |
>`---'

2289. Re: Desktop icons (Was: Re: New files uploaded to ftp.cs.ruu.nl)

Newsgroup: comp.sys.atari.st
Date: 1993-11-22 18:55:43 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <CGwpwv.EAA@cen.ex.ac.uk>
Source record: 197953

What kinds of limits are there to the number of icons in (say) NeoDesk
and Newdesk (aka GEM desktop)? What about when you have full colour
icons?

Does the 64K RSC file limit apply?

I don't think so - my deskicon.rsc file is about 160k...
{{{ Dan }}}

2290. Re: Help getting Demos to work!

Newsgroup: comp.sys.atari.st
Date: 1993-11-22 19:40:20 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2cr4j4$rui@golem.wcc.govt.nz>
Source record: 197955

Some of the demos were written in the UK, and as such quite possibly require
50Hz to work!

Some don't like Hard-Drives so make sure that's turned off/unplugged.

```
/------------------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, you can O O |
| be 100% sure that it will! o |
| WELLS_S@KOSMOS.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\-------------Master of Cheats/Hints/Tips - The Mercenary-------------/
```

2291. Re: Falcon virtual memory

Newsgroup: comp.sys.atari.st
Date: 1993-11-22 19:41:14 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2cr4kq$rui@golem.wcc.govt.nz>
Source record: 197956

> All programs that recognise TT RAM recognise virtual RAM.

How many recognise TT RAM? I thought it had to be specifically accessed, or
is tht complete gunk?

```
/-----------------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, you can O O |
| be 100% sure that it will! o |
| WELLS_S@KOSMOS.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\-------------Master of Cheats/Hints/Tips - The Mercenary-------------/
```

2292. Re: Desktop icons (Was: Re: New files uploaded to ftp.cs.ruu.nl)

Newsgroup: comp.sys.atari.st
Date: 1993-11-22 19:42:17 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2cr4mp$rui@golem.wcc.govt.nz>
Source record: 197957

```
As for icon limits, with TOS 2.05, someone I know has a 120K icon file!
(He has about a half-meg collection of icons, a file for trash icons,
a file for drive icons..... Mad!)
/-------------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, you can O O |
| be 100% sure that it will! o |
| WELLS_S@KOSMOS.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\-------------Master of Cheats/Hints/Tips - The Mercenary-------------/
```

2293. Atari Laser to sell

Newsgroup: comp.sys.atari.st
Date: 1993-11-22 20:21:59 UTC
From: Laurent_Zimmerli@temptation.alphanet.ch
Message-ID: <Laurent_Zimmerli.089w@temptation.alphanet.ch>
Source record: 197922

Hello!

THANX to everybody who answer my previous question about Atari Laser
Printers....Many Thanx!

So,it's IMPOSSIBLE to connect this printer to another plateform :-(

As I bought it as a 'set' last month (to have a third Atari!) and
I have my DJ510...I don't have any use of this printer.

So I'try to sell it. This is a SLM 605,220-240V,50hz,include the
SLMC 804 'DMA Interface',Printer Cable.

It works (i've try it),there's just probably a service to do,'cause there's
a small black line on the paper.I suppose it's not so serious,because this
line doesn't appears always at the same place.(and sometime don't appears)
That's all,I don't want lots of money from this,because it hadn't cost me
too much.

Make offers to : paw-pp@culnet.ch

...the first will take it!

Best regards,

-- Via DLG Pro v0.995

Laurent Zimmerli | E-Mail: paw-pp@alphanet.ch (<16Kb)
Jacob-Brandt 81 | paw-pp@cultnet.ch
CH-2300 La Chaux-de-Fonds | Fido: 2:301/331
(+41) (0) 39.26.70.37 | CH-VTX: 039.267037
"""""""""""""""""""""""""""|_____________________________________

There's no shuffle here on the north pole,on this quiet dome. F242]

2294. Re: Music Instruction Software

Newsgroup: comp.sys.atari.st
Date: 1993-11-22 20:26:30 UTC
From: erkamp@titan.arc.ab.ca
Message-ID: <1993Nov22.142632.1831@janus.arc.ab.ca>
Source record: 197993

In article <2cisim$rs8@news.u.washington.edu>, ms20@carson.u.washington.edu (R. Fahl) writes:
>What kind of music instruction software is there for the ST? It's
>obvious that the Miracle Piano system isn't, but what is?
>
>Thanks in advance,
>

I have 4 programs from a now defunct company call MIDIMouse. These are not bad but I suspect you will have a very difficult time tracking them down now.

Bob Erkamp A L B E R T A
--> It Could Happen <-- R E S E A R C H
erkamp@arc.ab.ca C O U N C I L

2295. I have Calligrapher...

Newsgroup: comp.sys.atari.st
Date: 1993-11-22 20:56:02 UTC
From: dud@stein1.u.washington.edu
Message-ID: <2cr912$qsf@news.u.washington.edu>
Source record: 197964

About six months ago, I was extremely lacking in the word processor department. I had a 4 meg TT w/120 meg HD, and all I had was an old version of First Word Plus. So I decided to go out and get Calligrapher Professional. All I can say is it's the most powerful word processor I've seen for the Atari. It's the only one that I know of that comes close to comparing to Word or Ami Pro for Windows. It worked great on my TT and I used it happily for 3 months.

Then I got a Nova 16m graphics card...

Calligrapher has major problems. It works fine in 640x400 or 640x480 monochrome, but any color mode or any higher resolution screws it up. As a result, I haven't used it much at all; it's too much of a pain to switch resolutions every time I want to word process. So I just don't word process... :(

I have the latest CodeHead version of Calligrapher; it's free of many of the bugs of the Working Title version. It doesn't rely on GDOS anymore, and is more multitasking friendly. Working Title is not supporting it anymore, but when I called John Eidsvoog a couple weeks ago, he said they were working on buying the rights for it and continuing its support.

What I'm wondering is... does anyone have a fairly powerful word processor that works flawlessly in any Nova graphic mode? I usually use 1280x1024 16 colors or 1024x768 256 colors. Would anyone like to trade your word processor for Calligrapher? Or maybe just buy it from me? It cost me $175 new... all the manuals and everything are in perfect shape. I don't know how much it would be now... any offers?

Thanks for any enlightenment, indifference, or flames...

Dan Aylward
dud@u.washington.edu

2296. help

Newsgroup: comp.sys.atari.st
Date: 1993-11-22 21:13:23 UTC
From: ai187@Freenet.carleton.ca
Message-ID: <CGwwAC.sL@freenet.carleton.ca>
Source record: 197965

Hi I just got a 520ST, this one's really old external power,external drive, no TOS on ROM.

So I am in need of....

Mem upgrade(would prefer to do it myself ,anyone have a DOC on file that you could UUE and send to me?)

Also I need some sort of RGB to Color Composite board(I would also like to do myself)

DSDD disk drv external(as I only have the single sided drive)

and any help anyone could offer me in setting this computer up to use the lastest ST software.

Am I crazy to try and do this ? Should I just try and get maybe an STE if so anyone have one for sale???at a reasonble price?

Please feel free to email me!!!

Thanks in advance!!!!!

Andrew Cochran
Ottawa Ontario
Canada
email-ai187@freenet.carleton.edu
****
--

2297. Re: External HD for Atari 1040 STE

Newsgroup: comp.sys.atari.st
Date: 1993-11-22 21:16:36 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Nov22.211636.15933@bradford.ac.uk>
Source record: 197967

Thorsten Guenther (guenther@vati.fmi.uni-passau.de) wrote:

: I wrote:
:
: > Generally, you cannot connect an IDE drive to an ST

: Wrong! Hard&Soft sell AT-bus cards as well as AT-bus/TOS (2.06) cards here
: in Germany. The only problem is the 1040STE case. One would need a) a
: desktop (cheaper) or tower case and b) a PLCC->DIL adaptor (easily available
: since they are also necessary for AT-Speed or Vortex ATonce and many
: speeder boards).

I was not wrong. Obviously, anything is _possible_ with the right
leads/adaptor boards etc. It is just a damn sight more normal (and I
expect cheaper) to take the SCSI option.

This is why I included the word 'Generally'.

Please do not always be so eager to correct posters. I should think the
vast majority of people agreed with what I said.

Steve Taylor. |||
Long Live / | \, if they don't shoot themselves in the foot.

2298. Re: Searching for TT030 system...

Newsgroup: comp.sys.atari.st
Date: 1993-11-22 21:32:36 UTC
From: facet@oasys.dt.navy.mil
Message-ID: <73017@oasys.dt.navy.mil>
Source record: 197966

In comp.sys.atari.st, gruber@austin.ibm.com (Gruber) writes:
>> A couple of years ago, I remember hearing about a company that had a
>> system based on a TT030 that would let you design things in Calamus, and
>> it would drive a vinyl cutter to make signs based on your Calamus
>> design... Does this ring a bell for anyone? I'd hate to have to call
>> up Atari and try to jog Bob Brodie's memory for this (har har, I'm sure
>> I'd get through!).
>>
>> If anyone can give me some leads into finding this company, I'd really
>> appreciate it! If not, does anyone have Bob Brodie's phone number? :-)
>>
>
>I'd also be interested in this
>
>Scott

The May, 1993 issue of CURRENT NOTES has an article on Data-Stich, Inc.
a computerized embrodery machine distributor with offices in Texas and
California. The heart of the embroidery system is the embroidery machine.
However, the mind of the system is, of course, the computer. Data Stitch's
computers are primarily Atari TTs. For further information, contact
Data Stich, Inc. 11255 Highway 80 West, #102, Aledo, TX 76008
Phones (817) 2440-0171.

This was one of the CURRENT NOTES series on Creative Solutions, where
Steve Kiepe has provided stories of a variety of business that use Atari
computers as an integral part of their operations.

CURRENT NOTES, the last of the hard-copy "glossy cover" magazines in the US,
is available for $27/year (US, $36/yr foreign) from Current Notes, Inc.
122 N Johnson Rd, Sterling VA 20164.
.

2299. Re: Desktop icons (Was: Re: New files uploaded to ftp.cs.ruu.nl)

Newsgroup: comp.sys.atari.st
Date: 1993-11-22 21:32:45 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Nov22.213245.18167@bradford.ac.uk>
Source record: 197968

Chris Ridd (C.J.Ridd@cs.bham.ac.uk) wrote:

: What kinds of limits are there to the number of icons in (say) NeoDesk
: and Newdesk (aka GEM desktop)? What about when you have full colour
: icons?

: Does the 64K RSC file limit apply?

One thing to note is that there is a 100 line limit in the NEWDESK.INF
file of the Falcon. I think it is a 75 line limit on the ST under TOS 2.
Although this does not directly limit the number of icons you can have in,
it does limit the number that can be installed usefully.

BTW the Falcon TOS version which has this limit is 4.01. I don't know if
this is the case with other TOS versions.

Steve Taylor. |||
Long Live / | \, if they don't shoot themselves in the foot.

2300. Re: HARDWARE BUG ON FALCON (HELP !!)

Newsgroup: comp.sys.atari.st
Date: 1993-11-22 21:36:05 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Nov22.213605.18707@bradford.ac.uk>
Source record: 197969

Bertucci R. Calcagno M. (treno@dist.dist.unige.it) wrote:
: My falcon has a bad output on right audio channel.
: Is it a common problem ?
: Is there anyone who could help me to solve this problem?

I would most certainly hope Atari could help you to solve this problem.
You have a defective Falcon. It is not a common problem.

Return this Falcon to your dealer.

I hope you haven't been inside it :-)

Steve Taylor. |||
Long Live / | \, if they don't shoot themselves in the foot.

2301. Re: Where is AEO_SE_J.ZIP ??

Newsgroup: comp.sys.atari.st
Date: 1993-11-22 22:19:16 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Nov22.221916.24199@bradford.ac.uk>
Source record: 197970

SG Yardley (c2sgy@dmu.ac.uk) wrote:
: I read the transcript of the Atari GEnie conference on the Falcon and they
: mentioned a file called AEO_SE_J.ZIP which contained files(GIFs) on the up
: and coming JAGUAR.

: Where is it or is it just restricted to those 3 or 4 people (Americans) with GEnie access
?? A little unfair ?

JAGUAR.ZIP - containing JAGUAR.GIF (at 0 compression!)

and

JAG_LOGO.ZIP - containing JAG_LOGO.GIF and JAG_LOGO.PI1

are both on ftp at 'ftp.uni-kl.de'.

I think in the directory '/pub3/atari/incoming/'

Steve Taylor. |||
Long Live / | \, if they don't shoot themselves in the foot.

2302. Re: 2.5 inch sickness... is it?

Newsgroup: comp.sys.atari.st
Date: 1993-11-22 22:23:21 UTC
From: d9fors@dtek.chalmers.se
Message-ID: <CGwzIy.BGy@news.chalmers.se>
Source record: 197971

```
In article <A56640@SL.maus.de> Stefan_Damerau@sl.maus.de (Stefan Damerau) writes:
>In article 2cdm2n$bap@usenet.INS.CWRU.Edu Len Stys writes:
>
>LS>I think when I brought something like this up before, I got a response
>LS>about a 2.5" sickness (because that is the altitude you have to drop
>LS>your computer at to make it work again). But I don't think I want to
>LS>do that even though a lot of people claim that it solves certain
>LS>problems.
>
>Yeah, doing this is quite like jumping from a cliff: 'may this hurt?'
>But - of course - there's another way:
>
>open Your computer (screwscrewscrew) and softly press all ICs being
>socketed down a bit. It's the same effect but not this shocking :-)

Could be if you don't turn the power off :)

But seriously, connect yourself to ground before doing this or you might
end up with an even more dead ST, since static electricity could fry the ICs.

>
>If the problem isn't solved then: TROUBLE ...
>
>Bye
> Stefan
>

/Patrick
```

2303. Falcons in Ontario, Canada

Newsgroup: comp.sys.atari.st
Date: 1993-11-22 23:19:33 UTC
From: kosmatoo@JSP.UMontreal.CA
Message-ID: <CGx24n.MLp@cc.umontreal.ca>
Source record: 197972

Can someone provide the name & telephone numbers of store(s) in ontario
that sell the Atari Falcon?

It seems that a place in Ottawa called "Chiang Computers" closed...

Replies in e-mail would be nice.
Thanks...
--
|~~~~|_ "It is by will alone I set my mind in motion.
| O .| | It is by the jus de raisin that the thoughts acquire speed,
|.o |_| the t-shirt acquires stains, the stains become a warning..."
|_._o| Odisseas Kosmatos email: kosmatoo@jsp.umontreal.ca

2304. Re: close to losing my TT

Newsgroup: comp.sys.atari.st
Date: 1993-11-23 01:15:37 UTC
From: smiller@hertz.elee.calpoly.edu
Message-ID: <1993Nov23.011537.199748@zeus.aix.calpoly.edu>
Source record: 197977

csullogg@cc4.crl.aecl.ca stated:
>Bad enough that there is pressure for me to give up my TT and
>get a PC, my TTM195 just went TU this morning. I'm now using
>a scrounged AAMAZING 14" VGA monitor to work.
>
>Does anyone know who could service the TTM (made by Phillips) in
>Ottawa, Montreal or Toronto?

My TTM195 just blinked out on me the other day too!!!! lemme know if you
find out who can fix it and how much...

*steve
__| __| _ 'Physical pain is a constant and can be blocked out, Mental pain
o \ o /|can be compared to a sinusoid with unknown frequency and amplitude
_\ / which can be hard to filter out if you don't know it's origins'-SM
--- / -smiller@farad.elee.calpoly.edu

2305. Tech Specialties' Combo Tower Case

Newsgroup: comp.sys.atari.st
Date: 1993-11-23 02:20:22 UTC
From: schokmrp@ac.wfu.edu
Message-ID: <2crs16$pcr@quad.wfunet.wfu.edu>
Source record: 197978

G'day fellow Atarians,

I'm thinking of buying the Combo Tower case ($295) from Tech Specialties in the near future. Does anyone have any experiences with this product? Any and all information will be greatly appreciated.

Rick Schokman

2306. Re: Page on Storm

Newsgroup: comp.sys.atari.st
Date: 1993-11-23 03:23:06 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CGxDEI.A0n@sdf.lonestar.org>
Source record: 197769

```
=======================
What a load of Rubish, Connect is far to slow, no medium Res, support,
no 80 columns with a standard text..

Note: most people here use ST/STE's with colour monitors, Connect is useless
with this type of System....

Give me STORM or Flash any day....
=======================

Connect is NOT slow. Do not blame the software for your slow computer.
Get NVDI or Warp9. It is not the fault of the applications programmer
if your screen display is slow. And there IS Medium resolution support.
Just get some Medium resolution GDOS fonts. Connect will outlive STorm
because it uses the OS calls instead of handling fonts itself (although
I believe that if you don't have GDOS, there may be one built-in). Who
knows what happens when you want to use some strange new graphics card
on a Falcon 040. And by ATARIs word, programmers are NOT supposed to
try and support TOS versions before 1.4 or resolutions under 200 lines.

Flash will never work properly under MultiTOS.

I had tons of problems with STorm when I tried it. Now, STorm may be
better for your needs, that is fine, however, to complain that Connect
doesn't offer 80 columns with "standard text" is pretty ignorant. Don't
you know that ANY type of window requires a few pixels for the border
and 80 columns using the standard font requires 640 pixels. STorm uses
its own font and Connect uses GDOS, like STalker. You can choose what
you like, but don't try and slander one piece of software to make another
look better.
```

2307. Re: help with my 14.4k baud modem

Newsgroup: comp.sys.atari.st
Date: 1993-11-23 03:47:30 UTC
From: ABARBIERO@delphi.com
Message-ID: <931122.82050.ABARBIERO@delphi.com>
Source record: 197979

Where didya get a 14.4 for $99???

Thanks,
Andreas@AEO

2308. Re: A couple of ???'s for Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-11-23 03:53:34 UTC
From: ABARBIERO@delphi.com
Message-ID: <931122.82414.ABARBIERO@delphi.com>
Source record: 197980

I don't know the line to order Jaguars, but to call Atari, call
(408) 745-2000 That is the front desk, you can request anyone from there.

Question #3, and #5 will be answered from there!!!

Andreas@AEO

2309. Re: AEO anywhere?

Newsgroup: comp.sys.atari.st
Date: 1993-11-23 04:01:57 UTC
From: ABARBIERO@delphi.com
Message-ID: <931122.82917.ABARBIERO@delphi.com>
Source record: 197981

AEO Internet subscription service:

stzmagazine-request@virginia.edu

Hope that helps!

Andreas@AEO

2310. Re: FALCON GAMES

Newsgroup: comp.sys.atari.st
Date: 1993-11-23 04:08:51 UTC
From: ABARBIERO@delphi.com
Message-ID: <931122.83331.ABARBIERO@delphi.com>
Source record: 197982

Hi Chris, my wife is the Co-founder of ATARI UNITED! and has been in contact with FOG, if you are interested in them, this is the last info-press release she did concerning them.

Andreas@AEO

ATARI UNITED! PRESS RELEASE

For immediate release:

Mountain View, CA--November 21, 1993--As part of its ongoing effort to unite Atari owners with support groups and developers, ATARI UNITED! wishes to announce to North American Atari owners the existence of the Falcon Owners Group. The Falcon Owners Group was originally established in March of 1993 and is based in the United Kingdom. The Falcon Owners Group (FOG) provides support for Falcon owners through several services and discount prices for the Falcon specific shareware library which is handled by a professional outfit and accepts international and credit card orders. The Falcon Owners Group Magazine is produced four times a year and distributed with a high density cover disk. This mini-magazine is a legal page sized compilation of useful information concerning hardware and software for the Atari Falcon030. In the 27-page September issue, reviews of Ishar 2 and new Falcon shareware shared space with some extensive Q&A and an ST software compatibility chart. There are a few noticeable typos in the magazine, and little in the way of graphics, but it is rather well laid out for such a new publication. They also provide two BBS for members in the UK (Tel 0454 317047 or 0454 881095) providing Atari message bases and Falcon030 software downloads. While some of the information presented in the magazine may not be new to those who spend their free time online, FOG exists as an effective repository of Falcon specific information and is nearly a complete stand alone source for a Falcon user. Richard Davey, the Club Chairman, is actively seeking the establishment of a North American branch to the FOG, and anyone interested in founding a US or Canadian site is strongly encouraged to contact FOG and request the information needed to spread Falcon030 support to and from the UK.

The only unfortunate side to all this is that they do not have an Internet address yet and while the Membership is only 16.99 pounds for Europe, people in North America will have to pay 20.00 pounds. They accept Visa and Mastercard, or checks made payable to the 'Falcon Owners Group' and sent to:

FOG
10 Oak Drive
Portishead, Bristol, Avon
BS20 8QS

Tel: 0272 424743

****

For more information regarding ATARI UNITED! please contact:

Patti Barbiero Gordie Meyer
P.O. Box 691 P.O. Box 1982
Mountain View, CA 94042-0691 or Ames, IA 50010-1982
(415) 903-9787 (515) 232-1627
abarbiero@delphi.com biblinski@delphi.com

****

To register, please provide the information below, and mail to:

ATARI UNITED!
P.O. Box 691
Mountain View, CA 94042-0691

or email your registration, questions, comments, etc to:

abarbiero@delphi.com

Name (Last, First, MI): _____
Mailing Address: _____
_____
City, State, Zip: _____
Phone Number: _____
Online Address: _____

Computer Model: ___ 520 ST ___ 520 STe ___ TT
___ 1040 ST ___ 1040 STe ___ F030
___ Mega ST ___ Mega STe

Computer Serial Number: _____

User Group (if a member):_____

( ) Yes! Please include me in your list of possible contacts
for isolated Atari TOS owners in my area.

( ) Also please make my name and address available to other
Atari related concerns.

( ) Please keep all information on my registration form
confidential.

Hope this helps... it was written primarily for the N.American side
but it should be applicable!

2311. Re: Where is AEO_SE_J.ZIP ??

Newsgroup: comp.sys.atari.st
Date: 1993-11-23 04:18:47 UTC
From: ABARBIERO@delphi.com
Message-ID: <931122.83927.ABARBIERO@delphi.com>
Source record: 197983

AEO_SE_J.ZIP was a special edition of AEO, and should be available thru
the normal access lines for AEO.

Andreas@AEO

2312. Re: Where is AEO_SE_J.ZIP ??

Newsgroup: comp.sys.atari.st
Date: 1993-11-23 04:21:31 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1566@usdtsg.DaytonOH.NCR.COM>
Source record: 197989

In article <1993Nov22.162222.11245@dmu.ac.uk> c2sgy@dmu.ac.uk (SG Yardley) writes:
>I read the transcript of the Atari GEnie conference on the Falcon and they
>mentioned a file called AEO_SE_J.ZIP which contained files(GIFs) on the up
>and coming JAGUAR.
>
>Where is it or is it just restricted to those 3 or 4 people (Americans) with GEnie access
?? A little unfair ?

Fair is relative ;-)

Anyways, you should be able to find that file at atari.archive.umich.edu
in the atari/Magazines/Aeo directory I think, and of course, the
various mirror sites...

Rob

2313. Re: I have Calligrapher...

Newsgroup: comp.sys.atari.st
Date: 1993-11-23 04:23:15 UTC
From: ABARBIERO@delphi.com
Message-ID: <931122.84195.ABARBIERO@delphi.com>
Source record: 197984

I bought Calligrapher at the 92 Glendale show, and ever since I got on the Atariworks beta team (about three months later) I have not used Calligrapher. I dont know about the Nova card, as I had my TT on deployment to Japan with me and was effectively cut off the Atari scene.

I DO know that Pradip tried his best to make sure AWorks was written along the 'legal' system lines, and might very well be compatable with the Nova card... I will have to ask!

Andreas@AEO

2314. Re: help

Newsgroup: comp.sys.atari.st
Date: 1993-11-23 04:28:39 UTC
From: ABARBIERO@delphi.com
Message-ID: <931122.84519.ABARBIERO@delphi.com>
Source record: 197985

Not to tell you to spend more money, but if you could locate a STE with TOS 2.06 or even a MSTe with 2.06 you should be good to go. The cost of upgrading the 520 to STe standards might be more daunting than worthwhile.

Heck, look around for a used TT030.... they're pretty cheap nowadays.

Andreas@AEO

2315. Re: Searching for TT030 system...

Newsgroup: comp.sys.atari.st
Date: 1993-11-23 04:30:02 UTC
From: ABARBIERO@delphi.com
Message-ID: <931122.84602.ABARBIERO@delphi.com>
Source record: 197986

Current Notes is WELL worth the cover price and worth subscribing to!

Andreas@AEO

2316. Re: What is best editor to use to edit GNU source files?

Newsgroup: comp.sys.atari.st
Date: 1993-11-23 04:45:33 UTC
From: warwick@cs.uq.oz.au
Message-ID: <16469@uqcspe.cs.uq.oz.au>
Source record: 197987

Iain.Laskey@barclays.co.uk writes:
>winters@access.digex.net (Michael Winters) writes:
>|> Just obtained GNU Chess from net. Works fine, but would like to
>|> modify C source to have a GUI front-end.

>Save yourself some time - it's already been done. A full color graphic ST port
>has already been done. It was on a UK mag cover disk recently. Done by the same
>chap that did the graphic GEM nethack (warwick??)

Don't expect much from that graphical GNU Chess port (yes, it is mine).
I did it in a weekend to test my AMS library which is really intended
for action games, and so it has a really "fast" user interface, but
only ST Low rez.

Go ahead and make your own front-end - GNU Chess is written to make
that an easy task (which is why I used it).

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library
/ * <- Computer Science Department, |||||| GEM++ = C++ GEM library
_.-._/ University of Queensland, _// || _ Both are Free Software
_____ v ___ Brisbane, Australia. ______ |_/ || _| ________________________

2317. X-windows CLIENT?

Newsgroup: comp.sys.atari.st
Date: 1993-11-23 05:04:30 UTC
From: psurge@cs.utexas.edu
Message-ID: <2cs5ku$3m@yoakum.cs.utexas.edu>
Source record: 197988

THere are lots of people asking about X-windows, but I think most people are looking for the Client, not the server for their STs. I will be running all my X-windows applications on a Sparc, and I want them displayed on my ST. This is over a SLIP connection. I have seen MacX over a 14.4 slip and I know it is slow, but maybe a 28.8 will be better.

Anyway, I could care less about a X-window server for the ST, I want an X-window client.

Any suggestions? (framemaker on my ST via X-windows would be kinda neat, don't you think?)

2318. Re: Sync Rate problem

Newsgroup: comp.sys.atari.st
Date: 1993-11-23 05:08:54 UTC
From: Paul.Civati@mettav.royle.org
Message-ID: <754077494.0@mettav.royle>
Source record: 197939

On 14 Nov 93 at 16:24:55 (S.P.Taylor) wrote the
following:

> I have a problem. About 5 times im the last week, my ST
has
> spontaneously changed to 60Hz. I use it in 50Hz on a very
old
> Black & White TV, when I am using it for comms, so that I
can
> watch TV on my colour TV. Alll of a sudden, it decides to
go
> into 60Hz. The first time it happened, I thought the TV
had
> finally kicked the bucket, but after that, I tried
connecting
> it up to my other TV once the problem occurred, which can
cope
> with 60Hz, and it _was_ in 60Hz. I just used RE_SYNC.PRG to
flick
> it back into 50Hz and carried on as before.

I had this problem when I got my hard disk, apparently it was a design fault on some ICD boards, it doesn't show up on the STE AFAIK which is why it wasn't noticed.

What you can do so I've heard is add a capacitor somewhere, I don't know where sorry. If you want I know the email address of someone who might know.

This could be the same thing as you're experiencing, the fix? well I got a new DMA lead, I'm not sure what the difference is with the new lead as I only got a new one coincidently when the drive died and I sent it back to be replaced.

Then again it could be something completely different... ;-)

-Paul-

--
~=~=~=

2319. Re: SCSI 2 hard disks ...

Newsgroup: comp.sys.atari.st
Date: 1993-11-23 05:30:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A8793@MS.maus.de>
Source record: 197813

In article <1993Nov22.112228.3395@dmu.ac.uk> SG Yardley
(c2sgy@dmu.ac.uk) wrote:
>The Falcon030 has a SCSI2 port as standard. So why are all the hard disks
>'only' with SCSI 1 connectors. Most SCSI 1 transfer upto 1-2 meg per
second but I had
>heard that SCSI 2 gives about 10 meg per second !

Not with the Falcon (no wide SCSI, internal controller limited to about
2 MB / sec).

2320. Re: VME graphics cards

Newsgroup: comp.sys.atari.st
Date: 1993-11-23 05:57:19 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2cs8o0$jtb@darkstar.UCSC.EDU>
Source record: 197990

In <A56632@SL.maus.de> Stefan_Damerau@sl.maus.de (Stefan Damerau) writes:

>Card | | Pixel- | | | Price in |
>(Distributor | Resolution | frequency | Memory | Colors | Deutschmark |
>in Germany) | | | | | |
>---
>Crazy Dots II
> (TKR, Kiel) 1024*768 65MHz 1MB 16.7Mil 898.-

Not true. for 24 bot color (when available) max is 640 x 480
for 15 bit color, max is 800 x 600
for 256 colors, max is 1200 x 800
for less than 256 colors, max is 1600 x 1200.

All modes can be assigned to a virtual screen, so you can run at 1600 x 1200
x 16 colors and only show 800 x 600 on your monitor (if that is the max it
supports) and scroll to get the whole screen. I think most of the other cards
have the same capability...

~Chris
>Bye
> Stefan

>===
>Stefan_Damerau@sl.maus.de
> !!No Mail >16kB please!!

2321. Re: Tera desktop!!!!

Newsgroup: comp.sys.atari.st
Date: 1993-11-23 06:17:26 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.13537@cix.compulink.co.uk>
Source record: 197991

In article <CGvBuq.14p@NeoSoft.com>, swhatley@blkbox.COM (Steven Whatley) writes:
>WOW!!!! What a great program! I have just few questions.
>

TeraDesk is a nice program. I wish it used colour icons on the Falcon
though.

Ofir ogal@cix.compulink.co.uk

2322. Re: Page on Storm

Newsgroup: comp.sys.atari.st
Date: 1993-11-23 06:17:30 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.13536@cix.compulink.co.uk>
Source record: 197992

In article <CGv36v.E9o@dscomsa.desy.de>, wwc@dxhrb1.cern.ch (Wolfgang Wander) writes:
>The English manuals have been printed very recently and are shipped in the
>next days.
>
> Wolfgang
>
Don't forget the UK...

Ofir ogal@cix.compulink.co.uk

2323. Re: Falcon virtual memory

Newsgroup: comp.sys.atari.st
Date: 1993-11-23 07:00:44 UTC
From: warwick@cs.uq.oz.au
Message-ID: <16474@uqcspe.cs.uq.oz.au>
Source record: 197994

wells_s@ix.wcc.govt.nz (Steve Wells) writes:

>How many recognise TT RAM? I thought it had to be specifically accessed, or
>is tht complete gunk?

Any program can use TT RAM for non-screen, non-DMA RAM. The user can
configure this by setting flags in the program header (using, for example,
the Fileinfo CPX). There are seperate flags for allowing the program
to RUN in TT-RAM and to MALLOC from TT-RAM.

This basically means that any program that doesn't do things like page
flipping will work with both the RUN and MALLOC enabled. Programs that
MALLOC screen ram will have to MALLOC from ST-RAM (unless they are smart
and use Mxalloc() to explicitly request ST-RAM for that piece of screen
RAM). I'm not sure what requires a program to be RUN in ST-RAM.

I have yet to find a program, other than low-level games, that need to
RUN or MALLOC from ST-RAM.

nb. AMS nows uses Mxalloc() when allocating screen RAM.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library
/ * <- Computer Science Department, |||||| GEM++ = C++ GEM library
_.-._/ University of Queensland, _// || _ Both are Free Software
_____ v ___ Brisbane, Australia. ______ |_/ || _| ________________________

2324. Re: Desktop icons (Was: Re: New files uploaded to ftp.cs.ruu.nl)

Newsgroup: comp.sys.atari.st
Date: 1993-11-23 07:03:50 UTC
From: warwick@cs.uq.oz.au
Message-ID: <16475@uqcspe.cs.uq.oz.au>
Source record: 197995

C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:

>What kinds of limits are there to the number of icons in (say) NeoDesk
>and Newdesk (aka GEM desktop)? What about when you have full colour
>icons?

>Does the 64K RSC file limit apply?

Data for colour icons is in the extended section of the new RSC file format,
which breaks free of the 64K limit. 64K is still a lot for mono icons - about
250 32x32 icons. You wouldn't FIT that many on the screen :)

--
warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library
/ * <- Computer Science Department, |||||| GEM++ = C++ GEM library
_.-._/ University of Queensland, _// || _ Both are Free Software
_____ v ___ Brisbane, Australia. ______ |_/ || _| ________________________

2325. Re: Desktop icons (Was: Re: New files uploaded to ftp.cs.ruu.nl)

Newsgroup: comp.sys.atari.st
Date: 1993-11-23 07:18:22 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.13579@cix.compulink.co.uk>
Source record: 197996

In article <CGwpwv.EAA@cen.ex.ac.uk>, cs93dlh@dcs.exeter.ac.uk (D.L.Hastings) writes:
>
> What kinds of limits are there to the number of icons in (say) NeoDesk
> and Newdesk (aka GEM desktop)? What about when you have full colour
> icons?
>
> Does the 64K RSC file limit apply?
>-------------
>I don't think so - my deskicon.rsc file is about 160k...
>{{{ Dan }}}
>
There is a limit on the number of icons you can drop on the desktop. Silly
to have a limit in my opinion.

Ofir ogal@cix.compulink.co.uk

2326. Re: help with my 14.4k baud modem

Newsgroup: comp.sys.atari.st
Date: 1993-11-23 07:18:22 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.13578@cix.compulink.co.uk>
Source record: 197997

In article <CGwHMr.5Dn@dscomsa.desy.de>, wwc@dxhrb1.cern.ch (Wolfgang Wander) writes:
>>
>Slowly. I had to put some efford in a better key coding algorithm as some
>highly intelligent crackers have solved the algorithm... ;-)
>
> Wolfgang
>

They can't be too clever if that's what they do with their free time :-(

Ofir ogal@cix.compulink.co.uk

2327. Re: Falcon virtual memory

Newsgroup: comp.sys.atari.st
Date: 1993-11-23 07:18:30 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.13580@cix.compulink.co.uk>
Source record: 197998

In article <2cr4kq$rui@golem.wcc.govt.nz>, wells_s@ix.wcc.govt.nz (Steve Wells) writes:
>> All programs that recognise TT RAM recognise virtual RAM.
>
>How many recognise TT RAM? I thought it had to be specifically accessed, or
>is tht complete gunk?

Most programs do, but some have problems. Among these are Calligrapher,
ImageCopy2 and of course Cubase.

Ofir ogal@cix.compulink.co.uk

2328. Re: Anyone cracked Cubase 3.01 yet?

Newsgroup: comp.sys.atari.st
Date: 1993-11-23 07:40:29 UTC
From: bili6745@mach1.wlu.ca
Message-ID: <CGxpBH.C7n@mach1.wlu.ca>
Source record: 197935

In article <16415@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>gp93rjo@t.hfb.se (Roger) writes:
>
>>Has anyone done it?

I'm happy to say (as i'm sure both the companies that make CuBase and Notator are to hear,) that try as they might the hackers out there have never done a usable crack of CuBase 3 or Notator. I think its a combination of lots and lots of hard protection schemes with the fact all those hackers out there are to would up in cracking the latest buget release....

It's a very good thing, I more then a few people who (unfortunatly) own 1 program and that is their sequencer.

Keith
>
--
|_|_|_

2329. Re: Anyone cracked Cubase 3.01 yet?

Newsgroup: comp.sys.atari.st
Date: 1993-11-23 07:49:22 UTC
From: bili6745@mach1.wlu.ca
Message-ID: <CGxpqB.DoB@mach1.wlu.ca>
Source record: 197936

In article <CGopzp.Gn2@cs.vu.nl> fvkampen@cs.vu.nl (Kampen van F) writes:
>gp93rjo@t.hfb.se (Roger) writes:
>
>>Has anyone done it?
>
>Yes, I have a copy of Cubase 3.0. Cracked by MCA.
>But it is *very* unstable on my Mega STe, and I keep using
>my offical cubase 2.0 (which IMHO looks much better then
>cubase 3.0).
>So the mistery is solved: CUBASE 3.0 HAS BEEN CRACKED!
>

Actually i have seen the MCA hack and it is a hack, VERY LAME. It basicly
a demo version the way i look at it. Someone would be lucky if they could
go 20 minutes with out bombing out and if you try about half of the features
you will freeze or bomb out. I wouldn't give MCA the 'credit' of the word
craked, 'hacked' or 'destroyed' would be more appropriate.

>Greetings
> Florentijn
>
>--
>+---+
>| Florentijn van Kampen | "O dear", says God, "I hadn't |
>| fvkampen@cs.vu.nl | thought of that", and promptly |
>| (...) The World is Music (...)| vanishes in a puff of logic" |

--
|_|_|_

2330. FALCON GAME: LASERDEMO!

Newsgroup: comp.sys.atari.st
Date: 1993-11-23 08:29:53 UTC
From: cspas050@sus.edu.eur.nl
Message-ID: <2cshm1$kmq@sus.edu.eur.nl>
Source record: 197999

Hey Guys, I just ftp-ed LASERDEM.TOS, and this is a Falcon game,
which looks just like wolfenstein 3d. It's great, it's a pre=preview
but you can play one level. It works on both: (S)VGA and RGB.

If you like games and falcon, you better have a look at this one, the
pre-preview is freeware, but the actual game is going to be shareware.

Oh yes: I thought it was on src.doc.ic.ac.uk or else
ftp.uni-kl.de

****
* M.A.Onstwedder - cspas050@sus.edu.eur.nl *
** *
* PAiN iS oNlY A sTatE oF MInD - YoU'lL GeT UsEd tO IT *******
* (Burn The Bastards - The Jams) *
****

2331. Re: MiNT Mailing list?

Newsgroup: comp.sys.atari.st
Date: 1993-11-23 09:08:53 UTC
From: gc85@hrz.uni-giessen.de
Message-ID: <CGxtEt.9Hp@muster.hrz.uni-giessen.de>
Source record: 198000

In article <brutond.753976075@p4.cs.man.ac.uk>, brutond@p4.cs.man.ac.uk (Dave Bruton) writes:
|> u1418@sparc24.cs.uiuc.edu (adam dean aulick) writes:
|>
|> >In <CGquzv.54r@westminster.ac.uk> vctec@westminster.ac.uk (Denesh Bhabuta) writes:
|>
|> >>In article <EgutmSu00WB_ExnsEY@andrew.cmu.edu> Geoffrey Spear <gspear+@CMU.EDU> writes:
|> >>>Hi... a few days ago someone here or in c.s.a.s.tech mentioned a MiNT
|> >>>mailing list. Could someone please email me the subscription address
|> >>>for the list?
|>
|> >>Me too ;-)
|>
|> >Me too.
|>
|> Me too! Cheers.
|> --
|> Dave Bruton. "It is impossible to enjoy idling thoroughly
|> brutond@cs.man.ac.uk unless one has plenty of work to do."
|> 16 Birchfields Avenue, Longsight - J K Jerome
|> Manchester M13 0XG (ENGLAND) Tel: 061 248 6687

ME TOO ME TOO ME TOO ME TOO !!!!
0 0
>
\-/

-
Konstantinos XONIS
(XAKChaos of XAK-Design Wetzlar)

eMail:
gc85@vision.hrz.uni-giessen.de
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Snail:
Konstantinos XONIS
Buderusstra&#65533;e 14
D35576 Wetzlar
FR Germany

FAX: +49-6441-42504

2332. Re: Page on Storm

Newsgroup: comp.sys.atari.st
Date: 1993-11-23 09:23:28 UTC
From: Gordie Meyer ATARI UNITED cofounder <BIBLINSKI@delphi.com>
Message-ID: <931123.15808.BIBLINSKI@delphi.com>
Source record: 197901

The name you were searching for as the new marketers for FzDT is ATARI UNITED! and we ain't no commercial firm. <g> We are a not for profit group that is dedicated to providing support for Atari TOS users, with a special emphasis on those who are not 'wired' into one net or the other. The reason we have created ATARI UNITED! SoftWareHouse is to help generate some funds to carry on our outreach program. We're in the midst of working out an agreement with Aaron right now, and will make an announcement as soon as we have it in place.

Aaron mentioned re-writing the whole program in assembly, so I'm assuming that project will result in version 3.00. He's already done several modules in assembly, and will no doubt include some or all of those in v2.30.

If anyone would like more information on ATARI UNITED!, send me e-mail.

```
--
..|'''.| '|| || > Gordie Meyer
.|' ' .... ... .. .. || ... .... > P.O. Box 1982
|| .... .| |. ||' '' .' '|| || || .|' > Ames, IA 50010-1982
'|. || || || || |. || || ||' > USA
''|...'| '|..|' .||. '|..'||. .||. '|..|' > biblinski@delphi.com
==> This sig idea flagrantly stolen. So sue me. > ATARI UNITED!
```

2333. Re: Searching for TT030 system...

Newsgroup: comp.sys.atari.st
Date: 1993-11-23 10:16:06 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CGxwIv.9rz@barclays.co.uk>
Source record: 197908

```
In article <H.eg.MkIchSJA8fE@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
|>
|> Unfortunately, it's not for me... :-(
|>
|> A couple of years ago, I remember hearing about a company that had a
|> system based on a TT030 that would let you design things in Calamus, and
|> it would drive a vinyl cutter to make signs based on your Calamus
|> design... Does this ring a bell for anyone? I'd hate to have to call
|> up Atari and try to jog Bob Brodie's memory for this (har har, I'm sure
|> I'd get through!).
I remember the device but not much more than you. Maybe it worked via DMCs lino
interface? That wasn't a very cheap peice of kit as I remember it. It definetely
did(does?) exist though so persevere.

--
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-----------------------------------------------------------+
```

2334. Re: Falcon Games Compatibility

Newsgroup: comp.sys.atari.st
Date: 1993-11-23 10:19:57 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CGxwpA.9u7@barclays.co.uk>
Source record: 197909

In article <753645770.16335@minster.york.ac.uk>, ae-a@minster.york.ac.uk writes:
|> In article <753379470.8941@minster.york.ac.uk>,
|> <andrew@minster.york.ac.uk> wrote:
|> >Has anyone compiled a list of commercial games that are
|> >compatible (using backward for example) with the Falcon?
^^^^^^^^^
|> I heard recently that someone had written a PD program to make
|> the Falcon act more like an ST. Anyone know anything about
|> it?
Backwards maybe? :-) It's been around as long as the Falcon, I thought every Falcon owner had it. the latest versions let you save lists of settings for different programs. There is another prog that does the same thing via a bootsector but backwards is much better.

--
+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

2335. SpeedoGDOS installation

Newsgroup: comp.sys.atari.st
Date: 1993-11-23 10:27:35 UTC
From: mike@medsun.unige.ch
Message-ID: <1993Nov23.102735.10308@news.unige.ch>
Source record: 197902

I am having trouble installing Speedo. Everything seems fine with the
installation, but Easydraw 3 (which I was told works with Speedo),
announces : Font files not found", and quits.
Any ideas?

****
Mike Morris PhD * *
Division of Medical Genetics * * tel (Switzerland) (22) 702.56.94
University of Geneva * * fax (Switzerland) (22) 702.57.06
Geneva * * email mike@medsun.unige.ch
Switzerland * *
****

2336. Re: ST Informer

Newsgroup: comp.sys.atari.st
Date: 1993-11-23 10:31:22 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CGxx8B.9xn@barclays.co.uk>
Source record: 197910

In article <2cjdcl$etn@access.digex.net>, winters@access.digex.net (Michael Winters) writes:
|> Used ST Informer last night and am trying to get in touch with author,
|> Darek (got hold of some bank in Canada, will try his other no. later...
|> :--)), but I am really excited about the possibility of running .ARC
|> files on this simulated 800. It was cool to see BASIC come up! Anyway,
|> does anyone know how to create a virtual disk to hold the .ARC file on,
|> since I don't have a special cable to run from the ST to an 8-bit 1050
|> or whatever disk drive. (In fact, got no 8-bit drive, at the moment...)?
|> Is Darek alive? What do you all think of this program? I want to get
|> my hands on his $10 manual for it, if possible. Thanks for any tips.
|> Finally, thanks for all the tips on editing GNU source files - really
|> helpful! Long live ST and 8-bit machines!
I think you mean something else. ST Informer is a magazine isn't it? The 8bit emulator was written many years ago by Darek Mihoka(sp?). You used to be able to get a cable to connect 8bit drives to the ST. It's now PD and dead. darek no longer supports STs and works for Microsoft.

```
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-----------------------------------------------------------+
```

2337. searching speedo fonts. FTP sites??

Newsgroup: comp.sys.atari.st
Date: 1993-11-23 10:32:01 UTC
From: gallee@lotus.igd.u-bordeaux.fr
Message-ID: <1993Nov23.103201.5217@greco-prog.fr>
Source record: 197938

Keywords:

I'm looking for speedo fonts.
Please send me FTP address.

Thanks

2338. Re: Is there an archiver...

Newsgroup: comp.sys.atari.st
Date: 1993-11-23 10:35:58 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.93Nov23113559@lamothe.informatik.uni-dortmund.de>
Source record: 197903

>>>>> In article <A12451@S2.maus.de>, Christian_Grunenberg@s2.maus.de (Christian
Grunenberg) writes:

|AS> In this aspect, zoo is very reliable. You can unpack almost everything
|AS> from a corrupted archive. There is an utility (fiz) which scans the
|AS> archive to search for header and data blocks and gives you the offsets.

|> LHarc 2.31 is also able to unpack almost everything from a corrupted
|> archive
|> but the difference is that LHarc scans automatically for headers if there
|> were some corrupted files. So you don't need awful things like offsets or
|> external utilities.

LHarc has only the disadvantage that it doesn't work with
MinixFS. This makes it unusable.

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

2339. Re: Falcon virtual memory

Newsgroup: comp.sys.atari.st
Date: 1993-11-23 10:48:10 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.93Nov23114810@lamothe.informatik.uni-dortmund.de>
Source record: 197904

>>>>> In article <16474@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison) writes:

|> wells_s@ix.wcc.govt.nz (Steve Wells) writes:
|>> How many recognise TT RAM? I thought it had to be specifically accessed, or
|>> is tht complete gunk?

|> Any program can use TT RAM for non-screen, non-DMA RAM.

Only DMA from ACSI must go to ST-RAM. The other DMA chips (SCSI, SCC,
(DMA sound?)) can handle 32 bit addresses, and thus can directly
access TT-RAM.
--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

2340. FAQ: GDOS drivers

Newsgroup: comp.sys.atari.st
Date: 1993-11-23 11:07:28 UTC
From: CASTAN@cip.physik.uni-stuttgart.de
Message-ID: <2csqtg$1gut@info2.rus.uni-stuttgart.de>
Source record: 197905

Hello,

I want to refer to a GDOS driver FAQ I just posted. It can help you
if you can read the following text:

It is currently translated by Stefan Damerau.

++

Hallo,

ich habe gerade das GDOS-Treiber FAQ in de.comp.sys.st und maus.gui.gem
gepostet.
In dieser Gruppe kommt nur dieser Hinweis um Bandbreite zu sparen.

de.comp.sys.st: ein File als TeX-Version und eines als ascii-Version
maus.gui.gem : ascii-Version, wegen der 16K-Grenze gesplittet

Aus dem Inhalt:
- alle mir bekannten Drucker- und Bildschirmtreiber mit Bezugsquellen
- alle mir bekannten Programme, die ueber GDOS ausdrucken
- Hilfsprogramme zum Arbeiten mit GDOS
- Tips und Tricks
- Adressen, bei denen man die genannten Produkte bekommt
- kommentiertes Literaturverzeichnis
- und vieles mehr

Viel Vergnuegen damit.

MfG,
Gerd

CASTAN@cip.physik.uni-stuttgart.de; alias: G.Castan@physik.uni-stuttgart.de
Gerd Castan * Hoehbergstr. 16 * D-70327 Stuttgart

2341. Re: MULTI WINDOWS/MODEM Questions.

Newsgroup: comp.sys.atari.st
Date: 1993-11-23 11:14:47 UTC
From: vctec@westminster.ac.uk
Message-ID: <CGxz8o.J6p@westminster.ac.uk>
Source record: 197906

In article <2cqhu7$bpr@holmenkollen.ifi.uio.no> hallvart@ifi.uio.no (Hallvard Tanger&#65533;s) writes:
>
>I'm thinking about getting hold of a modem soon for my Atari STE.

So am I.

>Right now I'm using the computer terminals at the university, using UNIX and
>X-windows i believe it's called.

It probably is X windows that you are using.

>It is possible to connect via modem to the university, and I was wondering if
>I could use my STE in the same way as the terminal at school (although a little
>slower I suppose)?

Yes, and no. Yes, in that you are able to have many windows on screen at once
(upto 7 on the ST), but they are TEXT-only windows, and not graphic windows as
X-Windows.

The program that you are looking at is Unix Windows, which is available fro a.a
in the Telecomms directory...me thinks.

I posted a question similar to yours quite a few weeks ago, regarding Unix
Windows however, and got lots of replies concerning it. If you do use the
program, use it with a fast modem, as it is supposed to be very slow.

You will not be able to display any graphics, and you will also not be able to
open any windows using the 'xterm &' command, or be able to display anything
that appears on your X-Window display (clock, xload, mail box, etc). All you
will be able to do is have different jobs going on in different windows. ie,
read mail in one window, compile in another, maybe talk to someone in the
third.

But, I wonder how slow this will be, as you are only using one modem line, and
the ST does not have sockets like a X Terminal does.

>By the way, is there a user manual for "connect"? I don't seem to remember any "readme"
type
>user manual with it. By registering, will I get a printed ENGLISH user manual?

I think that the English Manual has been prepared.

Hope this helps.

Danny.
--
<===>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >

< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

2342. Re: Desktop icons (Was: Re: New files uploaded to ftp.cs.ruu.nl)

Newsgroup: comp.sys.atari.st
Date: 1993-11-23 11:30:40 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <CGxzz5.4nL@cen.ex.ac.uk>
Source record: 197907

In article <1993Nov22.213245.18167@bradford.ac.uk> S.P.Taylor@bradford.ac.uk (Steve Taylor) writes:

One thing to note is that there is a 100 line limit in the NEWDESK.INF
file of the Falcon. I think it is a 75 line limit on the ST under TOS 2.
Although this does not directly limit the number of icons you can have in,
it does limit the number that can be installed usefully.

I believe the limit is 4096 bytes rather than 100 lines, as this is the amount
of space reserved for it by the OS.
{{{ Dan }}}

2343. E_GEM wokring with Lattice C ?

Newsgroup: comp.sys.atari.st
Date: 1993-11-23 12:09:51 UTC
From: imr@cs.bham.ac.uk
Message-ID: <1993Nov23.120951@cs.bham.ac.uk>
Source record: 197911
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

Has anyone out there managed to get EGEM (Enhanced GEM - windowed dialogs, popup menus, cycling widgets) working with Lattice C v5.x ? I've tried compiling it but can't get anywhere with it at all. Also it doesn't help having all the documentation in German!

So can anyone either tell me what to do, or mail me .O file and whatever else I need ?

Many thanks

Ian

2344. Re: VME graphics cards

Newsgroup: comp.sys.atari.st
Date: 1993-11-23 12:59:32 UTC
From: johan.nordlander@engelska.umu.se
Message-ID: <johan.nordlander-231193140257@nod.eng.umu.se>
Source record: 197912

In article <2cs8o0$jtb@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu
(Christopher Taylor Oates) wrote:
>
>
> In <A56632@SL.maus.de> Stefan_Damerau@sl.maus.de (Stefan Damerau) writes:
>
> >Card | | Pixel- | | | Price in |
> >(Distributor | Resolution | frequency | Memory | Colors | Deutschmark |
> >in Germany) | | | | | |
> >----------
> >Crazy Dots II
> > (TKR, Kiel) 1024*768 65MHz 1MB 16.7Mil 898.-

Does a true colour driver exist for Crazy Dots II, if so, where can I find
it? My user's manual says nothing about any available true colour driver.

Johan Nordlander
Department of English
University of Umea
S-901 87 Umea
Sweden
Tel. int. + 46-90-166236
Fax. int. + 46-90-166023
E-mail:johan.nordlander@engelska.umu.se
Finger: johan.nordlander@nod.eng.umu.se

2345. Re: Falcon Games Compatibility

Newsgroup: comp.sys.atari.st
Date: 1993-11-23 13:01:33 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Nov23.130133.23059@bradford.ac.uk>
Source record: 197915

Iain.Laskey@barclays.co.uk wrote:
: Backwards maybe? :-) It's been around as long as the Falcon, I thought every
: Falcon owner had it. the latest versions let you save lists of settings for
: different programs. There is another prog that does the same thing via a
: bootsector but backwards is much better.

I can't get the latest version to work! I have downloaded it twice from
two different places, and every time, it doesn't work. I dont know the
exact symptoms, as its not me who has tried it, but a friend who has a
Falcon. Where can I ftp a working copy from?

Steve Taylor. |||
Long Live / | \, if they don't shoot themselves in the foot.

2346. Re: music composer program

Newsgroup: comp.sys.atari.st
Date: 1993-11-23 13:06:22 UTC
From: an36841@anon.penet.fi
Message-ID: <131308Z23111993@anon.penet.fi>
Source record: 197914

```
>A>!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
>You should check Your '!' key ;-)

WWWhhhhhaaaaattttttt ddddddooooooo yyyyyooooouuuuu mmmmeeeeeaaaaannnnn ???????;-)

--------------------------------------------------------------------------
To find out more about the anon service, send mail to help@anon.penet.fi.
Due to the double-blind, any mail replies to this message will be anonymized,
and an anonymous id will be allocated automatically. You have been warned.
Please report any problems, inappropriate use etc. to admin@anon.penet.fi.
```

2347. Re: help with my 14.4k baud modem

Newsgroup: comp.sys.atari.st
Date: 1993-11-23 13:12:25 UTC
From: dburns@world.std.com
Message-ID: <CGy4oq.I82@world.std.com>
Source record: 197913

anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:

>stuff deleted<

> Just curious, Wolfgang, how's the FAX part of CoNnect coming along?
>I have a new 14.4k faxmodem (for $99U.S. I couldn't pass it up)
>and I have this urge to fax an order into McDonald's :-)

>
> Rob

>...(as he moves into a related thread) - any faxmodem user's out there?
>any experiences with Straight Fax or any other program you'd like
>to share with a fledgling fax-dude?...

I have STraight Fax v.2.0 and it's great. It converts Pagestream and
other file types into fax files, and is very easy to set up and use.
Once set up, you needn't worry about what directories things are
in--STraight Fax blends into your system seamlessly.

I use it to transfer drafts of our band's newsletter, press releases,
etc. to my manager for editing/approval. I bought from Toad Computers,
and they have excellent online support from the author, as well as some
nice support files. Toad is at (410)544-6943 or 800-448-TOAD (orders only).

2348. Re: HARDWARE BUG ON FALCON (HELP !!)

Newsgroup: comp.sys.atari.st
Date: 1993-11-23 13:24:29 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.93Nov23142429@arthur.crpht.lu>
Source record: 197916

> Bertucci R. Calcagno M. (treno@dist.dist.unige.it) wrote:
> : My falcon has a bad output on right audio channel.
> : Is it a common problem ?
> : Is there anyone who could help me to solve this problem?
>
> I would most certainly hope Atari could help you to solve this problem.
> You have a defective Falcon. It is not a common problem.
It IS a common problem. I posted also a solution to it, but I don't have that
post anymore.
Here it is in short, without screwing too much:
Open the cover (6 screws)
Remove the loudspeaker
Look into the hole, you will see one of the screws holding the harddisk to the motherboard.
Loosen this screw a bit, its fittet too tight so it produces shortcuts on the
other side of the motherboard (no right channel, no monitor sound)
Close your Falcon, it should work now.
If it still does not work, grab the monitor-adaptor and pull it up while
holding the F030 down. This should remove the shortcut below the motherboard.
If it still does not work, send the Falcon back to Atari.

This harddisk unscrewing solves also the problem of not being able to access
the HD if it's too hot (30 degrees C roomtemperature). When it's hot the HD
expands and the screws hold it in place and so it bends and the heads find the
tracks nomore.

Georges.
PS: Now I'll save this post to repost it when the question arises again.

--
Georges Kesseler
Office: kesseler@crpht.lu
Private: kesseler@restena.lu
IRC: Gunstick

2349. Re: AtariWorks

Newsgroup: comp.sys.atari.st
Date: 1993-11-23 13:39:41 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CGy5y6.Ax0@newcastle.ac.uk>
Source record: 197919

In article <CGwGuA.H67@cs.bham.ac.uk>, C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
>This has always puzzled me - why has Atari never written a PostScript
>driver? Not for *any* version of GDOS!
>
>--Chris

Although there is a postscript driver for the original GDOS - comes with
Timeworks DTP (in fact, was on the cover of a magazine once.....).

Could always use Kandinsky to output postscript......it's got it's own
postscript driver.

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 4883098
Stevenage,England.|| Snail-mail: 2 Sun Street, Suniside, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

2350. A bug in NewDesk under TOS 4.04 on Falcon?

Newsgroup: comp.sys.atari.st
Date: 1993-11-23 13:45:46 UTC
From: imr@cs.bham.ac.uk
Message-ID: <1993Nov23.134546@cs.bham.ac.uk>
Source record: 197917
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've had my Falcon for a few months now but I'm still suffereing from a really annoying little bug in NewDesk...
This is the problem: I set all my keyboard shortcuts up how I like em, save the NEWDESK.INF file. No prob... I now run another program (any program) and when I come back all the keyboard shortcuts are screwed up. From saving the desktop again I've sussed that another copy of the NEWDESK.INF line dealing with keys gets appended to the existing one... this really is annoying since quite often I'll have been running a program and then I'll say add another installed application, if I then saved the desktop I'd get garbled keys in the NEWDESK.INF file and would then have to attack it with an editor...

So does anyone else suffer from this ? Is there a cure, should I get in contact with Atari about it ?

Cheers

Ian

(my system is Falcon 4/120 with TOS4.04, nVDI and screenblaster)

2351. Re: AtariWorks

Newsgroup: comp.sys.atari.st
Date: 1993-11-23 14:10:16 UTC
From: djs@jet.uk
Message-ID: <1993Nov23.141016.1597@jet.uk>
Source record: 197918

In <CGwGuA.H67@cs.bham.ac.uk> C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:

>In article <2bvsuj$15b2@info2.rus.uni-stuttgart.de> CASTAN@cip.physik.uni-stuttgart.de (Gerd Castan) writes:
>>In <1993Nov11.121206.17996@jet.uk> djs@jet.uk writes:
>>
>>> But Speedo is still useless for many of us as there is no PostScript driver :-(
>>There is one under development. (Not by Atari)
>>

>This has always puzzled me - why has Atari never written a PostScript
>driver? Not for *any* version of GDOS!

Because they have never been interested in promoting their computers for serious/pro use.

I do have two things that call themselves GDOS PostScript drivers. The first came with Calligrapher v2. That program uses GDOS in *very* strange ways, and none of their drivers would work with anything else. They abandoned GDOS (actually a clone, called G+Plus) for v3. (And now they've abandoned Calligrapher period. The PostScript driver for Calligrapher v2 produced the worst PostScript of any program I have seen on any platform. Absolute bollocks, especially if you want to use any font other than those built in to the printer. (It would draw the outline of every character individually, therefore making *enormous* PostScript files, which printed very slowly because they did not use the character bitmap cache.

The other GDOS/PS driver came with Timeworks Publisher 2. I haven't tried it with other GDOS programs, but it was quite specific to the way Timeworks had hard-coded info about PostScript fonts, so is unlikely to be useful elsewhere.

The vector system of SpeedoGDOS makes PostScript more useable, and more useful. If we can get a driver.

--
- Yeo 1 Fulham 0. Ha!
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

2352. Re: Falcon030 new casing ?

Newsgroup: comp.sys.atari.st
Date: 1993-11-23 14:50:25 UTC
From: error@stack.urc.tue.nl
Message-ID: <2ct7vh$of6@tuegate.tue.nl>
Source record: 197920

vctec@westminster.ac.uk (Denesh Bhabuta) writes:

>I have heard about a German company having a Case for the Falcon, but that was
>a few months ago...nothing else.

Atari ST Nieuws (netherlands) has a review of the Mega Falcon case as
they call it. Cost is about $150 and that includes PC keyboard, adapter
for the keyboard (to which also joysticks and mouse can be connected)
(by the way casing will also work with 1040 st(E)) Lights for power,
disk activity and key to lock the mouse and keyboard both (with real
key, not one fits them all) and a power switch on the front. Also
included are hardware diskdrive write protection. And that is about it.
Building the entire thing might be a bit difficult they say.

Erlend.
--

2353. Re: A bug in NewDesk Falcon (key s-cuts)

Newsgroup: comp.sys.atari.st
Date: 1993-11-23 15:30:50 UTC
From: pagan@meiko.co.uk
Message-ID: <2ctaba$9uk@bart.meiko.com>
Source record: 197921

In article 134546@cs.bham.ac.uk, imr@cs.bham.ac.uk (Ian M Rae) writes:
>I've had my Falcon for a few months now but I'm still suffereing from a really
>annoying little bug in NewDesk...
>This is the problem: I set all my keyboard shortcuts up how I like em, save the
>NEWDESK.INF file. No prob... I now run another program (any program) and when I
>come back all the keyboard shortcuts are screwed up. From saving the desktop
>again I've sussed that another copy of the NEWDESK.INF line dealing with keys
>gets appended to the existing one... this really is annoying since quite often
>I'll have been running a program and then I'll say add another installed
>application, if I then saved the desktop I'd get garbled keys in the NEWDESK.INF
>file and would then have to attack it with an editor...
>
>So does anyone else suffer from this ? Is there a cure, should I get in contact
>with Atari about it ?
>
>Cheers
>
>Ian
>
>(my system is Falcon 4/120 with TOS4.04, nVDI and screenblaster)
>
>

Yup, I have the same problem (I think I am running 4.01 though I never have really checked properly).

I have a F030 4/65...

---
* ^ ^ * Stephen Payne
* + + * pagan@meiko.co.uk
* '` * "When in darkness or in doubt,
* |____| * run in circles, scream and shout."
* * Disclaimer: I do not speak for Meiko...Only for God

2354. Re: help with my 14.4k baud modem

Newsgroup: comp.sys.atari.st
Date: 1993-11-23 15:35:01 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1567@usdtsg.DaytonOH.NCR.COM>
Source record: 197924

In article <931122.82050.ABARBIERO@delphi.com> ABARBIERO@delphi.com (Andreas) writes:
>Where didya get a 14.4 for $99???

Mac Warehouse (but be vewy vewy quiet, don't tell ol' Sinclair that
I am using a "Mac" modem ;-)

It's called a "Linelink 144e" I believe...

As far as it being a "Mac" modem, it has a 25pin RS232 port (and a cable
to hook that to a Mac - I just used a normal RS232 to hook it up to
my ST); and one or two AT settings had to be changed (like making
the carrier detect actually know that there's a carrier instead of assuming
so, i.e. AT&C1), but so far it's been working rather well...

Also, Toad's "Modem tester" says it's a Class 2 fax as well. One
thing that seemed a little confusing at first is that the box said
it was "Fax upgradable" *VIA SOFTWARE* - this tells me that it has
the capable hardware already (the "modem tester" says it's Straight Fax
compatible so I'll wait till I buy a copy of Straight Fax to test
that out). Since I'm *not* a fax expert, don't take this
as gospel, however...

In any case, I did *not* order the Mac fax software because I'm not
planning on faxing from under Spectre. But I did get a Mac terminal
program on disk :-)

Rob

...and to make things more interesting, I heard about this Mac modem
from an Amiga user on an Atari BBS who said he saw it in an Amiga
magazine :-O

2355. New PC owner :(

Newsgroup: comp.sys.atari.st
Date: 1993-11-23 16:43:08 UTC
From: jhoffman@netcom.com
Message-ID: <jhoffmanCGyEFw.25G@netcom.com>
Source record: 197923

Hello, I thought I'd pop over here and post a message about my trials and tribulations having bought a new PC 486/33 with windows to replace my MegaST. To all Atari people who might be considering buying a PC and running windows don't plan on doing high speed (19.2K) telecomunications. I've spent the last several weeks trying to get error free comunications without luck. I've use several of the mainstream telecom packages and they all fail. I'm also a Genie user and the PC Aladdin program is a POOR reflection of the ST Aladdin application. AOL and WINCIS are also poor systems compared to ST Aladdin. I've just ordered a piece of software called turbocom which is supposed to fix all my problems. Yeh like the 16550 uart was going to fix all my problems. So Consider when and if you decide to move to a windows PC, Telecom on the ST is best!

Unfortunately, In the areas of business apps, and games the PC is probably better. Having spent $3K for my multimedia PC I can't help but wonder if I wouldn't have been better off with a Falcon...

Best Wishes,
John
--
+---+
| John Hoffman | jhoffman@netcom.com | Boring Sigfile |
+---+

2356. Re: Where is AEO_SE_J.ZIP ??

Newsgroup: comp.sys.atari.st
Date: 1993-11-23 17:31:22 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <93327.123122STIRRE31@MAINE.MAINE.EDU>
Source record: 197932

```
You can get AEO_SE_J.ZIP on UMich FTP site. I'm sure
it is probably available on other sites as well, but
UMich is where I got it from.
-scott tirrell
```

2357. Re: X-windows CLIENT?

Newsgroup: comp.sys.atari.st
Date: 1993-11-23 17:36:12 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <2cthmcINN27jc@rs1.rrz.Uni-Koeln.DE>
Source record: 197925

In <2cs5ku$3m@yoakum.cs.utexas.edu> psurge@cs.utexas.edu (Troy Carpenter) writes:

>THere are lots of people asking about X-windows, but I think most people are
>looking for the Client, not the server for their STs. I will be running all
>my X-windows applications on a Sparc, and I want them displayed on my ST.
>This is over a SLIP connection. I have seen MacX over a 14.4 slip and I know
>it is slow, but maybe a 28.8 will be better.

>Anyway, I could care less about a X-window server for the ST, I want an
>X-window client.

Excuse me, but what you are looking for is an X server, not a
client. To explain a little: In the X windows architecture, the
sytem which provides the graphics display functionality, i.e.
which accepts command messages and displays graphics accordingly,
is the server. Obviously, this is what you look for. The source
that generates the command messages is the client. In your setup,
this would be some program on the Sparc, e.g. Xterm or
FrameMaker.
This can be a bit confusing sometimes, especially if you're used
to assume that the "big" computer always is the server and the
"little", local one is the client.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

2358. Re: Thinking about Cannon BJ-200's....Hmmm

Newsgroup: comp.sys.atari.st
Date: 1993-11-23 17:39:01 UTC
From: lpzssm@unicorn.nott.ac.uk
Message-ID: <2cthrl$55u@unicorn.ccc.nottingham.ac.uk>
Source record: 197930
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Nov17.015737.24886@bsu-ucs>, 01mbmccabe@leo.bsuvc.bsu.edu writes:
>
> If anyone has any experience with using a BJ-200 on an ST lemme know! :)
>
> I'm wondering how easy it will be to find drivers for WordPerfect (and other PD
> Wordprocessors) Opus 2.31, PageStream 1.8, and other programs.
>

I got rid of my BJ10e due to compatability problems - Epson LQ emulation
will cover you for just about everything, but only BJ10e mode makes
the most of the printer. Hence I found myself twiddling with dip
switches far too often and went for a Deskjet instead.

Sam

2359. Re: Falcon virtual memory

Newsgroup: comp.sys.atari.st
Date: 1993-11-23 17:45:47 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <2cti8bINN19ap@rs1.rrz.Uni-Koeln.DE>
Source record: 197926

In <16474@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au (Warwick Allison) writes:

>I'm not sure what requires a program to be RUN in ST-RAM.

Perhaps when it has some sound samples incorporated into it, e.g.
as INLINE in GFA or somehow included in the .DATA segment?

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

2360. Can I get "Mercury On-Line"?

Newsgroup: comp.sys.atari.st
Date: 1993-11-23 17:51:42 UTC
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <93327.35502.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 197928

I'm probably whistling in the wind on this one, but I'll try anyway . . .
Here in the Bay Area (California) there is a newspaper, the San Jose Mercury News, that offers a service called "Mercury On-Line". It's an expanded news service for modem users. They offer it for PC's and Macs (naturally). I own the highly popular Atari Mega STe, and I have an Atari Modem (900 Baud, I think). I also have the fabulous, practical, well supported Macintosh emulator Spectre GCR. Is there any hope that I can get "Mercury On-Line" on my Atari computer? I already subscribe to GEnie (which I find fairly worthless, BTW).
Please E-mail or post your response.
Mark van Wyk (408) 739-0541

2361. Re: X-windows CLIENT?

Newsgroup: comp.sys.atari.st
Date: 1993-11-23 17:53:25 UTC
From: ehood@convex.com
Message-ID: <1993Nov23.175325.11567@news.eng.convex.com>
Source record: 197927

In article <2cs5ku$3m@yoakum.cs.utexas.edu>,
Troy Carpenter <psurge@cs.utexas.edu> wrote:
>THere are lots of people asking about X-windows, but I think most people are
>looking for the Client, not the server for their STs. I will be running all
>my X-windows applications on a Sparc, and I want them displayed on my ST.
>This is over a SLIP connection. I have seen MacX over a 14.4 slip and I know
>it is slow, but maybe a 28.8 will be better.
>
>Anyway, I could care less about a X-window server for the ST, I want an
>X-window client.

NO, you want the server. The client (in your case) is the Sparc and
the ST is the server. The simplest way to figure out what is the
client and what is the server is the following:

- The machine you start the program on is the client (machine).
- The display machine is the server (machine).

MacX is a server implementation. If I was able to compile a
X application on the Mac and run it from the Mac, then you
have a client implementation of X. However, one can not
compile X code on a Mac (at least to my knowledge).

Implementing a server on a machine is easier than giving a
machine the ability to run X clients. In order to to run
X clients, one needs to port X-Lib (and subsequently the
Xt Toolkit). A server just needs to implement the underlining
X protocol.

--ewh

--
Earl Hood | CONVEX Computer Corporation
ehood@convex.com | 3000 Waterview Parkway
Phone: (214) 497-4387 | P.O. Box 833851
FAX: (214) 497-4500 | Richardson, TX 75083-3851

2362. Re: Can I get "Mercury On-Line"?

Newsgroup: comp.sys.atari.st
Date: 1993-11-23 18:11:00 UTC
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <93327.36660.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 197929

Correction - - - It's called "Mercury Center".
------------------------ Original Article ------------------------
Newsgroups: comp.sys.atari.st
Path: butch!LMSC5.IS.LMSC.LOCKHEED.COM!L676791
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Subject: Can I get "Mercury On-Line"?
Message-ID: <93327.35502.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Sender: news@butch.lmsc.lockheed.com
Organization: Lockheed Missiles & Space Company, Inc.
Date: Tue, 23 Nov 1993 17:51:42 GMT

I'm probably whistling in the wind on this one, but I'll try anyway . . .
Here in the Bay Area (California) there is a newspaper, the San Jose Mercury
News, that offers a service called "Mercury On-Line". It's an expanded news
service for modem users. They offer it for PC's and Macs (naturally). I own
the highly popular Atari Mega STe, and I have an Atari Modem (900 Baud, I
think). I also have the fabulous, practical, well supported Macintosh emulator
Spectre GCR. Is there any hope that I can get "Mercury On-Line" on my Atari
computer? I already subscribe to GEnie (which I find fairly worthless, BTW).
Please E-mail or post your response.
Mark van Wyk (408) 739-0541

2363. MiNT aware Desktop testers : PLEASE READ

Newsgroup: comp.sys.atari.st
Date: 1993-11-23 18:28:50 UTC
From: sms@sys.uea.ac.uk
Message-ID: <sms-231193192850@cgpq1.sys.uea.ac.uk>
Source record: 197934

This is a post to all people who replied to my earlier request for
testers for my replacement desktop program, Myriad.

I'm not the most organized person in the world so I am checking
to see if everyone who replied has now had some response from me.
I should now have sent a copy of version 0.81 of my program to
anyone who registered too.

If you have asked to test my program, but have not heard from
me in any way, please send me another EMAIL message.

Thanks,

Steve.

==
Steve Sowerby, Ph.D. Student, Computational Geometry Project,
School of Information Systems, University of East Anglia, Norwich.
EMAIL : sms@sys.uea.ac.uk
POST:Steve Sowerby, P/G Student, SYS, UEA, Norwich NR4 7TJ, England
==

2364. and another bites the dust

Newsgroup: comp.sys.atari.st
Date: 1993-11-23 18:45:32 UTC
From: trek@cbnewse.cb.att.com
Message-ID: <CGyK43.2pp@cbnewse.cb.att.com>
Source record: 197933

Looks like apple is re-thinking their strategies. Maybe their machines
aren't doing as well as some would lead us to believe.

----------news service extraction----------

o Apple Computer, in a departure from its proprietary strategy,
is about to unveil a Macintosh personal computer that can
operate as an IBM-compatible machine and use Microsoft's
popular Windows operating software. [WSJ]
Wayne

2365. Searching for MolSys!

Newsgroup: comp.sys.atari.st
Date: 1993-11-23 18:59:00 UTC
From: Christian_Mittendorf@ki.maus.de
Message-ID: <A25902@KI.maus.de>
Source record: 197812

Hello!

Who knows a program called MolSys? It's used for building and displaying
threedimensional molecules. It was written by an english author.

In his description he told something about a new version which will
support "real" window output, colours and compatibility to MTos.

Who could give me some information about this project?

Greetings,
Christian

++++
Christian Mittendorf
Manrade 41 Phone: Germany +49-(0)431 /338838
24106 Kiel Internet: chris-m@pz-oekosys.uni-kiel.d400.de
Germany Maus Net: christian_mittendorf@ki.maus.de

2366. Re: help with my 14.4k baud modem

Newsgroup: comp.sys.atari.st
Date: 1993-11-23 20:35:08 UTC
From: sheppard_r@jethro
Message-ID: <2cts5s$g1@golem.wcc.govt.nz>
Source record: 197937

In article <1564@usdtsg.DaytonOH.NCR.COM>, anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:
>In article <CGw0Aw.MFu@dscomsa.desy.de> wwc@dxhrb1.desy.de (Wolfgang Wander) writes:
> Just curious, Wolfgang, how's the FAX part of CoNnect coming along?
>I have a new 14.4k faxmodem (for $99U.S. I couldn't pass it up)
>and I have this urge to fax an order into McDonald's :-)
>
> Rob
>
>....(as he moves into a related thread) - any faxmodem user's out there?
>any experiences with Straight Fax or any other program you'd like
>to share with a fledgling fax-dude?...

A Plug for COMA 1.4......

A friend of mine has just tried the COMA 1.4, claimed that it worked,
that I mailed from Berlin, it is cripleware but you can at least try it out...

German with a built in English resorce, did not see any English Doc's,
but have only glanced over it....

Roger.............. sheppard_r@kosmos.wcc.govt.nz

2367. Origin Systems

Newsgroup: comp.sys.atari.st
Date: 1993-11-23 20:36:00 UTC
From: Carsten_Tolkmit@ki.maus.de
Message-ID: <A26140@KI.maus.de>
Source record: 197785

Hi there...

Has Origin Systems / Lord British a Email adress? Does anybody know it? If yes, please send it to me..

Ciao,
/Carsten/

\\\\\
Carsten Tolkmit @ KI in the german MausNet
Carsten_Tolkmit@KI.maus.de in the international UseNet
Try to contact me in MausNet or UseNet!
/////

2368. Re: BBS Software

Newsgroup: comp.sys.atari.st
Date: 1993-11-23 20:47:30 UTC
From: galaxis@traveller.freiburg.sub.org
Message-ID: <2cf26ed8168c71@traveller.freiburg.sub.org>
Source record: 197889

>The reason RATsoft can't run under MiNT/MultiTOS is because it's a TTP
>program that draws on the screen with VDI calls, and _assumes_ its got
>the whole machine to itself.
>Fnordadel compiled with the MiNTlibs should do much better... and it's
>freely available.

QuickBBS ST V1.10 runs under MiNT in a TOSWIN (or whatever) window, too -
if you switch off the statusline. (The statusline is written to the screen
using LineA.)

(I think that's rather astonishing for a GFA Basic program in the size of
QuickBBS...)
It's not PD, though, but keyware.

/\|ex.--
galaxis@traveller.freiburg.sub.org (or ab@traveller.fido.de)
Network_ST 90:400/101*VNet 46:9490/231*KultNet 23:550/5*FidoClassic 2:2476/803
Traveller-Box ++49-761-381571 (HST/DS) - THE Atari BBS in southwest Germany

2369. Re: X11 server for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1993-11-23 21:03:02 UTC
From: galaxis@traveller.freiburg.sub.org
Message-ID: <2cf26eda168d4b@traveller.freiburg.sub.org>
Source record: 197888

bill@main (bill@main.morris.org) wrote:

>> How do I get an ethernet card for my Falcon and how does it connect up?
>> Parallel port? SCSI-II? DMA? Cartridge?

I've just heard rumours about a SCSI ethernet adapter (developed by Pam's
Net or whatever they were called...). It seems to be likely that I will see
one of those this weekend...

/\|ex.
--
galaxis@traveller.freiburg.sub.org (or ab@traveller.fido.de)
Network_ST 90:400/101*VNet 46:9490/231*KultNet 23:550/5*FidoClassic 2:2476/803
Traveller-Box ++49-761-381571 (HST/DS) - THE Atari BBS in southwest Germany

2370. Jaguar games ??

Newsgroup: comp.sys.atari.st
Date: 1993-11-23 21:22:00 UTC
From: roine_stenberg@stacken.ct.se
Message-ID: <52912aae@stacken.ct.se>
Source record: 197858

Has anybody seen any Jaguar 3D games LIVE ??

I was wondering if the Jaguar is able to maintain a 50/60 hz refresh rate.
(should not be impossible with 56 mips).

The Jaguar will be out on "Thanks giving day". Living in a non American county.
means that i don't know when it is ! :-) When is it ?? (lives in sweden.
myself)...

---
* Origin: STacken BBS, Mj|lby, Sweden. +(46)142-19331. (2:204/419)

2371. Re: Anyone cracked Cubase 3.01 yet?

Newsgroup: comp.sys.atari.st
Date: 1993-11-23 21:43:41 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CGysCu.Aqz@sdf.lonestar.org>
Source record: 197781

```
==================
Just a question Warwick, can you honestly say that 100% of your software
is either originals, or PD/SW?
==================

I'm not sure about him, but I can say that I have absolutely no pirated
software of any kind (except a copy of MS-DOS, I don't think Microsloth
is gonna go bankrupt over it, and I rarely use PC-DITTO anyway).
```

2372. Re: Falcon Audio and Video

Newsgroup: comp.sys.atari.st
Date: 1993-11-23 22:33:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A57472@M4.maus.de>
Source record: 197783

>I don't have a System Audio Manager and my Falcon certainly doesn't have
>a video or sync input. Does anybody know if these things are available
>somewhere
>or were they just on a prototype and then scrapped?

System Audio Manager has been included into the Falcon package about two
months ago (for Germany, that is).

A sync input has ever been there (hint hint: on the monitor connector).

The only thing missing is a video input. That's what Genlock interfaces
are good for.

bye, Peter

2373. Re: VME graphics cards

Newsgroup: comp.sys.atari.st
Date: 1993-11-23 22:36:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A57473@M4.maus.de>
Source record: 197786

```
>Crazy Dots II
> (TKR, Kiel) 1024*768 65MHz 1MB 16.7Mil 898.- DM
>NOVA VME 32k
> (Computer- 1024*768 90MHz 1MB 64k 699.-
> insel)
>NOVA VME 16M
> (dito.) 1024*768 90MHz 1MB 16.7M 899.-
>MatGraph COCO
> (Matrix) 700*500 28MHz 1MB 256 790.-
>MEGA-Vision
>300
> (Sang) 1024*768 110MHz 1MB 32k 700.-
> 16.7M 900.-

Not quite right.

The Crazy Dots II VME card has a 84 MHz maximum pixel clock.
Only the old Mega ST version was limited to 65 MHz.

There's only one version of the Mega Vision 300 card. They just charge an
extra DM 200,- for the TrueColor driver software :-(

bye, Peter
```

2374. Falcon030 floppy?

Newsgroup: comp.sys.atari.st
Date: 1993-11-24 00:12:09 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <2cu8sp$qn6@usenet.INS.CWRU.Edu>
Source record: 197940

The Falcon030 has no floppy port. What do people use, SCSI floppies
on the SCSI II port?

2375. Re: How do I unpack PAX files?

Newsgroup: comp.sys.atari.st
Date: 1993-11-24 00:15:52 UTC
From: wells_s@jethro
Message-ID: <2cu93o$1vq@golem.wcc.govt.nz>
Source record: 197941

Version 3.01 of GEMview?! Great, another 500k of downloading at 2400! :)

```
/--------------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, you can O O |
| be 100% sure that it will! o |
| WELLS_S@KOSMOS.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\-------------Master of Cheats/Hints/Tips - The Mercenary------------/
```

2376. Re: HARDWARE BUG ON FALCON (HELP !!)

Newsgroup: comp.sys.atari.st
Date: 1993-11-24 00:44:52 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Nov24.004452.21492@bradford.ac.uk>
Source record: 197946

Bertucci R. Calcagno M. wrote:

: My falcon has a bad output on right audio channel.
: Is it a common problem ?
: Is there anyone who could help me to solve this problem?

and I wrote:

: > I would most certainly hope Atari could help you to solve this problem.
: > You have a defective Falcon. It is not a common problem.

and Georges Kesseler wrote:

: It IS a common problem.

Ok I believe you. Although I have never heard of it before (I've only had
UseNet access since September). No-one I have spoken to has seen this before.

: [The solution to the problem]

: If it still does not work, send the Falcon back to Atari.

Will all this opening of cases and screwing and unscrewing not have
invalidated your warranty?

: This harddisk unscrewing solves also the problem of not being able to access
: the HD if it's too hot (30 degrees C roomtemperature). When it's hot the HD
: expands and the screws hold it in place and so it bends and the heads find the
: tracks nomore.

Great. I'll make sure evry falcon-owner I know carries out this simple
operation. Thanks on their behalf !!

: PS: Now I'll save this post to repost it when the question arises again.

Good idea!

Steve Taylor. |||
Long Live / | \, if they don't shoot themselves in the foot.

2377. Re: Atari Laser to sell

Newsgroup: comp.sys.atari.st
Date: 1993-11-24 00:49:10 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Nov24.004910.22147@bradford.ac.uk>
Source record: 197947

Laurent Zimmerli (Laurent_Zimmerli@temptation.alphanet.ch) wrote:

: So,it's IMPOSSIBLE to connect this printer to another plateform :-(

This may have been said before, I can't remember.

Can you not use the ICD link in reverse, to turn this printer into a SCSI
device? I think I heard something like this somewhere, a few months ago,
but don't ask me for any details, as that's all I can remember.

Steve Taylor. |||
Long Live / | \, if they don't shoot themselves in the foot.

2378. Re: Tera desktop!!!!

Newsgroup: comp.sys.atari.st
Date: 1993-11-24 00:52:17 UTC
From: marshall@cs.uq.oz.au
Message-ID: <16480@uqcspe.cs.uq.oz.au>
Source record: 197942

In <memo.13537@cix.compulink.co.uk> ogal@cix.compulink.co.uk (Ofir Gal) writes:

>In article <CGvBuq.14p@NeoSoft.com>, swhatley@blkbox.COM (Steven Whatley) writes:
>>WOW!!!! What a great program! I have just few questions.
>>

>TeraDesk is a nice program. I wish it used colour icons on the Falcon
>though.

>Ofir ogal@cix.compulink.co.uk
Is there any advantage in using TeraDesk ina TOS 2.5/6/+ environment?
--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

2379. Re: A bug in NewDesk Falcon (key s-cuts)

Newsgroup: comp.sys.atari.st
Date: 1993-11-24 00:58:51 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Nov24.005851.23215@bradford.ac.uk>
Source record: 197948

: In article 134546@cs.bham.ac.uk, imr@cs.bham.ac.uk (Ian M Rae) writes:

: >This is the problem: I set all my keyboard shortcuts up how I like em,
: >save the NEWDESK.INF file. No prob... I now run another program (any4
: >program) and when I come back all the keyboard shortcuts are screwed up.
: >From saving the desktop

: >So does anyone else suffer from this ? Is there a cure, should I get in
: >contact with Atari about it ?

You surely don't think that anyone at Atari UK understands the
complexities of the Falcon? {grin}

: >(my system is Falcon 4/120 with TOS4.04, nVDI and screenblaster)

Stephen Payne (pagan@meiko.co.uk) wrote:

: Yup, I have the same problem (I think I am running 4.01 though I never
: have really checked properly).

All I have to say is that I know a UK Falcon, TOS 4.01, 4/65, where the
problem just simply does not happen. And I know that it is put through the
most rigorous of exercises, as far as the NEWDESK.INF file is concerned!
It does not btw have Screenblaster or NVDI - could one of these be the
problem???

Steve Taylor. |||
Long Live / | \, if they don't shoot themselves in the foot.

2380. Re: Falcon030 floppy?

Newsgroup: comp.sys.atari.st
Date: 1993-11-24 02:18:39 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Nov24.021839.2765@bradford.ac.uk>
Source record: 197851

James R. Gilbert (cb541@cleveland.Freenet.Edu) wrote:

: The Falcon030 has no floppy port. What do people use, SCSI floppies
: on the SCSI II port?

Most (normal) people use the internal High Desity Floppy Disk Drive.
Assuming they have a hard drive model of the Falcon, this is no great problem.

Steve Taylor. |||
Long Live / | \, if they don't shoot themselves in the foot.

2381. Re: A bug in NewDesk under TOS 4.04 on Falcon?

Newsgroup: comp.sys.atari.st
Date: 1993-11-24 02:23:55 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.18976@cix.compulink.co.uk>
Source record: 197949

In article <1993Nov23.134546@cs.bham.ac.uk>, imr@cs.bham.ac.uk (Ian M Rae) writes:
>I've had my Falcon for a few months now but I'm still suffereing from a really
>annoying little bug in NewDesk...
>This is the problem: I set all my keyboard shortcuts up how I like em, save the
>NEWDESK.INF file. No prob... I now run another program (any program) and when I
>come back all the keyboard shortcuts are screwed up. From saving the desktop
>again I've sussed that another copy of the NEWDESK.INF line dealing with keys
>gets appended to the existing one... this really is annoying since quite often
>I'll have been running a program and then I'll say add another installed
>application, if I then saved the desktop I'd get garbled keys in the NEWDESK.INF
>file and would then have to attack it with an editor...
>
>So does anyone else suffer from this ? Is there a cure, should I get in contact
>with Atari about it ?
>

There are two possible reasons:

1. You have edited the NEWDESK.INF file with a text editor.

2. You have exceeded the 4096 bytes limit on the file.

If it's 2 try GEMRAM+SHBUF. WinX is also recommended.

Ofir ogal@cix.compulink.co.uk

2382. Re: Desktop icons (Was: Re: New files uploaded to ftp.cs.ruu.nl)

Newsgroup: comp.sys.atari.st
Date: 1993-11-24 02:23:55 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.18975@cix.compulink.co.uk>
Source record: 197950

In article <CGxzz5.4nL@cen.ex.ac.uk>, cs93dlh@dcs.exeter.ac.uk (D.L.Hastings) writes:
>In article <1993Nov22.213245.18167@bradford.ac.uk> S.P.Taylor@bradford.ac.uk (Steve Taylor) writes:
>
> One thing to note is that there is a 100 line limit in the NEWDESK.INF
> file of the Falcon. I think it is a 75 line limit on the ST under TOS 2.
> Although this does not directly limit the number of icons you can have in,
> it does limit the number that can be installed usefully.
>--------
>
>I believe the limit is 4096 bytes rather than 100 lines, as this is the amount
>of space reserved for it by the OS.
>{{{ Dan }}}
>
The limit of 4k can be expanded using SHBUF.

Ofir ogal@cix.compulink.co.uk

2383. Re: 2.5 inch sickness... is it?

Newsgroup: comp.sys.atari.st
Date: 1993-11-24 02:29:30 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.nopE_tiDrlI@semprini.waterloo-rdp.on.ca>
Source record: 197869

In <2cdm2n$bap@usenet.INS.CWRU.Edu>, Len Stys writes:
>
>
> OK, my computer is on the fritz...
>
> When I turn it on, the screen goes blank and then there are rainbow
> verticle lines throughout the screen.
>
> Anyone see this problem before?
>
> I think when I brought something like this up before, I got a response
> about a 2.5" sickness (because that is the altitude you have to drop your
> computer at to make it work again). But I don't think I want to do that
> even though a lot of people claim that it solves certain problems.

I had something like that after I upgraded my 1040ST to 2.5M; the bozo
that did it used a Z*Ram upgrade board plugged into the video shifter
socket. I had to fiddle with the shifter and the RAM chips on the board
(they were all socketed, so I made sure to push them in as hard as I
could).

Another possibility is that your ROM chips are loose and/or the
connections are corroded; this /is/ the 2.5" sickness, BUT the "Atari
Drop" has never worked for my computer. I have to open it up, take the
power supply out, and push down all of my ROM chips. Inconvenient, but
it brought it back to life... I haven't had to do this for a couple of
years now. (Fingers crossed, and hoping for a lottery win so I can buy
a TT ahead of schedule!)

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2384. Looking for TT030 or 1030STE

Newsgroup: comp.sys.atari.st
Date: 1993-11-24 02:31:57 UTC
From: ai187@Freenet.carleton.ca
Message-ID: <CGz5p9.J47@freenet.carleton.ca>
Source record: 197852

Hi I am looking for a used TT030 or a 1030STE .

So if you've got one for sale email me with your price!!

The sooner the better!!

Thanks!!
--

2385. Re: Any Speedo-Fonts in the Public Domain???

Newsgroup: comp.sys.atari.st
Date: 1993-11-24 02:34:54 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.4cwcRuXAz_w@semprini.waterloo-rdp.on.ca>
Source record: 197871

In <CGovv3.1Fq@newcastle.ac.uk>, Craig Graham writes:
>
> What about the Speedo Fonts in the X11 distribution ?

I already checked that out; it was two type-1 fonts from BitStream, not
Speedo fonts. I do like BitStream Charter though, so I'm not going to
complain... :-)

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2386. Re: Anyone cracked Cubase 3.01 yet?

Newsgroup: comp.sys.atari.st
Date: 1993-11-24 02:48:24 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.SSkTdvRy3tA@semprini.waterloo-rdp.on.ca>
Source record: 197870

In <2cebfdca@troed.ct.se>, Rickard Troedsson writes:
> I think all crackers/hackers there is have had there try on it ... it's been
> here for a long time you know ..

Please, please, PLEASE don't perpetuate this media silliness...

All together now:

hacker != cracker

I am proud to say I'm a hacker; I "grew up" on a VAX PDP 11/34 running
the RSTS-E timesharing system. I had to use punch-cards to get a
printout.

I'm also proud to say I'm not a cracker; I can't think of a single more
useless way to spend your time.

Now, a cracker might want to be a hacker, but a hacker is never a
cracker.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2387. Re: BBS Software

Newsgroup: comp.sys.atari.st
Date: 1993-11-24 02:58:16 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.ZtCChOb9aHw@semprini.waterloo-rdp.on.ca>
Source record: 197872

In <2cee9b48@troed.ct.se>, Rickard Troedsson writes:
> Why not devote an STE to run the BBS, as I did? No $3000 here!

1) I have a small desk. :-(
2) My ST will be devoted to running those games that aren't TT compatible.

Gotta get your priorities right! :-) Also, if it's running on my
theoretical TT, I'd be able to log on to the console while doing my
other work, or reading news, or whatever. If someone was having I
problem I wouldn't even have to move to fix it!

> CH>
> CH> The reason RATsoft can't run under MiNT/MultiTOS is because it's a TTP
> CH> program that draws on the screen with VDI calls, and _assumes_ its got
>
> Obviously you haven't seen RATSoft ...

Obviously, I know at least three people locally running RATsoft BBSs;
they bought the software because I recommended it after reading the
author's spec list on GEnie.

> It's NOT a .TTP program.
>
> It does NOT assume it's got the whole machine to itself.

It's a text-mode program that draws lines on the screen. If it was a
TTP program, it'd run quite fine in a TOSWIN window under MiNT.

> Why are you lying?

I'm not lying; you're ignoring facts. Typical of flame wars in this
newsgroup!

> RATSoft will support MTOS when the OFFICIAL MTOS is fast enough. (MTOS v1.04
> isn't, v1.08 might be, but v1.08 is NOT official!)

Why not support it now and let the users decide if it's fast enough? I
haven't found anything that doesn't respond to a higher priority by
running faster...

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2388. Re: Falcon030 new casing ?

Newsgroup: comp.sys.atari.st
Date: 1993-11-24 03:13:42 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.0p9ueAfFJoI@semprini.waterloo-rdp.on.ca>
Source record: 197873

In <1993Nov18.162658.29548@dmu.ac.uk>, SG Yardley writes:
> At the recent FES show in London, a friend swore blind that he saw a lonely
> Falcon but it was in a 'PC styled' case.
> Also on the cover of ST Format there is a picture of such a machine. It looks
> a bit like the old Mega ST casing (not even MSTE !!)
>
> Anyone confirm deny this ??

Sounds like wishful thinking to me. Atari's shown no interest in
improving the Falcon030 since its initial release.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2389. Re: Thoughts on ATARI...

Newsgroup: comp.sys.atari.st
Date: 1993-11-24 03:18:14 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2cujpm$38b@darkstar.UCSC.EDU>
Source record: 197853

In <A48670@AC.maus.de> Arne_Rudolph@ac.maus.de (Arne Rudolph) writes:

>The Jaguar might be a fine game console, but I don't think that it will
>help
>increasing ATARI computer sales. So what will happen, if the Jag turns out
>to
>be the big hit? Will ATARI start a new line of computers (e.g. cheap
>PowerPC)?

actually, maybe. Atari has said that they will continue to support their computer line, and that income from the Jaguar will go to those areas as well as Jaguar-related concerns. In fact, (or rather in widely accepted rumor) the plans for the Falcon 040 are complete, and mostly what is lacking is simply the funds and name-recognition (read:ADVERTISING MONEY) necessary to produce & market.

~Chris

>Ciao,
> Arne

2390. Re: Falcon040

Newsgroup: comp.sys.atari.st
Date: 1993-11-24 03:19:26 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.HoJuRDNK7Tg@semprini.waterloo-rdp.on.ca>
Source record: 197874

In <2cha34$15c@golem.wcc.govt.nz>, Steve Wells writes:
> Atari read these messages?! I doubt it! :)
>
> As for pagestreams speed, I saw it drawing a relatively simple picture,
> and it took *ages* compared to GFA-Draft which drew horribly complex
> pictures in a fraction of the time! (Admittedly, GFA Draft is a CAD
> type program, and Pagestream is a DTP, but basically the same sort
> of thing should result. Their VDI *really* needs a *lot* of optimising!)
> (This was Pagestream 2.2 BTW)

I'd like to see GFA-Draft render an Adobe Type-1 font.

A drafting program isn't in the same league as a desktop publishing
program. The fact that PageStream _is_ incredibly slow, and people
_still_use_it_ ought to say something about the software...

Uh, oh, I guess Windoze has the same "feature". :-(

--
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cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2391. Re: VME graphics cards

Newsgroup: comp.sys.atari.st
Date: 1993-11-24 03:22:06 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2cuk0u$39b@darkstar.UCSC.EDU>
Source record: 197854

In <johan.nordlander-231193140257@nod.eng.umu.se> johan.nordlander@engelska.umu.se (Johan Nordlander) writes:

>Does a true colour driver exist for Crazy Dots II, if so, where can I find
>it? My user's manual says nothing about any available true colour driver.

Well, the 16 bit True color is included, but the 24 bit true color is waiting
for the 24 bit version of NVDI which is still forthcoming. BTW, if you don't
already have the ET-4000 version of NVDI for speeding up the display of the
CD board, GET IT!!! it has a few bugs, and is currently incompatable
with SPEEDO GDOS, but it is still worth it!

~Chris

>Johan Nordlander
>Department of English
>University of Umea
>S-901 87 Umea
>Sweden
>Tel. int. + 46-90-166236
>Fax. int. + 46-90-166023
>E-mail:johan.nordlander@engelska.umu.se
>Finger: johan.nordlander@nod.eng.umu.se

2392. Re: Help! Starting with Heat-n-Serve C!

Newsgroup: comp.sys.atari.st
Date: 1993-11-24 03:23:32 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.boYx4PZXzwg@semprini.waterloo-rdp.on.ca>
Source record: 197875
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
In <1993Nov18.013518.24939@bsu-ucs>, 01mbmccabe@leo.bsuvc.bsu.edu writes:
> I am trying to get started learning C using HSC 1.44. This is the code for the
> first sample program:
>
> /* Filename: c2first.c
> Requests a name then prints it 5 times and rings a bell. */
>
> #include <stdio.h>
> #define BELL '\a'
>
> main ()
> {
> int ctr=0;
> char fname[20];
> printf("What is your first name?");
> scanf(" %s",fname);
> while (cnt <5)
> {
> printf("%s\n", fname);
> ctr++;
> }
> printf("%c",BELL);
> return;
> }
> ------------------------------------------------------
> When I try to run the source through HCC.TTP I get this error:
>
> "warning in D:\DATAFILE\CPRGS\C2FIRST.C (20): Function should return a value"
> ------------------------------------------------------

Change "return;" to "return 0;", or just delete it. Unless you
(incorrectly) define main() as:

void main( void )

return needs a value.

--
------------------==========================================------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth
```

2393. Re: Hermes vs. MiNT, Round Two!

Newsgroup: comp.sys.atari.st
Date: 1993-11-24 03:25:30 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.MmZ2L7WWAG_@semprini.waterloo-rdp.on.ca>
Source record: 197876

In <H.eg.ex7uQM3XFdo@yonder.equinox.gen.nz>, Craig Shore writes:
> Why don't you grab a copy of it from another platform, the atari one
> is shit. It doesn't even have a way of limiting the packet size.
> If your host site defines something absolutly huge, you'll be stuck
> using it. Imagine a 6k acknologement after every packet?
> I was stuck with something like that for a while using a 2400bps modem,
> thank god they reduced it to 1k. (limiting it to 64bytes sucks for
> high speed modems, so they raised the number so sites could choose
> themselves here ... unfortunatly I couldn't :-( )

I'm going to have to... I hope Hermes doesn't do anything bizarre under
the table with its uucico...

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2394. Re: Falcon030 new casing ?

Newsgroup: comp.sys.atari.st
Date: 1993-11-24 03:25:51 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2cuk7v$3ab@darkstar.UCSC.EDU>
Source record: 197855

In <2ct7vh$of6@tuegate.tue.nl> error@stack.urc.tue.nl (Erlend Nagel) writes:

>vctec@westminster.ac.uk (Denesh Bhabuta) writes:

>>I have heard about a German company having a Case for the Falcon, but that was
>>a few months ago...nothing else.

[review of the Mega Falcon case]

Is it a permanent thing? or can one then put the Falcon back into its
original case at a later date if necessary?

~Chris

>Erlend.
>--

2395. Re: Is there an archiver...

Newsgroup: comp.sys.atari.st
Date: 1993-11-24 03:28:04 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.UW7xpCP7kQQ@semprini.waterloo-rdp.on.ca>
Source record: 197877

In <SCHWAB.93Nov19103445@issan.informatik.uni-dortmund.de>, Andreas Schwab writes:
> >>>>> In article <H.eg.p2Hg0VlzOPU@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
>
> |> Though I'd probably just type:
>
> |> for i in *.mod; do zip -m9 `basename $i .mod`.zip $i; done
>
> Or, to save the call to basename:
>
> for i in *.mod; do zip -m9 ${i%.mod}.zip $i; done
>
> Bash has some very powerful variable substitutions.

Ah-ha! Learn something new every day... That'll make things smoother
at work (the OS/2 version of Bash 1.12 has some serious memory leaks
when calling programs with `program` in a command).

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2396. Re: Jove files needed

Newsgroup: comp.sys.atari.st
Date: 1993-11-24 03:30:08 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.RWRQZvVTSQ6@semprini.waterloo-rdp.on.ca>
Source record: 197878

In <H.eg.JKaj00_UdzQ@albemuth.equinox.gen.nz>, John Collis writes:
> Yeah, I've tried ME 3.11 and it's okay but things are just a little too
> slow for my liking on a standard ST (no Screen Accelerator or suchlike).
> Actually I thought that 3.12 had been ported already!? I'm sure if seen
> something that looks like it would be on an FTP site somewhere.

I noticed 3.12 on a German site last week; the link via ftp was too slow
to transfer things, but it was there. I think it was
ftp.tu-clausthal.de but I'm probably wrong.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2397. Re: Desktop icons (Was: Re: New files uploaded to ftp.cs.ruu.nl)

Newsgroup: comp.sys.atari.st
Date: 1993-11-24 03:30:11 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Nov24.033011.11727@bradford.ac.uk>
Source record: 197856

Ofir Gal (ogal@cix.compulink.co.uk) wrote:

: The limit of 4k can be expanded using SHBUF.

Tell me more please....

Is this a system variable in the Falcon or a program? If former, how do I change it, if the latter, is it available on any ftp sites? I have no BBS access, only ftp.

If it is a PD/Shareware program (ie not copyright) then a UUE'd version placed somewhere public, or in my mailbox would be most welcome!

Steve Taylor. |||
Long Live / | \, if they don't shoot themselves in the foot.

2398. Jaguar's out

Newsgroup: comp.sys.atari.st
Date: 1993-11-24 04:32:04 UTC
From: rjung@netcom.com
Message-ID: <rjungCGzB9H.D3E@netcom.com>
Source record: 197857

Stop speculating. The Jaguars have arrived. Wade through rec.games.video.misc
for the details.

--R.J.
B-)

////////////////////////////////////|\\
Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
-------------------------------------+-----------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were
chosen because you are the class clown and frankly, you're expendable."

2399. Re: ST Informer

Newsgroup: comp.sys.atari.st
Date: 1993-11-24 07:01:38 UTC
From: Gordie Meyer ATARI UNITED cofounder <BIBLINSKI@delphi.com>
Message-ID: <931124.07298.BIBLINSKI@delphi.com>
Source record: 197859

Well, Darek does work for Microsoft, but he still supports the ST, after a fashion. He is the developer of Gemulator, the ST clone on a pc card. He can be contacted at:
Branch Always Software
14150 N.E. 20th Street, Suite 302
Bellevue, WA 98007
USA

Or via e-mail at:
brasoft@genie.geis.com
darekm@delphi.com

Or, via phone (before 2 p.m. Eastern time) at:
206-885-5893

And, I've even seen him here in c.s.a.s occasionally.

--
..|'''.| '|| || > Gordie Meyer
.|' ' .... || ... . > P.O. Box 1982
|| .... .| |. ||' '' .' '|| || || .|' > Ames, IA 50010-1982
'|. || || || || |. || || ||' > USA
''|...'| '|..|' .||. '|..'||. .||. '|..|' > biblinski@delphi.com
==> This sig idea flagrantly stolen. So sue me. > ATARI UNITED!

2400. pgp

Newsgroup: comp.sys.atari.st
Date: 1993-11-24 07:13:35 UTC
From: dwallace@wam.umd.edu
Message-ID: <2cv1iv$547@cville-srv.wam.umd.edu>
Source record: 197860

Does anyone know where I can find an implementation of pgp for the Atari ST? I've been told there is one, but can't find it on any of the big archive sites... Please respond via email. Thanks!

2401. Re: and another bites the dust

Newsgroup: comp.sys.atari.st
Date: 1993-11-24 07:52:54 UTC
From: lordthan@news.delphi.com
Message-ID: <2cv3sm$fhb@news.delphi.com>
Source record: 197861

trek@cbnewse.cb.att.com (wayne.a.booth) writes:
>Looks like apple is re-thinking their strategies. Maybe their machines
>aren't doing as well as some would lead us to believe.
>-------------------------news service extraction--------------
> o Apple Computer, in a departure from its proprietary strategy,
> is about to unveil a Macintosh personal computer that can
> operate as an IBM-compatible machine and use Microsoft's
> popular Windows operating software. [WSJ]

Oh, give me a fuckin' break. Because Apple decides to release a "PC clone"
(which, btw, is exaggerated; if you bothered to read the entire article,
without skipping over any words, you'd know the truth), that means that
they "aren't doing as well as some would lead us to believe"?!?

Praytell, Mr. Atari-With-Its-Miniscule-Marketshare User, were you also
berating Atari when it announced its PC clone? Get a clue.

-Steve

PS: And before you start bashing me, note that I am both a Mac and an
Atari user - with the Mac getting preference. I refused to take an
assertive position for a company as demonstratably assinine about its
business practices as Atari.

2402. Re: Falcon030 floppy?

Newsgroup: comp.sys.atari.st
Date: 1993-11-24 10:37:11 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <CGzs5z.70K@cen.ex.ac.uk>
Source record: 197862

In article <2cu8sp$qn6@usenet.INS.CWRU.Edu> cb541@cleveland.Freenet.Edu (James R. Gilbert) writes:

The Falcon030 has no floppy port. What do people use, SCSI floppies
on the SCSI II port?

It is extremely simple to add an external 2nd floppy to the Falcon although
it does involve opening it up and invalidating the guarentee...
I don't have the procedure with though, I'll post it if anyone wants it?
{{{ Dan }}}

2403. Campus Cad Files (Atari) -->> PC

Newsgroup: comp.sys.atari.st
Date: 1993-11-24 11:18:59 UTC
From: zcg61122@rpool2.rus.uni-stuttgart.de
Message-ID: <2cvfv3$uad@info2.rus.uni-stuttgart.de>
Source record: 197863
Cross-posted to: maus.sys.ibm,fido.ger.ibm,comp.sys.ibm.pc.misc,comp.sys.atari.st,de.comp.sys.ibm,maus.sys.atari.software,stgt.ibm,zer.t-netz.rechner.ibm.diskussion,zer.z-netz.rechner.ibm.allgemein

Hallo,

ich suche eine Moeglichkeit, Campus Cad Files vom Atari ST auf irgendeine Weise auf einen PC zu bekommen. Ich dachte daran, den Campus Cad File nach hpgl zu konvertieren oder zu einem anderen Standartformat. Vielleich gibt es das Campus Cad auch als MS-DOS Version. Hat jemand eine Idee ?

Bye bye

Tilo

PS.: Mail-Antwort ist auch gut : zcg61122@rpool1.rus.uni-stuttgart.de

2404. Re: A bug in NewDesk under TOS 4.04 on Falcon?

Newsgroup: comp.sys.atari.st
Date: 1993-11-24 11:29:20 UTC
From: imr@cs.bham.ac.uk
Message-ID: <1993Nov24.112920@cs.bham.ac.uk>
Source record: 197864

In article <memo.18976@cix.compulink.co.uk>, ogal@cix.compulink.co.uk (Ofir Gal) writes:
|>
|>
|> In article <1993Nov23.134546@cs.bham.ac.uk>, imr@cs.bham.ac.uk (Ian M Rae) writes:
|> >I've had my Falcon for a few months now but I'm still suffereing from a really
|> >annoying little bug in NewDesk...
|> >This is the problem: I set all my keyboard shortcuts up how I like em, save the
|> >NEWDESK.INF file. No prob... I now run another program (any program) and when I
|> >come back all the keyboard shortcuts are screwed up. From saving the desktop
|> >again I've sussed that another copy of the NEWDESK.INF line dealing with keys
|> >gets appended to the existing one... this really is annoying since quite often
|> >I'll have been running a program and then I'll say add another installed
|> >application, if I then saved the desktop I'd get garbled keys in the NEWDESK.INF
|> >file and would then have to attack it with an editor...
|> >
|> >So does anyone else suffer from this ? Is there a cure, should I get in contact
|> >with Atari about it ?
|> >
|>
|> There are two possible reasons:
|>
|> 1. You have edited the NEWDESK.INF file with a text editor.
|>
|> 2. You have exceeded the 4096 bytes limit on the file.
|>
|> If it's 2 try GEMRAM+SHBUF. WinX is also recommended.
|>
|> Ofir ogal@cix.compulink.co.uk

Well it's not the first cos I only set to it with an editor _after_ it had
started doing weird things...
I also don't think it's as big as 4096 bytes, infact I'm sure it's not that
either since it's being doing this from practically 'out of the box', ie ever
since I added my own keyboard shortcuts...

Still I'm learning to live with it

Ian

2405. Re: Where's the Jaguar?

Newsgroup: comp.sys.atari.st
Date: 1993-11-24 11:48:40 UTC
From: arjanvdm@htsa.aha.nl
Message-ID: <1993Nov24.114840.6112@htsa.aha.nl>
Source record: 197879
Cross-posted to: comp.sys.atari.st,alt.games.lynx

In article <rjungCGrJoE.Kvx@netcom.com> rjung@netcom.com (Robert A. Jung) writes:
>In article <1993Nov18.123537.14752@htsa.aha.nl> arjanvdm@htsa.aha.nl (Arjan van der Meer) writes:
>>On *.amiga I can read article's from proud CD^32 owners every minute.
>>
>>On *.multimedia/*.crap I can read article's from proud 3D0 owners every
>>minute.
>>
>>But on *.atari/*.lynx I can't read article's from proud Jag owners...
>
> Does the group "rec.games.video.misc" ring a bell? You'll find CD^32 and
>3DO people there too.

Yes, I know there is 'rec.games.video.misc' and I begged my Sysadmin to take it, but he says that 'rec.*' will cost over 200 Mb and that he thinks it is not worth it. Too bad.
>
>>If I write an article, it can be read all over the world in 10 minutes,
>>so my conclusion is that there ARE NO JAGS UNTIL PROVEN THERE ARE!
>
> A few scattered reports of Jaguar sightings have been posted. The general
>consensus is that the units were shipped out of Sunnyvale on the 15th of
>November, and will reach stores next week.

Various people E-mailed me that I was wrong, and I think I am. As I heard the offical date when the jag' will be sold is in a week. Althought I heard from somebody that there were retailers who will sell it sooner, but don't count on it too much...

Some people actually flamed me, I think because of the sentence '... ARE NO JAGS UNTIL PROVEN THERE ARE!' Maybe it is a little bit amiga/3d0 owner alike. I had to explain to them that I was a loyal Atarian, and just said it because I wanted to hear EVERYTHING about the Jag'. Especially experiences from people.

Greetz,

Crazy AjM

******** Not handsome, not smart, only Crazy ********
******** Reach me at: arjanvdm@htsa.aha.nl ********
Jaguar: It feels so good that it ought to be illegal!

2406. Re: New PC owner :(

Newsgroup: comp.sys.atari.st
Date: 1993-11-24 12:58:04 UTC
From: trek@cbnewse.cb.att.com
Message-ID: <CGzyou.303@cbnewse.cb.att.com>
Source record: 197868

In article <jhoffmanCGyEFw.25G@netcom.com> jhoffman@netcom.com (John Hoffman) writes:
>Hello, I thought I'd pop over here and post a message about my trials and
>tribulations having bought a new PC 486/33 with windows to replace my
>MegaST. To all Atari people who might be considering buying a PC and
>running windows don't plan on doing high speed (19.2K) telecomunications.
... details deleted in the interest of brevity

John, Thank you for the breath of fresh air. Tis a much better post
than some we get around here. Your honesty in pointing out that the
grass may not be greener on the other side (depending what you are after,
of course) is a boost to those of us still faithful. Thank you!

>Unfortunately, In the areas of business apps, and games the PC is
>probably better. Having spent $3K for my multimedia PC I can't help
>but wonder if I wouldn't have been better off with a Falcon...

$3K could buy quit a bit including the Falcon - plus you miss the
excitement of the Falcon (but probably did gain CD-ROM excitement
from the PC (Falcon will get there, just not as soon.) Anyway, thanks
for the honest assessment. Wayne

2407. Re: SpeedoGDOS installation

Newsgroup: comp.sys.atari.st
Date: 1993-11-24 13:04:25 UTC
From: michi@km21.zfe.siemens.de
Message-ID: <CGzyzE.9sI@ztivax.zfe.siemens.de>
Source record: 197865

In article 10308@news.unige.ch, mike@medsun.unige.ch (Mike Morris) writes:
> I am having trouble installing Speedo. Everything seems fine with the
>installation, but Easydraw 3 (which I was told works with Speedo),
>announces : Font files not found", and quits.
> Any ideas?
>
>**
>Mike Morris PhD * *
>Division of Medical Genetics * * tel (Switzerland) (22) 702.56.94
>University of Geneva * * fax (Switzerland) (22) 702.57.06
>Geneva * * email mike@medsun.unige.ch
>Switzerland * *
>**

There is only one PATH variable in the ASSIGN.SYS file. Speedo sets it
to the directory which you selected. If your other gdos stuff is in
another directory (with PATH formerly pointing to), gdos will not find
it now. Also keep in mind that the Speedo installation overwrites an
existing ASSIGN.SYS file. You have to merge your own ASSIGN.SYS.

Mike

BTW: Is Migraph still alive and kicking? I would like to upgrade my Easydraw.

2408. Re: pgp

Newsgroup: comp.sys.atari.st
Date: 1993-11-24 13:04:53 UTC
From: v892127@faverey.si.hhs.nl
Message-ID: <9311241303.AA10388@faverey.si.hhs.nl>
Source record: 197866

In article <2cv1iv$547@cville-srv.wam.umd.edu> you write:
|> Does anyone know where I can find an implementation of pgp for the Atari

Can anyone tell me more about the pgp-protocol ?

C.W. Lai,
proud Atari ST owner,
student Computer Science,
chairman of ST Club International,
distributor of Atari PD Reaction magazine.

Internet: v892127@si.hhs.nl
Fidonet : 2:280/706.12, 2:282/301.27, 2:283/705.20
NeST : 90:500/104.12
S-Mail : P.O. Box 13672, NL-2501 ER 's-Gravenhage, The Netherlands

2409. MJUZAKK V1.2(Falcon) uploade

Newsgroup: comp.sys.atari.st
Date: 1993-11-24 13:12:42 UTC
From: hbksjsbk@sbusol.rz.uni-sb.de
Message-ID: <2cvmkaINN85t@sbusol.rz.uni-sb.de>
Source record: 197867

Hi Musicians
Hello musicians

I just uploaded V1.2 of "deluxe MJUZAKK", the musiceditor for Falcon, to "ftp.uni-erlangen.de".

The heavy bug in the sampleeditor of V1.1 is fixed. There is an english docu and lots of little advantages in the sample- and songeditor.
As always, there are 6 tracks whose CD quality samples can be mixed and transposed in real time (or i.e. ca. 8 tracks in UKW-quality). Over 40 samples of whatever lenght can be used in one song.

you can find also a good song (LONGJON.ZIP) there.

Have fun

bern

2410. Re: New PC owner :(

Newsgroup: comp.sys.atari.st
Date: 1993-11-24 13:41:50 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.93Nov24144150@arthur.crpht.lu>
Source record: 197880

> So Consider when and if you decide to move to a windows PC, Telecom on the ST is
> best!
I was told the only thing a PC is good for, is telecom. I was told this by a
PC-fanatics. :-)
Try not using Windows, it might work a lot better.

Georges.

--
Georges Kesseler
Office: kesseler@crpht.lu
Private: kesseler@restena.lu
IRC: Gunstick

2411. Re: Anyone Running D2D On Their Falcon?

Newsgroup: comp.sys.atari.st
Date: 1993-11-24 13:47:05 UTC
From: trek@cbnewse.cb.att.com
Message-ID: <CH00yJ.46v@cbnewse.cb.att.com>
Source record: 197881

In article <CGr5t7.KpE@ryn.mro4.dec.com> rost@tecrus.enet.dec.com (My name is Brian Rost) writes:
>
>I'm getting closer to laying down cash on a Falcon, but have yet another
>question.

Falcons bring excitement back into the computer world - reminds me of the 800 days. Just do it - you won't be sorry.

>I got a super-brief demo of D2D the last time I stopped by the dealer.
... some deleted for brevity ...

> 1. How much disk space is used per minute of stereo audio? Can
> you select lower sampling rates to increase storage time?

answer Q1b - yes. Q1a: 50kHz 192K/sec (or 11.25 Mb/min)
44kHz ~168K/sec - not available as selection in
freebie that comes with falcon
33kHz 132K/sec
25kHz 96K/sec
20kHz 81K/sec
16kHz 64K/sec - equivalent to telephone
12kHz 48K/sec
10kHz 38K/sec
8kHz 32K/sec

> 2. Is anyone using this with a drive other than the stock 65 or 80 meg
> units? Either external or internal.

I filled a 16M partition in just over a minute on the stock drive. (Do be careful as Tos <4.04 has bug that can be disastrous in this instance). I haven't tried it with a 44M SCSI removable from a Mac but they have come down so far in price, that may be the way to go.

> 3. Is anyone using this only with the internal drive? How much
> space do you have for storing recordings?

From answer above, you can see not enough - but I program and need the HD for other things.

> 5. Is the "cut and paste" splicing feature really usable for a
> master (i.e. click-free)?

Its usable but finding the places to cut are tricky with the freebie version. I assume you are talking their commercial version. On the freebie one, I didn't notice any clicks in the 50kHz stereo sample I took from a CD player and then exchanged the male and female voices

of a couple of passages at a club demo last month. Now do that with someone's spoken words. Dick and Ronnie would call it heavenly. You just can't trust what you hear anymore

> 6. How usable are the built-in effect algorithms? They appeared
> to have no user controllable parameters, is this true?

It could be my age, or maybe the small speakers we were playing this through - but only a couple of the effects had any real noticeable difference (like flanger.) They do give you user adjustable settings (just to the left in the D2D effects window) for all the effects. Only one effect can be used at a time.

> 7. Any "gotchas" you have encountered? Crashing problems?

All my experience has been with the freebie model. Have no idea what the commercial one would be like - but I suspect better (it at least gives you a visual wave pattern of the recorded sound which would be useful in cutting/pasting.)

> Brian Rost @tecrus.enet.dec.com

Wayne

2412. Re: HARDWARE BUG ON FALCON (HELP !!)

Newsgroup: comp.sys.atari.st
Date: 1993-11-24 13:55:23 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.93Nov24145523@arthur.crpht.lu>
Source record: 197882

> : It IS a common problem.
>
> Ok I believe you. Although I have never heard of it before (I've only had
> UseNet access since September). No-one I have spoken to has seen this before.
The first series had it, mainly in germany.

> : [The solution to the problem]
>
> : If it still does not work, send the Falcon back to Atari.
>
> Will all this opening of cases and screwing and unscrewing not have
> invalidated your warranty?
Yes, well then you should only try the monitor-port trick.

> : This harddisk unscrewing solves also the problem of not being able to access
> : the HD if it's too hot (30 degrees C roomtemperature). When it's hot the HD
> : expands and the screws hold it in place and so it bends and the heads find the
> : tracks nomore.
>
> Great. I'll make sure evry falcon-owner I know carries out this simple
> operation. Thanks on their behalf !!
Many atari-owners especially the first Falcon owners are mostly freaks and
are able to do that.

> : PS: Now I'll save this post to repost it when the question arises again.
>
> Good idea!
I'll add the bit with Warranty lost.

Georges.

--
Georges Kesseler
Office: kesseler@crpht.lu
Private: kesseler@restena.lu
IRC: Gunstick

2413. Re: Jaguar games ??

Newsgroup: comp.sys.atari.st
Date: 1993-11-24 13:58:55 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.93Nov24145855@arthur.crpht.lu>
Source record: 197884

> Has anybody seen any Jaguar 3D games LIVE ??
No

> I was wondering if the Jaguar is able to maintain a 50/60 hz refresh rate.
> (should not be impossible with 56 mips).
I it's working like I think, YES. But hearing other people talking about
20 frames per second... We have to wait after thanksgiving.

> The Jaguar will be out on "Thanks giving day". Living in a non American county.
> means that i don't know when it is ! :-) When is it ?? (lives in sweden.
> myself)...
It is tomorrow (the 25th) if I remember correctly. So there are 2 days to go.

Georges.

--
Georges Kesseler
Office: kesseler@crpht.lu
Private: kesseler@restena.lu
IRC: Gunstick

2414. Re: Where's the Jaguar?

Newsgroup: comp.sys.atari.st
Date: 1993-11-24 13:59:37 UTC
From: tpp@cbnews.cb.att.com
Message-ID: <CH01JG.1rp@cbnews.cb.att.com>
Source record: 197883
Cross-posted to: comp.sys.atari.st,alt.games.lynx

In article <1993Nov24.114840.6112@htsa.aha.nl> arjanvdm@htsa.aha.nl (Arjan van der Meer) writes:
>
>Various people E-mailed me that I was wrong, and I think I am. As I heard
>the offical date when the jag' will be sold is in a week. Althought I heard
>from somebody that there were retailers who will sell it sooner, but don't
>count on it too much...

Count on it. Quite a few of us bought ours yesterday.

>Some people actually flamed me, I think because of the sentence '... ARE NO
>JAGS UNTIL PROVEN THERE ARE!' Maybe it is a little bit amiga/3d0 owner alike.
>I had to explain to them that I was a loyal Atarian, and just said it because
>I wanted to hear EVERYTHING about the Jag'. Especially experiences from people.

You're "NO JAGS UNTIL PROVERN THERE ARE!" was ignorant. Obviously, the Jaguar existed when you said that. And now they exist in my home. B-)

Tom

--
+---+
|Tom Pschar | "Let me 'splain. No, there is no time. Let me sum up." |
|Goodbye Benny. Thanks for making me laugh.| Atari Jaguar: Soon...very soon.|
+---+

2415. Re: Jaguar games ??

Newsgroup: comp.sys.atari.st
Date: 1993-11-24 14:36:19 UTC
From: tpp@cbnews.cb.att.com
Message-ID: <CH038M.32B@cbnews.cb.att.com>
Source record: 197885

In article <KESSELER.93Nov24145855@arthur.crpht.lu> kesseler@arthur.crpht.lu (Georges Kesseler) writes:
>
>> Has anybody seen any Jaguar 3D games LIVE ??
>No

Yes.

>> I was wondering if the Jaguar is able to maintain a 50/60 hz refresh rate.
>> (should not be impossible with 56 mips).
>I it's working like I think, YES. But hearing other people talking about
>20 frames per second... We have to wait after thanksgiving.

Yes.

>> The Jaguar will be out on "Thanks giving day". Living in a non American county.
>> means that i don't know when it is ! :-) When is it ?? (lives in sweden.
>> myself)...
>It is tomorrow (the 25th) if I remember correctly. So there are 2 days to go.

It is out.

Tom

--
+---+
|Tom Pschar | "Let me 'splain. No, there is no time. Let me sum up." |
|Goodbye Benny. Thanks for making me laugh.| Atari Jaguar: The cat is here! |
+---+

2416. SKIP THE 040!

Newsgroup: comp.sys.atari.st
Date: 1993-11-24 16:32:40 UTC
From: x91mikowski@gw.wmich.edu
Message-ID: <1993Nov24.113240.12902@gw.wmich.edu>
Source record: 197886

Hi,
I've got a suggestion for Atari--if they read this group. DON'T
CREATE A FALCON 040. Skip right to the 68060 or PPC604 chip from Motorola!

Later,
Bernard

2417. Re: Jaguar games ??

Newsgroup: comp.sys.atari.st
Date: 1993-11-24 16:55:23 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.93Nov24175523@arthur.crpht.lu>
Source record: 197887

> >> I was wondering if the Jaguar is able to maintain a 50/60 hz refresh rate.
> >> (should not be impossible with 56 mips).
> >I it's working like I think, YES. But hearing other people talking about
> >20 frames per second... We have to wait after thanksgiving.
>
> Yes.
Yes what? Slowdown or no slowdown for complex grafix???

What games are actually available to buy?

Georges.
--
Georges Kesseler
Office: kesseler@crpht.lu
Private: kesseler@restena.lu
IRC: Gunstick

2418. Hard Drive Wanted

Newsgroup: comp.sys.atari.st
Date: 1993-11-24 18:04:17 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Nov24.180417.9974@bradford.ac.uk>
Source record: 197891

I am posting this for a friend, so all E-mail replies should be directed
to pabooth@bradford.ac.uk.

I am looking to buy a second hand ST compatible Hard Drive, of about 40 -
80 meg. I would prefer to buy it from someone in the UK, but other offers
are not ruled out. Also, an expandable hard drive would be desirable, (ie.
based around SCSI host adaptor).

To give you an idea, a new 65 meg hard drive can now be bought for about
330 UKP brand new. I am looking at about 140 Pounds for a 40 meg, and 190
pounds for a 80(ish) meg.

Paul Booth

Posted by Steve Taylor.

2419. Re: Jaguar games ??

Newsgroup: comp.sys.atari.st
Date: 1993-11-24 18:11:55 UTC
From: tpp@cbnews.cb.att.com
Message-ID: <CH0D7z.9sq@cbnews.cb.att.com>
Source record: 197893

In article <KESSELER.93Nov24175523@arthur.crpht.lu> kesseler@arthur.crpht.lu (Georges Kesseler) writes:
>
>> >> I was wondering if the Jaguar is able to maintain a 50/60 hz refresh rate.
>> >> (should not be impossible with 56 mips).
>> >I it's working like I think, YES. But hearing other people talking about
>> >20 frames per second... We have to wait after thanksgiving.
>>
>> Yes.
>Yes what? Slowdown or no slowdown for complex grafix???

I have seen no slowdown as of yet in Cybermorph, with lots of mountains, lots of enemies, and a million polygon missiles aiming for my butt.

>What games are actually available to buy?

Only the pack-in, Cybermorph, was available at the Electronics Boutique when I picked my Jaguar up. But I'm going to try and track down Raiden and Crescent Galaxy, which should be out also. Dino Dudes should also be available, but I'm not dying to find that one...

>Georges.
>--
>Georges Kesseler
>Office: kesseler@crpht.lu
>Private: kesseler@restena.lu
>IRC: Gunstick

Tom

--
+---+
|Tom Pschar | "Let me 'splain. No, there is no time. Let me sum up." |
|Goodbye Benny. Thanks for making me laugh.| Atari Jaguar: The cat is here! |
+---+

2420. Re: SKIP THE 040!

Newsgroup: comp.sys.atari.st
Date: 1993-11-24 18:33:42 UTC
From: BACH@EZINFO.VMSMAIL.ETHZ.CH
Message-ID: <CH0E87.26x@bernina.ethz.ch>
Source record: 197890

In <1993Nov24.113240.12902@gw.wmich.edu> x91mikowski@gw.wmich.edu writes:

> Hi,
> I've got a suggestion for Atari--if they read this group. DON'T
> CREATE A FALCON 040. Skip right to the 68060 or PPC604 chip from Motorola!
>
> Later,
> Bernard
>

Why bothering with the PPC604 when there will be a PPC620 with four times the speed ?
Well ATARI, never take the best processor, they always take those who are priced at $50 (this is a maximum!!!).
Or just look at the PC-add ons for Falcon: Who cares about an 286 you add to your 68030SX??? People are talking about 486DX2 at the moment and even then should it be possible to create an add-on card with an AMD 386-40MHz or a Cyrix Chip, which have fallen down to prices around 80$ (purchase price!!! here in Switzerland you'll get a complete ISA-Board with 386-40 for 200$!!!!)
Look at Apple, they don't start with a small 286 (don't talk about those NEC V30 or V20 in the first AT-Speeds....) they just stick a 486 into their Houdini's!!!
That's what I call consequence!!!!

Have a nice day tough

Beat Christen
bach@ezinfo.vmsmail.ethz.ch

2421. Re: Admitted piracy, don't do it here

Newsgroup: comp.sys.atari.st
Date: 1993-11-24 18:58:28 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <2d0ask$rjf@charm.magnus.acs.ohio-state.edu>
Source record: 197892

>Andrew Smith (asmith@zero.cypher.com) wrote:
>> Hey, I am a legitimite user! I simply posted something for a friend. I am
>> not in any way trying to support his piracy, nor am I gaining anything
>> through the sale of his equipment. It's simply a fact, he's got a lot of
>> disks, mainly old games that can't even be found for sale any more. I've
>> seen what piracy has done to the ST and I'm really sorry for it too...
>
>Your friend is a criminal, and you are an idiot. Irresponsible use of
>Internet resources will hasten the demise of the Usenet News system as we
>know it. You are responsible for your post. Your post promotes an illegal
>activity (that of transfering stolen property). You did it on the Internet,
>on thousands of machines. You broke the rules. You really showed your ass.
>
>In the past, I have deleted accounts on my machines due to such infractions.
>I intend to advise your system admin to do the same in your case. It appears
>that you truely don't understand your responsiblity in this matter, but
>perhaps your system staff can educate you.
>***
>* Mickey Boyd *
>* Systems Administrator *

In response to above post, and other similar posts on the same subject by by
Mr. Mickey Boyd:

Mickey,

In all the years I've been using internet I've never come across a post
which angered me quite so much as yours. This is especially significant since
you post has absolutely nothing to do with me! I have never seen such a rude,
derogatory, unnecessarily insulting post. Your behavior is worse than that of
any novice user I've run across. I have not read, nor do I care to comment on
whatever the original post was; it is obvious that Mr. Smith regrets what he
said or the way in which he said it. Your own personal conduct in this manner
has been immature, angering, and completely over-reactionary. Hopefully a few
other System Administrators will see your post as well and let you know their
feelings on the matter. If you would care to mail me the address of Mr. Smith's
System Administrator, I will mail him my views of your own conduct as well, so
that he may better disregard your other messages to him...

Sincerely,

Mr. David H. Butler
Macintosh Systems Coordinator
Statistics Department
The Ohio State University

|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

"It's supposed to be automatic but actually you have to press this button."

- John Brunner

2422. Re: MULTI WINDOWS/MODEM Questions.

Newsgroup: comp.sys.atari.st
Date: 1993-11-24 19:24:42 UTC
From: jeq@lachman.com
Message-ID: <1993Nov24.192442.13065@i88.isc.com>
Source record: 197895

In article <1993Nov22.153629.4918@bradford.ac.uk> S.P.Taylor@bradford.ac.uk (Steve Taylor) writes:
>Hallvard Tangeres (hallvart@ifi.uio.no) wrote:
>
>: Right now I'm using the computer terminals at the university, using UNIX and
>: X-windows i believe it's called.
>: It is possible to connect via modem to the university, and I was wondering if
>: I could use my STE in the same way as the terminal at school (although a
>: little slower I suppose)?
>
>An X-windows type connection would not be possible over a modem link.

Given a fast modem, and the right software, sure, why not?
I haven't done it with an ST, but I have run X over a V.32bis modem,
and it's useable. It's far more useable, though, to keep as much as
possible local.

>: I would definately like to have several windows, so I can for example
>: "talk" with someone and if I get email, I can get into EMACS and read the
>: mail without dis-connecting the person I'm "talk"ing to. Would this be
>: possible at all, or can I only do "mail" OR "talk", and have to leave
>: one to get to the other.
>
>Not by modem I'm afraid. However there is one trick I can tell you about.

Does anyone out there still use UW? It's a simple multiplexing
protocol that runs under BSD-based UNIX networking, and give you
up to 7 windows. I'm within 1/4 mile of the two guys who did the
ST port of UW (it was originally done for the Mac), but neither one
has used an ST for years... I have used UW over a 2400 bps modem
connection, and had no problems. You notice when other windows have
active traffic, but the main advantage is that you can maintain multiple
contexts and switch between.

>When you are in talk, and a mail message comes through, just press
>CONTROL-Z, and the talk program will be put on hold. When you have
>finished reading your mail (or whatever) you just type 'fg' at the prompt,
>to continue with your talk.

Works if you're using ksh or csh variants, not with the basic Bourne shell.
The big problem with that approach is trying to remember what is where,
and switch back and forth.

>: I would also like to read "News" and sometimes download files directly
...
>on the X-terminals. Kermit is probably the program you will need to use in

>file transfer between the UNIX machine and your ST. In this if nothing

UW has (or had) kermit built in, though the last version I used
wasn't as robust as commercial software. Still, it's nice to do
do a download from one window, and (slowly :') continue working in another.

A quick browse using gopher reveals at least one site that still has
uw available...

In poking around looking for this, I noticed that someone has ported
the mgr windowing system to the ST as well, under MiNT; I don't know if
it's intended to work across a network, though.
--
Jonathan E. Quist jeq@lachman.com Lachman Technology, Incorporated
DoD #094, EGFC #002, KotPP, KotCF '71 CL450-K4 "Gleep" Naperville, IL
__ "I love Boris Yeltsin. He's kind of like Ted Baxter's
\/ chubby older brother." - WBEZ (Chicago) personality Aaron Freeman

2423. WANTED: A new version of GnuChess

Newsgroup: comp.sys.atari.st
Date: 1993-11-24 19:39:49 UTC
From: peterc@a2
Message-ID: <1993Nov24.193949.19462@nessie.mcc.ac.uk>
Source record: 197894

(Seeing as I posted this on Sunday and have not received any reply,
I am reposting this, assuming it failed to be distributed to the outside
world - apologies if it was actually sent out.)

Hello all,

I just downloaded the chess programs available from umich archive
and of the three there only Gnu Chess seems worhty of running on my
520 STFM, Krabat seems too small to be possibly any good and Warwick
Allison's graphical version needs a 1M machine.

The problem is this Gnu Chess dates from 1988, i.e. it's ancient.
Has everyone out there compiled a newer version of G C (I believe the
latest is 4.0.62) to run on a half-meg machine with a 720K drive?
If so, could they contact me by email because I want the binaries and
stuff - I think compiling it myself would be impossible given
my restrictive setup.

(I don't think I need a running version with the entire opening book
which is enormous.)

Peter Chang - peterc@v2.ph.man.ac.uk

2424. Re: VME graphics cards

Newsgroup: comp.sys.atari.st
Date: 1993-11-24 19:49:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A56912@SL.maus.de>
Source record: 197784

In article 2cs8o0$jtb@darkstar.UCSC.EDU Christopher Taylor Oates writes:

SD>Crazy Dots II
SD> (TKR, Kiel) 1024*768 65MHz 1MB 16.7Mil 898.-

CTO>Not true. for 24 bot color (when available) max is 640 x 480
CTO>for 15 bit color, max is 800 x 600
CTO>for 256 colors, max is 1200 x 800
CTO>for less than 256 colors, max is 1600 x 1200.

As I mentioned above this table, all values are maximum. So the 1024*768
are not available in 16.7Mil colo(u)rs.

I got this table from the German 'ST-Computer' (only Atari-addicted
magazine here nowadays), so I don't know if the values are true (seems to
be as You did mention that there's a maximum of 1600*120 [virtual?]).

Bye
Stefan

===
Stefan_Damerau@sl.maus.de
!!No Mail >16kB please!!

2425. Re: Admitted piracy, don't do it here

Newsgroup: comp.sys.atari.st
Date: 1993-11-24 20:54:05 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2d0hld$k4m@mailer.fsu.edu>
Source record: 197896

Pandemonium (dhbutler@magnus.acs.ohio-state.edu) wrote:
> In all the years I've been using internet I've never come across a post
> which angered me quite so much as yours. This is especially significant since
> you post has absolutely nothing to do with me! I have never seen such a rude,
> derogatory, unnecessarily insulting post. Your behavior is worse than that of
> any novice user I've run across. I have not read, nor do I care to comment on
> whatever the original post was; it is obvious that Mr. Smith regrets what he
> said or the way in which he said it. Your own personal conduct in this manner
> has been immature, angering, and completely over-reactionary. Hopefully a few
> other System Administrators will see your post as well and let you know their
> feelings on the matter. If you would care to mail me the address of Mr. Smith's
> System Administrator, I will mail him my views of your own conduct as well, so
> that he may better disregard your other messages to him...

Well, I must admit that in retrospect, I agree with you. I should have separated my professional and emotional responses to Mr. Smith, and shall do so in the future. I like flame wars as much as the next guy, and I feel that I had a professional obligation to comment about the piracy thing, but mixing these two methods of communication in a public forum was unbecoming and unprofessional. In doing so, I really came across as a maniacal net wacko, which I would like to think is not the case. In fact, I am more into "low impact" system administration (though I realize it would be difficult to tell this from those posts). With hindsight, I realize that I should have either commented politely and professionally, or flamed-on in "user mode" and left my sysadmin hat on the rack. Alternately, I could have done one in private email and the other via posts. Either way, my chosen method was not a good one.

In one of my posts, I mention my having deleted accounts for "such infractions". I received a couple of emails about this, as I was less than precise in my description. I have deleted accounts for repeated acts similar to that of Mr. Smith, coupled with a refusal to admit responsibility. Neither of those is the case here. Account deletion due to ignorance would not be appropriate, and I did not mean to imply otherwise. I made the comment before Mr. Smith admitted his mistake.

So, I think both Mr. Smith and myself learned a bit about net conduct. In one of my posts, a particular flame read to the effect of "you type faster than you think". It is apparent that I am not free of this particular fault myself at times. Mr. Smith admitted that he made a mistake, and it is only fair that I do the same. I made a mistake, which will not be repeated in the future.

As for comments from others, the emails I have received on the subject (most from sysadmins of various types) were roughly equally split between "atta boy"

and "your behavior sucked". I think some folks focused on what I did, others on how I did it. As I say above, I think the former was justified, but the latter flawed.

As for Mr. Smith's sysadmin address, I'll email it to you.

--

****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2426. Re: Anyone cracked Cubase 3.01 yet?

Newsgroup: comp.sys.atari.st
Date: 1993-11-24 21:32:02 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Nov24.213202.13370@newshost.lanl.gov>
Source record: 197801

In article 13745@nuchat.sccsi.com, asmith@zero.cypher.com (Andrew Smith) writes:
>
>While I'm sure his intentions were otherwise, might I point out that he
>simply asked if anyone had cracked the program, not if he could have a copy,
>not if anyone would tell him where to get it, just if it had been cracked.
>It's not illegal to ask a question, so don't jump on him for it. No, I'm
>not trying to promote pirating the software (I actually purchased a copy
>of Cubase 2.0 and love it!), I'm just asking for people not to jump to
>conclusions and overreact.

Oh, come on, Andrew... give us all a break here, will ya?

When a post reads, "Has anyone cracked XXX?", what are we _supposed_ to think?

Sheeesh...

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____

2427. Re: Tera desktop!!!!

Newsgroup: comp.sys.atari.st
Date: 1993-11-24 22:01:58 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.23442@cix.compulink.co.uk>
Source record: 197897

In article <16480@uqcspe.cs.uq.oz.au>, marshall@cs.uq.oz.au (Marshall (G.M) Harris) writes:
>Is there any advantage in using TeraDesk ina TOS 2.5/6/+ environment?
>--

Yes. You get to install an editor, a file viewer, extended parameter dialogs for TTPs. No limit on number of icons. Faster. Try it and decide for yourself.

Ofir ogal@cix.compulink.co.uk

2428. Re: Anyone Running D2D On Their Falcon?

Newsgroup: comp.sys.atari.st
Date: 1993-11-24 22:02:08 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.23444@cix.compulink.co.uk>
Source record: 197898

In article <CH00yJ.46v@cbnewse.cb.att.com>, trek@cbnewse.cb.att.com (wayne.a.booth) writes:
>
>I filled a 16M partition in just over a minute on the stock drive. (Do be
>careful as Tos <4.04 has bug that can be disastrous in this instance). I
>haven't tried it with a 44M SCSI removable from a Mac but they have come
>down so far in price, that may be the way to go.
>
This is not a TOS bug, but a problem in AHDI <6.06. Just replace the
driver.

Ofir ogal@cix.compulink.co.uk

2429. Re: Desktop icons (Was: Re: New files uploaded to ftp.cs.ruu.nl)

Newsgroup: comp.sys.atari.st
Date: 1993-11-24 22:02:14 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.23443@cix.compulink.co.uk>
Source record: 197899

In article <1993Nov24.033011.11727@bradford.ac.uk>, S.P.Taylor@bradford.ac.uk (Steve Taylor) writes:
>Ofir Gal (ogal@cix.compulink.co.uk) wrote:
>
>
>: The limit of 4k can be expanded using SHBUF.
>
>Tell me more please....

OK.

>
>Is this a system variable in the Falcon or a program? If former, how do I
>change it, if the latter, is it available on any ftp sites? I have no BBS
>access, only ftp.
>

SHBUF is a program that patches the AES. You can have an 8k buffer by renaming itr to SHBUF8.PRG. The program requires that GEM is in RAM, so you must use GEMRAM or ROMRAM before it.

>If it is a PD/Shareware program (ie not copyright) then a UUE'd version
>placed somewhere public, or in my mailbox would be most welcome!
>

Let me know if you can't find it. SHBUF, GEMRAM and Winx are on the cover disk of the next ST Review.

Ofir ogal@cix.compulink.co.uk

2430. Anyone cracked Cubase 3.01 yet?

Newsgroup: comp.sys.atari.st
Date: 1993-11-24 22:16:28 UTC
From: jficklin@nmsu.edu
Message-ID: <2d0mftINN4aq@dns1.NMSU.Edu>
Source record: 197900

I am always amazed that musicians and/or composures of all people would consider stealing someone else's work to be appropriate behavior. Just imagine you have finally put together the perfect piece. Wrote it, recorded it, it sounds great! Everyone loves it. Everyone HAS IT. But, wait, the recording people say they've only sold a very few copies. How is it that it is so popular? That everyone seems to be listening to it? That everyone seems to have their own copy? Why, they pirated it from you! Isn't that neat? Doesn't it make you feel good about all the work you did?... all the year's of effort gaining your skills, perfecting your technique?... getting to where you could produce something everyone could love? Doesn't it just really make you want to do it all over again for nothing?

Can't we who make music and use computers see that the people who made the software are a lot like us? They study, work, grow, try and try again until they finally get it right? Don't they deserve the fruits of their labor just as much as we do? Of course! If you like it, if you use it, BUY IT!
--
++
Jim Ficklin, Program Manager, KRWG-TV, New Mexico State Univ.,
Las Cruces, NM
jficklin@nmsu.edu "All opinions expressed are mine... not KRWG's."

2431. Re: ST Informer

Newsgroup: comp.sys.atari.st
Date: 1993-11-24 22:30:12 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Nov24.223012.23017@newshost.lanl.gov>
Source record: 197805

In article etn@access.digex.net, winters@access.digex.net (Michael Winters) writes:
>Used ST Informer last night and am trying to get in touch with author,
>Darek ...

Darek Michoka (author of ST X-Former, Quick ST, Gemulator, et al) can be
reached at darekm@microsoft.com or on GEnie at address BRASOFT.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____

2432. Re: DragonWare

Newsgroup: comp.sys.atari.st
Date: 1993-11-24 22:33:20 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Nov24.223320.23607@newshost.lanl.gov>
Source record: 197806

In article gp3@charm.magnus.acs.ohio-state.edu, dackerma@magnus.acs.ohio-state.edu (Daniel D Ackerman) writes:
> Recently Hutch said that Dragonware was out of the Atari business. Well
>it ain't so, in fact I believe they just got the rights to Hyperlink.

Hey, that's good news, Dan. Thank you for the correction. In cases like this, I actually _enjoy_ being caught as wrong! :) My apologies to the original poster and to Chris Roberts of Dragonware (sure have been keeping a low profile, Chris).

> I'm going to get a reputation if I keep this up ;)

Too late, Dan... you already have a reputation! Oh, you mean about Atari stuff? :)

Cheers (and thanx),

-Hutch-

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____

2433. Re: GFAbasro.prg WAS: Taipan?

Newsgroup: comp.sys.atari.st
Date: 1993-11-24 23:14:58 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Nov24.231458.2805@newshost.lanl.gov>
Source record: 197808

In article h58@tuegate.tue.nl, error@stack.urc.tue.nl (Erlend Nagel) writes:
>alrashi@ecf.toronto.edu (AL RASHID SHAHIR) writes:
>
>>I have it right here in my account, just drop me a line if you want it....
>>Aha, but there's a catch! It's in GFA basic!!! So you'll need gfabasro.prg
>>to run the silly thing... If you DO have the gfa basic runner, I want it!! :)
>>(My version is too high for the game... :( )
>
>Hmm, I had the same problem with ST_SLOTS, a game written by John
>Hutchinson ;-). It had the .bas extension so I fired up the old ST
>Basic, but no go (bombs). File viewing showed that it was GFAbasic (not
>..LST file).

ST_SLOTS??? Man, now that _is_ going back a few years!!! :)

That game was written in the original GFA BASIC 1.0. The only way to load it
into a later version of GFA would be to merge the source as a LST (text) file
but alas (and thank heavens!), that file was not saved.

>Is GFAbasro freely distributable?

Yep, GFA doesn't care if GFABASRO is distributed. For that matter, the full
GFA BASIC 2.0 interpreter may be freely distributed (but not the compiler).

-Hutch-

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____

2434. Re: Yet another Falcon dilemma

Newsgroup: comp.sys.atari.st
Date: 1993-11-24 23:30:06 UTC
From: d93rkr@t.hfb.se
Message-ID: <1993Nov24.233006.15948@t.hfb.se>
Source record: 197802

In article 21853@bradford.ac.uk, S.P.Taylor@bradford.ac.uk (Steve Taylor) writes:
>fnjah@aurora.alaska.edu wrote:
>
>{well you just read that didn't you, and it was a bit long, so I won't
>repeat it}

>
>All I know is that on my friend's Falcon, where he has an autobooting
>internal H/D, it is _essential_ to set the SCSI ID number on his external
>SCSI drive to 0. This may be the problem.

Yes, if you use AHDI wich have som strange way to look if you have a SCSI device connected to your computer:

AHDI first check ID 0... IF there isn't anything there... AHDI skips the following ID's. So, if using AHDI, you must set SCSI ID to 0 for the first device, ID 1 for the second and so on??? :^(

ICD's software have a better way to make a fast boot, you can "turn off" the ID's you dont use!!! :^D

>
>Also, you could try reformatting your media using one of the official
>Atari Hard Disk Driver (AHDI) programs, as I think the falcon might
>possibly reject the ICD format.

ICD's software version 6.2.3 supports the FALCON and SCSI-2...
But I don't know if it supports ICD's format.
(I'm no "Lucky ICD software" owner, :^((( )

>
>Steve Taylor. |||
> Long Live / | \, if they don't shoot themselves in the foot.
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Or get eaten by some Jaguar!!!

---
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/
_/ _/ _/ _/ _/ _/ _/ _/ STm
University of Borl&#65533;nge, Sweden _/_/_/ _/ _/_/_/ _/_/ _/ STe
_/ _/ _/ _/ _/ _/ _/ _/ F-030
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

2435. Re: Anyone cracked Cubase 3.01 yet?

Newsgroup: comp.sys.atari.st
Date: 1993-11-24 23:40:30 UTC
From: d93rkr@t.hfb.se
Message-ID: <1993Nov24.234030.16099@t.hfb.se>
Source record: 197803

In article 753638205@txfs1.hfb.se, gp93rjo@t.hfb.se (Roger Johansson HFB T) writes:
>In <1993Nov18.054159.13745@nuchat.sccsi.com> asmith@zero.cypher.com (Andrew Smith)
writes:
>
>>In article <16415@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>>>gp93rjo@t.hfb.se (Roger) writes:
>
>Exactly!
>
>Anyway, If anyone got upset I am sorry. I won't ask about this again.
>
>Btw, I _AM_ a registered user of Cubase 3.01.

Registered USER!!

Why not an registered OWNER of it??

>
>/Roger
>(original poster)
>

---
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/
_/ _/ _/ _/ _/ _/ _/ _/ STm
University of Borl&#65533;nge, Sweden _/_/_/ _/ _/_/_/ _/_/ _/ STe
_/ _/ _/ _/ _/ _/ _/ _/ F-030

2436. Re: How do I unpack PAX files?

Newsgroup: comp.sys.atari.st
Date: 1993-11-24 23:52:37 UTC
From: d93rkr@t.hfb.se
Message-ID: <1993Nov24.235237.16310@t.hfb.se>
Source record: 197804

In article gguzUIa00WB55Eqhlc@andrew.cmu.edu, Jinlung Fung <jf4y+@andrew.cmu.edu> ()
writes:

--- stuff deleted---

>decompresses the files. Did you say Gemview 3.0?? I thought it was only
>up to v2.48??
>

Yepp... 3.00 is out...

>Ta Ta For Now,
>Michael Fung
>
>---
>Email: jf4y+@andrew.cmu.edu Phone: (412)862-3692
>Mail : 1060 Morewood Avenue, Box 1334, Pittsburgh, PA 15213, USA

---
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/
_/ _/ _/ _/ _/ _/ _/ _/ STm
University of Borl&#65533;nge, Sweden _/_/_/ _/ _/_/_/ _/_/ _/ STe
_/ _/ _/ _/ _/ _/ _/ _/ F-030

2437. Re: Desktop icons (Was: Re: New files uploaded to ftp.cs.ruu.nl)

Newsgroup: comp.sys.atari.st
Date: 1993-11-24 23:57:14 UTC
From: warwick@cs.uq.oz.au
Message-ID: <16498@uqcspe.cs.uq.oz.au>
Source record: 197807

cs93dlh@dcs.exeter.ac.uk (D.L.Hastings) writes:

>I believe the limit is 4096 bytes rather than 100 lines, as this is the amount
>of space reserved for [NEWDESK.INF] by the OS.

Geez this sort of thing annoys me. Haven't Atari-house programmers heard
of Malloc yet?

Not only does a limit like this prevent you from having large NEWDESK.INF
files, but it also mean that anyone with a *small* NEWDESK.INF file still
loses 4K, even if the file is 100 bytes.

Arbitrary limits are an indication of programming weakness. The "40 folder
limit". The "7 windows limit". The "6 ACC's limit". Anyone would think
they are laws of nature rather than flaws of programming.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library
/ * <- Computer Science Department, |||||| GEM++ = C++ GEM library
_.-._/ University of Queensland, _// || _ Both are Free Software
_____ v ___ Brisbane, Australia. ______ |_/ || _| ________________________

2438. Re: Falcon virtual memory

Newsgroup: comp.sys.atari.st
Date: 1993-11-25 00:26:46 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.uvc3InskzuM@semprini.waterloo-rdp.on.ca>
Source record: 197757

In <2cr4kq$rui@golem.wcc.govt.nz>, Steve Wells writes:
> > All programs that recognise TT RAM recognise virtual RAM.
>
> How many recognise TT RAM? I thought it had to be specifically accessed, or
> is tht complete gunk?

If the proper flags are set in the binary's header, it'll run and
malloc() from TT RAM; I'd like to hope that the OS would translate
Malloc() calls into Mxalloc() calls to get at TT RAM if the flags are
set properly.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2439. MicroEMACS 3.12 (was re: JOVE)

Newsgroup: comp.sys.atari.st
Date: 1993-11-25 00:31:30 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.hFP5G_&ZJSo@semprini.waterloo-rdp.on.ca>
Source record: 197758

In <H.eg.RWRQZvVTSQ6@semprini.waterloo-rdp.on.ca>, Chris Herborth writes:
> I noticed 3.12 on a German site last week; the link via ftp was too slow
> to transfer things, but it was there. I think it was
> ftp.tu-clausthal.de but I'm probably wrong.

Just to reply to myself... I got MicroEMACS 3.12 from
ftp.tu-clausthal.de this morning; I was going to upload it to
atari.archive.umich.edu but I got some distressting "disk quota
exceeded" messages from there!

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2440. Re: Any Speedo-Fonts in the Public Domain???

Newsgroup: comp.sys.atari.st
Date: 1993-11-25 00:31:47 UTC
From: warwick@cs.uq.oz.au
Message-ID: <16499@uqcspe.cs.uq.oz.au>
Source record: 197809

Is it possible for a user to produce Speedo-compatible fonts?

If so, the GNU Font Utilities could lend a hand to this process.

What about conversion from other formats? I have an excellent
"Old English" PageStream font that I spent 30 hours creating.

SpeedoGDOS font editor maybe? (Sound like fun...)

Anyone have specs on the format?

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library
/ * <- Computer Science Department, |||||| GEM++ = C++ GEM library
_.-._/ University of Queensland, _// || _ Both are Free Software
_____ v ___ Brisbane, Australia. ______ |_/ || _| ________________________

2441. Re: A bug in NewDesk under TOS 4.04 on Falcon?

Newsgroup: comp.sys.atari.st
Date: 1993-11-25 00:34:47 UTC
From: warwick@cs.uq.oz.au
Message-ID: <16500@uqcspe.cs.uq.oz.au>
Source record: 197810
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

imr@cs.bham.ac.uk (Ian M Rae) writes:

>come back all the keyboard shortcuts are screwed up. From saving the desktop
>again I've sussed that another copy of the NEWDESK.INF line dealing with keys
>gets appended to the existing one...

I had a similar problem on my TT. I never fully diagnosed it though - I just
went back to a bare NEWDESK.INF and hacked at it again. The problem seems
to arrise when you start fiddling with your own additions (I was adding
a handler for "*"-type files).

One thing to be careful of: make sure you have CR-LF's at the end of
lines, not just LF's.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library
/ * <- Computer Science Department, |||||| GEM++ = C++ GEM library
_.-._/ University of Queensland, _// || _ Both are Free Software
_____ v ___ Brisbane, Australia. ______ |_/ || _| ________________________

2442. Re: Anyone cracked Cubase 3.01 yet?

Newsgroup: comp.sys.atari.st
Date: 1993-11-25 00:56:36 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Nov25.005636.3447@bradford.ac.uk>
Source record: 197814

Hasn't this thread reached the end of its natural intended lifespan?
Come on everyone. We've heard views from all sides, and we all get the
general picture. Let it die a peaceful death.

O
OOO
O RIP 'Anyone cracked Cubase 3.01 yet?'
O Born ages ago, Died NOW I hope.

Steve Taylor.

PS I dont do anything remotely to do with music on my computer, and I have
never seen Cubase.

2443. Re: PowerNet?

Newsgroup: comp.sys.atari.st
Date: 1993-11-25 01:05:28 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.N0wTCAVrPpU@semprini.waterloo-rdp.on.ca>
Source record: 197759

In <1993Nov16.153532.23311@newshost.lanl.gov>, John Hutchinson writes:
> If you are talking about Chris Roberts of Dragonware, I'm afraid they are no
> longer in the Atari business. Sorry.

What happened? Did they finally get fed up with Atari's suicidal
computer division?
--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2444. Re: Searching for TT030 system...

Newsgroup: comp.sys.atari.st
Date: 1993-11-25 01:09:10 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.CuEeK_9td_Q@semprini.waterloo-rdp.on.ca>
Source record: 197760

In <CGrFrJ.126q@austin.ibm.com>, Gruber writes:
>
> > A couple of years ago, I remember hearing about a company that had a
> > system based on a TT030 that would let you design things in Calamus, and
> > it would drive a vinyl cutter to make signs based on your Calamus
> > design... Does this ring a bell for anyone? I'd hate to have to call
> > up Atari and try to jog Bob Brodie's memory for this (har har, I'm sure
> > I'd get through!).
> >
> > If anyone can give me some leads into finding this company, I'd really
> > appreciate it! If not, does anyone have Bob Brodie's phone number? :-)
> >
>
>
> I'd also be interested in this

Someone in email suggested (thanks!) that something like DA's Vektor
attached to a Roland plotter would be a good system for this sort of
thing; apparently some of the Roland plotters can use knives instead of
pens when plotting, so they can cut out pieces of vinyl or whatever.

Now I just have to squeeze the North American price out of Yat and find
a Canadian company that still sells Atari hardware...

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2445. Re: SCSI 2 hard disks ...

Newsgroup: comp.sys.atari.st
Date: 1993-11-25 01:09:43 UTC
From: d93rkr@t.hfb.se
Message-ID: <1993Nov25.010943.17255@t.hfb.se>
Source record: 197811

In article 3395@dmu.ac.uk, c2sgy@dmu.ac.uk (SG Yardley) writes:
>The Falcon030 has a SCSI2 port as standard. So why are all the hard disks 'only'
>with SCSI 1 connectors. Most SCSI 1 transfer upto 1-2 meg per second but I had heard that
SCSI 2 gives about 10 meg per second !

You can connect SCSI-2 to a SCSI-1 drive! :^)

>
>Surely some people want/need the extra transfer speed ??? Don't they ???

Yepp.... But do Falcon support such a high speed???

I bought a SCSI-2 drive for my Falcon (Seagate st3390n, 343Mb, Fast SCSI-2)
and I _ONLY_ have 900 k/s transfer speed. :^((((((((((((((

I know this isn't a polite way of asking, but:

Doesn't the Falcon support a higher transfer speed??????

>
>--
>Simon
>c2sgy@dmu.ac.uk

---
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/
_/ _/ _/ _/ _/ _/ _/ _/ STm
University of Borl&#65533;nge, Sweden _/_/_/ _/ _/_/_/ _/_/ _/ STe
_/ _/ _/ _/ _/ _/ _/ _/ F-030

2446. Re: Serching a UUCICO for ST

Newsgroup: comp.sys.atari.st
Date: 1993-11-25 01:12:12 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.CRWl4VJjN2A@semprini.waterloo-rdp.on.ca>
Source record: 197761

In <2cecc131@fido.sub.org>, Albi Rebmann writes:
> I'm searching a uucico for my Atari ST which is running under Tos.
> Where can I get one via ftp?

There's one on atari.archive.umich.edu:/atari/Telecomm; the filename is
u<something>. :)

I'm going to try to get Hermes to work with Taylor UUCP's uucico in a
couple of days (time is short right now!)... that should make it work
infinitely better with MiNT (the current uucico causes SEVER problems
under MiNT; I really wish people would stop using GFA-BASIC for
important software).

--
-------------------==-------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2447. Re: ST wordprocessors *summary*

Newsgroup: comp.sys.atari.st
Date: 1993-11-25 01:16:12 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.fVFGqElxFZ6@semprini.waterloo-rdp.on.ca>
Source record: 197762

In <CGJ5s6.1LM@barclays.co.uk>, PostMaster@barclays.co.uk writes:
> Note that Calligrapher is no longer supported. The author has dropped ST support.

Does anyone know what he's doing now? Calligrapher might be all right,
but it doesn't stand up to things like Ami Pro (for Windoze) or Write
Now (for the Mac)... maybe he'll port Calligrapher to a platform that
has _no_ word processors (like Linux).

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2448. Re: What is best editor to use to edit GNU source files?

Newsgroup: comp.sys.atari.st
Date: 1993-11-25 02:05:24 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.04YmJOrNFvA@semprini.waterloo-rdp.on.ca>
Source record: 197763

In <2cdln3$ao7@access.digex.net>, Michael Winters writes:
> Just obtained GNU Chess from net. Works fine, but would like to
> modify C source to have a GUI front-end. Which brings up the
> question - Do you need to reformat or use a special editor or
> text processor to look at or modify GNU ascii files? I noticed that
> Doc or C files etc.. lines look out of "alignment". A long time
> ago I remember hearing that you had to use Tex or some program to
> reformat GNU files? Thanks for any advice

You should use a decent editor that doesn't care about the end-of-line
character; real io libraries don't care if it's a lf (UN*X), cr-lf (DOS,
OS/2, Atari), or cr (Mac)... Try MicroEMACS, or Mutt, or (probably)
JOVE, or even GNU EMACS (if you're feeling like you've got lots of RAM).

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2449. Re: Magix versus Multitos

Newsgroup: comp.sys.atari.st
Date: 1993-11-25 02:32:46 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CH10En.MLp@sdf.lonestar.org>
Source record: 197733

```
==============================
According to the authors, the next release of Mag!x will have MiNT
compatible
pipes and a filesystem driver interface.
==============================

Will there be a demo? What about English/USA support?
```

2450. Re: How to contact PROTAR..

Newsgroup: comp.sys.atari.st
Date: 1993-11-25 03:05:36 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <754200604.0@mettav.royle>
Source record: 197826

Hi S.P.Taylor , on 16 Nov 93 <22:17:20> you did write :

S> Does anyone know of an E-mail address for Protar? (Hard Drives etc.).
S> I beleive they are German and still in business, although no longer
S> supporting the ST. Failing this, a postal address or telephone number
S> would be helpful.
Don't know about any Email address of Protar but Analogic Computer's in
Kingston have just got exclusive right's to the UK distibution of there
Harddrives.

Contact R.K Shukla
Analogic Computer's (UK)
Unit 6 Ashway Centre
Elm Crescent
Kingston-upon-Thames
Surrey KT2 6HH
tel : 081-546-9575
fax : 081-541-4671

I don't know why you want to contact Protar but they are dead helpful
down
there (AFAIK he is still AtariUK's official repair centre) and I know that they
have direct contact with Protar in
Germany.

Graham

* Origin: Graham's Point at the Tavern (100:1011/0.8)

2451. Re: Anyone cracked Cubase 3.01 yet?

Newsgroup: comp.sys.atari.st
Date: 1993-11-25 03:06:40 UTC
From: wells_s@jethro
Message-ID: <2d17g0$bki@golem.wcc.govt.nz>
Source record: 197817

If the guy is a *registered* user, of course he's going to be an owner!

(How can you register, and not own it!?)

```
/-------------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, you can O O |
| be 100% sure that it will! o |
| WELLS_S@KOSMOS.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\-------------Master of Cheats/Hints/Tips - The Mercenary-------------/
```

2452. Re: Falcon040

Newsgroup: comp.sys.atari.st
Date: 1993-11-25 03:15:30 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <754200604.1@mettav.royle>
Source record: 197827

Hi Ofir , on 16 Nov 93 <21:17:01> you did write :

>> Well, nice list, too bad that PageStream, Calligrapher, and TimeWorks
>> are all dead-end now. You will see no new ATARI programs from them.
>> Calligrapher may have some trouble for you with soe programs or newer
>> Operating systems (Speedo GDOS already outperforms the LAC format and
>> it gives trouble with both MiNT, MultiDialog, and LetEmFly). Cubase
>> will not run under GENEVA and most likely not under MultiTOS either.
OG> Just a few corrections. TimeWorks is NOT a dead product.
OG> Calligrapher works with Let'emFly and under Geneva and MultiTOS.
And Softlogik have still to decide on a version 3 of PGStream on the
Atari.

Graham

* Origin: Graham's Point at the Tavern (100:1011/0.8)

2453. wanted 1040STE or TT030

Newsgroup: comp.sys.atari.st
Date: 1993-11-25 03:17:16 UTC
From: ai187@Freenet.carleton.ca
Message-ID: <CH12Gt.3xH@freenet.carleton.ca>
Source record: 197815

Guess the title sais it all.....

please email me with your price and what you have.

Thanks!
--
Andrew Cochran
Ottawa Ontario
Canada
Email- ai187@freenet.carleton.ca

2454. Re: Sinclair

Newsgroup: comp.sys.atari.st
Date: 1993-11-25 03:29:32 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <754200604.2@mettav.royle>
Source record: 197828

Hi Neuromancer , on 16 Nov 93 <05:08:36> you did write :

N> I have one main question. Why? Does our Mr.S have such a dull
and
N> absolutely undesirable life that he must sit in the forum of a
N> computer he obviously hates just so he can take cheap shots? I
don't
N> sit in the Mac or WinNT forums, but I see Mac people here, and
WinNT
N> people in the OS/2 forum. (Okay, so I made one net.booboo by
bringing
N> in another computer system. So.Sorry)
N> Are these people _really_ that boring?
Yes they are ! One day they will maybe realise that whatever computer system
they are using is not just a status symbol but can also be used in practical
way's to bring creativity,productivity and enjoyment to it's user

Personaly I find that the more Mac user's that feel the need to defend there
choice in these area's the more I feel I have chosen the right platform
:-).

MHYG
Graham

* Origin: Graham's Point at the Tavern (100:1011/0.8)

2455. Jaguar! Where can it be??

Newsgroup: comp.sys.atari.st
Date: 1993-11-25 03:43:21 UTC
From: anamr@cats.ucsc.edu
Message-ID: <2d19kp$epq@darkstar.UCSC.EDU>
Source record: 197816

The lastest word is that Pacific Software does not yet have Jaguars.
PS is the main distributer for Atari stuff. If you have a small shop
you go to PS, they have quite a selection of Atari Hardware and software...

ana

2456. ST Programmers

Newsgroup: comp.sys.atari.st
Date: 1993-11-25 05:12:04 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <754200604.3@mettav.royle>
Source record: 197829

I am Forwarding this message on behalf of a colleague (Stephen Gill) who
ATM does not have access to this Newsgroup.

----------`````````````````````````----------
To : All
Subj: ST Programmers
---------[T_ATARIS]---
Hi All

Some of you may know that there is a new mag being started up for the ST
and Falcon PD scene, involving some members of this network. We're aiming
to cover PD and Shareware releases, articles and reviews for both the ST
and the Falcon. One of the planned features of the mag will be a list of ST

and Falcon PD Authors, so that readers can look up your name and find out
where to contact you and check what other software you've written. So I'm
appealing to all authors to send me details of themselves along with the
programs they've written, no matter how small, to be included in the list.

If poss try and include the following information:

Name:
Postal Address:
Email Address:
Titles written: (Name, type of prog (ie Adventure Game, Comms Utility),
whether it's Pd, Shareware, Postcardware or equivalent,
and shareware fee if applicable. You could also include
a short description but this will only be inserted if
there's space.)

We'll let you know when the mag comes out, so you can see reviews of your

work <grin> but for now the release date of the first issue is around the

New Year.

Oh If poss please reply via netmail, if netmail is dodgy or you can't then

just reply here.

Thanks and hope to hear from you!

Steve

100:106/0.5
90:105/7
2:259/29.5
51:502/100.13

steveg@sgill.mettav.royle.org

! Origin: Stephen's Point off Static2, Edinburgh (100:106/0.5)

----------`````````````````````````````````-----------

As I am also doing some work for the magazine messages may be forwarded Via
myself but preferably directly to Steve.

:[illegible]:
! -++=Graham's Point At the Tavern (London ,UK)=++- !
! !
! + 100:1011/0.8@turbonet.ftn + + 2:254/108.8@Fidonet.ftn + !
! !
! + 51:502/100.8@Atarinet.ftn + + 90:102/140.8@Nest.ftn + !
! !
! -=[graham.irvine@mettav.royle.org]=- !
!_____!

* Origin: Graham's Point at the Tavern (100:1011/0.8)

2457. Re: Falcon030 new casing ?

Newsgroup: comp.sys.atari.st
Date: 1993-11-25 05:59:57 UTC
From: ABARBIERO@delphi.com
Message-ID: <931125.03597.ABARBIERO@delphi.com>
Source record: 197819

There are about 4 different 3rd party cases for the Falcon030, one of them was on the ST Format cover.

I just wish the motherboard matched the form factor for the MSTe!

Andreas@AEO

2458. Re: Jaguar games ??

Newsgroup: comp.sys.atari.st
Date: 1993-11-25 06:03:40 UTC
From: ABARBIERO@delphi.com
Message-ID: <931125.03820.ABARBIERO@delphi.com>
Source record: 197818

Its out today.. as a matter of fact! Out here in Cali I saw 3 Jaguar
TV ads today. I have seen the Jaguar in person and it is AMAZING

Andreas@AEO
ABARBIERO@delphi.com
AEO.2@genie.geis.com

2459. Re: Jaguar games ??

Newsgroup: comp.sys.atari.st
Date: 1993-11-25 06:06:48 UTC
From: ABARBIERO@delphi.com
Message-ID: <931125.04008.ABARBIERO@delphi.com>
Source record: 197820

Cresent Galaxy should be out next week, and Raiden the following week.

Only Cybermorph is shipped and available today.

ABARBIERO@Delphi.com
AEO.2@genie.geis.com

2460. Re: SCSI 2 hard disks ...

Newsgroup: comp.sys.atari.st
Date: 1993-11-25 06:16:07 UTC
From: ABARBIERO@delphi.com
Message-ID: <931125.04567.ABARBIERO@delphi.com>
Source record: 197821

Are you using a SCSI II cable?

ABARBIERO@Delphi.com

2461. Re: Where's the Jaguar?

Newsgroup: comp.sys.atari.st
Date: 1993-11-25 07:37:26 UTC
From: mbates@vms1.cc.uop.edu
Message-ID: <2d1nbm$1tv@unix1.cc.uop.edu>
Source record: 197822
Cross-posted to: comp.sys.atari.st,alt.games.lynx

Y'know I have called all over the San Francisco Bay Area, The Central Valley and every blessed electronics store within a 200 mile radius of Stockton, Calif and the only ones which had the Jags, albeit briefly, were the Babbages and THEY ARE COMPLETELY SOLD OUT.

Just for the record I am one of the schmucks on "the Don (Thomas) list." I have not received my Jag yet. Miffed does not even begin to describe my disappointment! :-{
-Norman
The Atari Fuji is my deity of choice.
Mbates@vms1.cc.uop.edu
aka Marlin Bates

2462. Re: Desktop icons (Was: Re: New files uploaded to ftp.cs.ruu.nl)

Newsgroup: comp.sys.atari.st
Date: 1993-11-25 07:53:18 UTC
From: mbaffoni@flute.aix.calpoly.edu
Message-ID: <1993Nov25.075318.180647@zeus.aix.calpoly.edu>
Source record: 197823

In article <CGwHH7.Hqt@cs.bham.ac.uk>,
Chris Ridd <C.J.Ridd@cs.bham.ac.uk> wrote:
>In article <2cd73v$h3k@tuegate.tue.nl> error@stack.urc.tue.nl (Erlend Nagel) writes:
>>warwick@cs.uq.oz.au (Warwick Allison) writes:
>>
>>>I think all applications should have a desk icon provided with them.
>>
>>I agree, even PD or shareware ones should have desk icons (maybe
>
>What kinds of limits are there to the number of icons in (say) NeoDesk
>and Newdesk (aka GEM desktop)? What about when you have full colour
>icons?

Speaking of which, if there are going to be icons floating around, and
I don't have neodesk, how do I install them for either TOS3.06 or for
MTOS? Is there a (relatively) elegant way?

BTW, if my brains havent been leaking out too badly, I think I recall
someone saying that both TOS and MTOS (so far) have a limit of 256 icons (I
assume this is related to the 64k limit on the .rsc file). Is anyone doing
anything to

a) remove such "silly" limitations (I put silly in quotes because it is not
immediately obvious why these limitations still exist, although I'm sure there
used to be a good reason)?

b) make importing of icons an easy, if not intuitive, process?

When I say anyone, I mean both share/free/PD ware as well as
commercial and Atari development...

>
>--Chris

-MikeB

2463. Colour printer??

Newsgroup: comp.sys.atari.st
Date: 1993-11-25 07:56:03 UTC
From: mike@medsun.unige.ch
Message-ID: <1993Nov25.075603.4312@news.unige.ch>
Source record: 197824

I am interested in buying a colour printer for Calamus SL. I could
have a budget of up to US$3000.
Any experiences/suggestions?

****
Mike Morris PhD * *
Division of Medical Genetics * * tel (Switzerland) (22) 702.56.94
University of Geneva * * fax (Switzerland) (22) 702.57.06
Geneva * * email mike@medsun.unige.ch
Switzerland * *
****

2464. Baby network

Newsgroup: comp.sys.atari.st
Date: 1993-11-25 07:58:19 UTC
From: mike@medsun.unige.ch
Message-ID: <1993Nov25.075819.4370@news.unige.ch>
Source record: 197825

start!!!) for sharing files, a big hard disk, printers, and perhaps
a modem.
Speed does not bother me as much as price.
Anybody have any experience?

****
Mike Morris PhD * *
Division of Medical Genetics * * tel (Switzerland) (22) 702.56.94
University of Geneva * * fax (Switzerland) (22) 702.57.06
Geneva * * email mike@medsun.unige.ch
Switzerland * *
****

2465. Re: A bug in NewDesk under TOS 4.04 on Falcon?

Newsgroup: comp.sys.atari.st
Date: 1993-11-25 08:02:17 UTC
From: mboom@mswe.dnet.ms.philips.nl
Message-ID: <1993Nov25.090217.131644@mswe.dnet.ms.philips.nl>
Source record: 197798

In article <16500@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison) writes:
> imr@cs.bham.ac.uk (Ian M Rae) writes:
>
>>come back all the keyboard shortcuts are screwed up. From saving the desktop
>>again I've sussed that another copy of the NEWDESK.INF line dealing with keys
>>gets appended to the existing one...
>
> I had a similar problem on my TT. I never fully diagnosed it though - I just
> went back to a bare NEWDESK.INF and hacked at it again. The problem seems
> to arrise when you start fiddling with your own additions (I was adding
> a handler for "*"-type files).
>
> One thing to be careful of: make sure you have CR-LF's at the end of
> lines, not just LF's.

This is not the only problem. Make sure that you don't delete trailing
spaces. Severeal editors do this <automaticly> for you!
Missing trailing spaces can result in the effects described above!

Marcel.

#include <stddiscl.h> Are you sure you won't change your mind?
email: mboom@mswe.dnet.ms.philips.nl Why, what's wrong with the one I have?
voice: +31 40 762007 / +31 4408 3531 Spock in ST4

2466. Re: 800x600?

Newsgroup: comp.sys.atari.st
Date: 1993-11-25 08:06:46 UTC
From: mbaffoni@flute.aix.calpoly.edu
Message-ID: <1993Nov25.080646.188327@zeus.aix.calpoly.edu>
Source record: 197830

In article <A56400@sl.maus.de>,
Stefan Damerau <Stefan_Damerau@sl.maus.de> wrote:
>In article H.eg.LZylnimJMas@semprini.waterloo-rdp.on.ca Chris Herborth
>writes:
>
>CH>I can see 60Hz non-interlaced flickering... 50Hz European games really
>CH>bother me (but only if the screen is bright; the flicker is less
>CH>noticable on dark screens).
>
>No wonder:
>actual CRTs don't have a long 'Nachleuchtzeit' (the time the screen is lit
>after being 'hit' by the beam). This means the following: each time after
>sending the beam to one line of the screen it get's dark quite fast. When
>the beam comes again, the screen is lit again but is getting dark again
>(quite fast ...). At 60Hz this (sadly) can be seen - not only by You.
>When the brightness is low the difference is smaller.

Hi Stefan,

Just FYI (For your info), what you call "Nachleuchtzeit" is called
"Persistance" on this side of the pond. BTW, I recall hearing that TVs have
better persistance than most monitors. Is this true? If so, why? I should
think that since TVs have a lower vertical resolution despite being interlaced,
that they would have equal persistance since each pixel is being illuminated at
the same frequency as for a normal screen on the monitor (60/50 Hz)....

>Bye
> Stefan
>
>===
>Stefan_Damerau@sl.maus.de
> !!No Mail >16kB please!!

-MikeB

2467. go5060hz programs...

Newsgroup: comp.sys.atari.st
Date: 1993-11-25 09:29:26 UTC
From: clangenh@cs.uct.ac.za
Message-ID: <CH1Jp3.5C0@cs.uct.ac.za>
Source record: 197834

Hiya everybody..
Before I go any further, I must ask: PLEASE do NOT reply to this posting, I am using a friends account to post this, and I am not about to read his mail to see if anybody replied to this. Follow ups are no problem however.

Right, now that's out of the way, I must state my reasons for writing the go5060hz programs again:

I wrote the programs to enable autobooting programs which work in a different frequency than the one your machine is set to, to be able to autoboot and run properly. I wrote the programs for the ATARI ST ONLY!
And if anybody has a look at the source code, they will see that the code is fairly machine dependent, requiring the frequency setting part of the TOS to start at location $FC0084.

I did NOT write the programs for the Falcon! Hey, I don't even have access to a Falcon!!! Then again, if anybody is willing to temporarily give me one, I'll gladly convert the programs to work on Falcon as well...

And for those who are interested: Yes, I am from Namibia, no I do not have internet access from Namibia, I'm in Cape Town at the moment, but I'm leaving for my holiday Monday morning already. So I won't have net access for around 2 months. You want to write to me then??? My address is in the documents explaining how to use go5060hz...

Said programs can be found at atari.archive.umich.edu and the progs you are looking for are go5060hz.lzh
in Newitems as far as I know, I haven't a clue where it will move to once it moves out of there...

Enough of this rambling and bandwidth wasting rubbish...
Happy holidays everyone.
I'm outta here

Barry McDuling
a.k.a. BuzMack!

2468. Re: SKIP THE 040!

Newsgroup: comp.sys.atari.st
Date: 1993-11-25 09:35:07 UTC
From: CASTAN@cip.physik.uni-stuttgart.de
Message-ID: <2d1u8b$15ki@info2.rus.uni-stuttgart.de>
Source record: 197833

In <1993Nov24.113240.12902@gw.wmich.edu> x91mikowski@gw.wmich.edu writes:

> Hi,
> I've got a suggestion for Atari--if they read this group. DON'T
> CREATE A FALCON 040. Skip right to the 68060 or PPC604 chip from Motorola!
You can plug a 060 in a 040 slot without changing anything
(If the 040 uses 3.3 V)

Gerd

CASTAN@cip.physik.uni-stuttgart.de; alias: G.Castan@physik.uni-stuttgart.de
Gerd Castan * Hoehbergstr. 16 * D-70327 Stuttgart

2469. Re: Falcon030 new casing ?

Newsgroup: comp.sys.atari.st
Date: 1993-11-25 09:35:14 UTC
From: asmith@zero.cypher.com
Message-ID: <1993Nov25.093514.2743@nuchat.sccsi.com>
Source record: 197839

```
In article <931125.03597.ABARBIERO@delphi.com> ABARBIERO@delphi.com writes:
>There are about 4 different 3rd party cases for the Falcon030, one of
>them was on the ST Format cover.
>
>*I* just wish the motherboard matched the form factor for the MSTe!
>
>Andreas@AEO

Are any of these easily (and cheaply) available in the USA?

--
```


□ ||||/ This is an \|||| □
□ Andrew O. Smith □ ||||/ unregistered \|||| □ AtariBot's Master □
□ asmith@cypher.com □ ||||\ evaluation /|||| □ GEnie: L.SMITH70 □
□ ||||\ .signature /|||| □

2470. Re: Mono monitors

Newsgroup: comp.sys.atari.st
Date: 1993-11-25 10:05:07 UTC
From: Lexicor@world.std.com
Message-ID: <CH1LCK.GA7@world.std.com>
Source record: 197835

In article <1993Nov12.151036.3824@vax.sbu.ac.uk>,
<fountad@vax.sbu.ac.uk> wrote:
>Has anyone got any views on the best mono monitor to buy in the UK at
>the moment, now that the SM144 is dead?
>Also, what about buying a second hand Sm144? A good move?
>
>Del

A Second Hand Mono Monitor could be gotten very cheaply (prolly around 50 U$D)
however there are VGA Connectors i.e. Adaptors that basically let you use your
Atari in all modes including ST High. They run a little higher though, in the
UK I think you might have to spend as much as 150 Pounds or more...

Yat

2471. Re: Falcon Graphics Boards

Newsgroup: comp.sys.atari.st
Date: 1993-11-25 10:11:47 UTC
From: Lexicor@world.std.com
Message-ID: <CH1Lno.GK5@world.std.com>
Source record: 197836

>What do you want 24bit for? The Falcon graphics are pretty good for most things.
>GIFs and JPGs look great in 256/truecolor modes.

GIF is obviously only an 8 bit Format, however there is a big difference
between Falcon "True Color" and 24bit real truecolor *grin*

It is good for most things i.e. viewing Gif's and Jpeg's but for really nice
rendered TIF's or TGA's 24bit makes a difference, once you use it, you don't
really want to leave it :)

2472. Re: PowerNet?

Newsgroup: comp.sys.atari.st
Date: 1993-11-25 10:27:20 UTC
From: Lexicor@world.std.com
Message-ID: <CH1MDL.HFs@world.std.com>
Source record: 197837

>If you are talking about Chris Roberts of Dragonware, I'm afraid they are no
>longer in the Atari business. Sorry.
>

Ooops John! ;)

Let me correct you on this one, they are still in Business and are continuing
their support with PowerNet, Netmail and DGRAPH as well as the GMAN Pro.

Their Phone Number I tihnk was: (406) 265 7390 in Le Havre, MT.

By Business I mean Atari stuff :)

Cheers

Yat

>
>_____ John "HUTCH" Hutchinson _____
>_____ Fair Dinkum Technologies Member - IAAD _____
>_____ "No worries, mate... it's from Fair Dinkum!" _____
>_____ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____
>

2473. Re: PowerNet?

Newsgroup: comp.sys.atari.st
Date: 1993-11-25 10:28:46 UTC
From: Lexicor@world.std.com
Message-ID: <CH1MFz.HIE@world.std.com>
Source record: 197838

In article <2cecet$k2o@news.u.washington.edu>,
Dan Aylward <dud@stein2.u.washington.edu> wrote:
>asmith@zero.cypher.com (Andrew Smith) writes:
>
>
>>I realize I'm replying to the wrong message, but I'm sure the right person
>>will see it... if you need help with PowerNET, call ViewTouch in Grant's
>>Pass, Oregon. No phone # sorry--anyone? They are doing all that now.
>
>ViewTouch (this number is actually in Eugene; ask for Gene Mosher)
>
>(503) 344-7990
>
>Dan Aylward
>dud@u.washington.edu
>

Hmm...I think BOTH Dragonware and ViewTouch I think have rights to it?

Yat

2474. Re: VME graphics cards

Newsgroup: comp.sys.atari.st
Date: 1993-11-25 10:34:31 UTC
From: Lexicor@world.std.com
Message-ID: <CH1MpJ.Hux@world.std.com>
Source record: 197840

```
>Card | | Pixel- | | | Price in |
>(Distributor | Resolution | frequency | Memory | Colors | Deutschmark |
>in Germany) | | | | | |
>-------------------------------------------------------------------------
>Crazy Dots II
> (TKR, Kiel) 1024*768 65MHz 1MB 16.7Mil 898.-
>NOVA VME 32k
> (Computer- 1024*768 90MHz 1MB 64k 699.-
> insel)
>NOVA VME 16M
> (dito.) 1024*768 90MHz 1MB 16.7M 899.-
>MatGraph COCO
> (Matrix) 700*500 28MHz 1MB 256 790.-
>MEGA-Vision
>300
> (Sang) 1024*768 110MHz 1MB 32k 700.-
> 16.7M 900.-
```

Thanks for the list Stephan! :) Let me correct a little something there ;)

The NOVA VME 32K is not produced anymore, and the VME 16M now takes it's place and the NOVA VME Plus 16M is now available for 999 DM I think? and is a faster Board

THe prices for the VME 16M have dropped, for Lexicor Users they cost 489,- U$D + Shipping and the max. rez is dependent on really your Monitor. It can infact go upto 1600x1200 in resolution, however in the brochure it's max. rez in 256 (8 Bit) Colors it is infact 1088x832.

Yat@Lexicor
Happy NOVA User :)

ps: NOVA VDI update is upto 2.05 now

2475. Re: VME graphics cards

Newsgroup: comp.sys.atari.st
Date: 1993-11-25 10:36:39 UTC
From: Lexicor@world.std.com
Message-ID: <CH1Mt4.Hyu@world.std.com>
Source record: 197841

```
>> >Card | | Pixel- | | | Price in |
>> >(Distributor | Resolution | frequency | Memory | Colors | Deutschmark |
>> >in Germany) | | | | | |
>> >-------------------------------------------------------------------------
>> >Crazy Dots II
>> > (TKR, Kiel) 1024*768 65MHz 1MB 16.7Mil 898.-

>Does a true colour driver exist for Crazy Dots II, if so, where can I find
>it? My user's manual says nothing about any available true colour driver.

Yes there is a True Color Driver for the Crazy Dot's by NVDI, I think if you
don't have it you will have to purchase it Extra from TKR as it is a special
True Color Version for CRDOT's I believe.

99 DM? more maybe?
```

2476. Re: Falcon030 new casing ?

Newsgroup: comp.sys.atari.st
Date: 1993-11-25 10:43:09 UTC
From: Lexicor@world.std.com
Message-ID: <CH1n3x.IB1@world.std.com>
Source record: 197842

In article <1993Nov18.162658.29548@dmu.ac.uk>,
SG Yardley <c2sgy@dmu.ac.uk> wrote:
>At the recent FES show in London, a friend swore blind that he saw a lonely
>Falcon but it was in a 'PC styled' case.
>Also on the cover of ST Format there is a picture of such a machine. It looks
>a bit like the old Mega ST casing (not even MSTE !!)
>
>Anyone confirm deny this ??

If you mean just the recent Future Show then he almost definately was at our
Stand (Lexicor/16/32 Systems).

We had the only Atari Proper Display with Two Falcons and Two TT030's. One of
the Falcons was given a PC like casing, but wasn't infact a proper case
design, just a Cover for the Computer and Monitor.

He might have gotten confused with the TT's that were there?

Yat@Lexicor

2477. Re: DragonWare

Newsgroup: comp.sys.atari.st
Date: 1993-11-25 10:46:27 UTC
From: Lexicor@world.std.com
Message-ID: <CH1n9F.IGG@world.std.com>
Source record: 197843

Oh oops :)

I guess that one was answered already ;)

Ignore my Last Post then John *smile*

Yat

2478. Re: Falcon virtual memory

Newsgroup: comp.sys.atari.st
Date: 1993-11-25 10:51:42 UTC
From: Lexicor@world.std.com
Message-ID: <CH1nI7.Iq4@world.std.com>
Source record: 197844

In article <1993Nov18.162003.29357@dmu.ac.uk>,
SG Yardley <c2sgy@dmu.ac.uk> wrote:
>I'm planning on buying a Falcon soon plus a hard disk.
>
>If I get the 1 meg version can I use a program that uses the hard
>disk as virtual memory, letting me use programs that require 4 megs etc.
>
>Thanks,
>
>--
>Simon
>c2sgy@dmu.ac.uk

Yes, but you require a minimum of 2 Megabytes VRAM with OUTSIDE which is
such a Virtual Memory Manager, available at 16/32 Systems in the UK
(634) 710 788

2479. Re: Falcon virtual memory

Newsgroup: comp.sys.atari.st
Date: 1993-11-25 10:53:53 UTC
From: Lexicor@world.std.com
Message-ID: <CH1nLu.Iu0@world.std.com>
Source record: 197845

For those who have programs that REQUIRE to be loaded into TTRAM there is
a freeware program available from Lexicor called TTRAM which..well..uhm ;)
I guess it's obvious isn't it *grin*

2480. Re: A bug in NewDesk under TOS 4.04 on Falcon?

Newsgroup: comp.sys.atari.st
Date: 1993-11-25 10:55:44 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.93Nov25115546@issan.informatik.uni-dortmund.de>
Source record: 197846

In article <16500@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison) writes:
|> One thing to be careful of: make sure you have CR-LF's at the end of
|> lines, not just LF's.

Another thing to care of: there must be exactly 128 bytes in the first
four lines (#a to #d) including CR-LF. These lines were once used by
the old control.acc. The desktop writes from offset 128 to the file,
but parses it from the beginning; thus the problems start just when
you save it from the desktop after you have mangled it.

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

2481. Re: Any Speedo-Fonts in the Public Domain???

Newsgroup: comp.sys.atari.st
Date: 1993-11-25 11:18:58 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <CH1orn.H8E@cs.bham.ac.uk>
Source record: 197847

In article <16499@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>Is it possible for a user to produce Speedo-compatible fonts?
>
>If so, the GNU Font Utilities could lend a hand to this process.
>
>What about conversion from other formats? I have an excellent
>"Old English" PageStream font that I spent 30 hours creating.
>
>SpeedoGDOS font editor maybe? (Sound like fun...)
>
>Anyone have specs on the format?
>

The format is encrypted, and the only way to decrypt them is to use
Speedo itself, or another program that has licensed ($$$ of your
favourite currency) the encryption keys.

So my guess is, no there won't be a font editor, although I'd really
love to be proven wrong.

The Speedo fonts in the X11r5 distribution are not encrypted the same,
so the fonts and the Speedo code in X is useless to us. WordPerfect 6
uses the same encrpytion as Atari, so we can use the WordPerfect 6
Speedo fonts (I bought a pack of WP fonts and they work fine).

The font *header* format is available (but of debatable value
considering the previous comments) and is published in the Compendium
and also HiSoft's Modern Atari System Software (whatever the name is).

2482. Re: SpeedoGDOS installation

Newsgroup: comp.sys.atari.st
Date: 1993-11-25 11:25:23 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <CH1p2C.HFM@cs.bham.ac.uk>
Source record: 197848

In article <CGzyzE.9sI@ztivax.zfe.siemens.de> michi@km21.zfe.siemens.de writes:
>
>BTW: Is Migraph still alive and kicking? I would like to upgrade my Easydraw.
>

They have just released 'ColorBurst', a colour hand scanner for the
Falcon. So I guess they are still alive, and writing for the ST!!!

Dunno about Easydraw upgrades though... Word was that they were going
to merge Touchup and Easydraw 3 into Easydraw 4, which was going to be
an Illustrator-like product.

In the meantime, check out Kandinsky, an *excellent* shareware
metafile editor, which uses Speedo fonts, proper bezier curves, the
Atari clipboard, dialogs in windows, etc etc. It beats the shite out
of Easydraw, IMHO.

--Chris

2483. Re: Mono monitors

Newsgroup: comp.sys.atari.st
Date: 1993-11-25 11:45:58 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Nov25.114558.21304@bradford.ac.uk>
Source record: 197849

Yat W Siu (Lexicor@world.std.com) wrote:

: however there are VGA Connectors i.e. Adaptors that basically let you use your
: Atari in all modes including ST High. They run a little higher though, in the
: UK I think you might have to spend as much as 150 Pounds or more...

I think you are referring to the VGA adaptor as made/marketed by Ladbroke
Computing of Preston, Lancashire. This sells for about 80 UKP , and allows
you to connect the ST to any VGA/SVGA mono or colour monitor. BUT it only
allows you to operate in monochrome ST high res which ever monitor you use.

If not, Sorry. Please tell us where we can get the adaptor which you were
referring to.

Steve Taylor. |||
Long Live / | \, if they don't shoot themselves in the foot.

2484. Re: Populous on the Falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-11-25 11:56:59 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Nov25.115659.22715@bradford.ac.uk>
Source record: 197850

andrew@minster.york.ac.uk wrote:

: I'll be posting a full list of Falcon Compatible Games soon so keep sending
: me those that you have found to work, and those you have found not to work.

It seems to me that you are not the only one. Yourself, Kevin J. Grubb,
and Falcon Owners Group are all competing in this field. As I am sure this
is not your intention, why not combine all your knowledge? Surely this
would make more sense?

Steve Taylor

2485. Re: pgp

Newsgroup: comp.sys.atari.st
Date: 1993-11-25 12:15:47 UTC
From: bwwl@sun.rz.tu-clausthal.de
Message-ID: <1993Nov25.121547.20446@solaris.rz.tu-clausthal.de>
Source record: 197753

He whose name must not be spoken... (dwallace@wam.umd.edu) wrote:
> Does anyone know where I can find an implementation of pgp for the Atari
> ST? I've been told there is one, but can't find it on any of the big archive
> sites... Please respond via email. Thanks!

ftp.tu-clausthal.de /pub/atari/misc/pgp/*

Access via ftp, fsp (FSP_HOST 139.174.2.10, FSP_PORT 21) or email to
"mail-server@ftp.tu-clausthal.de"

Bye,
Wolfgang.
--

Wolfgang Ley email: Ley@rz.tu-clausthal.de
Teichstrasse 9
D-38678 Clausthal-Zellerfeld "With workstations you can do a lot of
(Germany) nonsense. With PC's not even that..."
Phone: +49 5323 82132

To obtain public-pgp-key use 'finger bwwl@sun.rz.tu-clausthal.de'
or query a public-key-server for 'Ley@rz.tu-clausthal.de'.

2486. Re: A bug in NewDesk Falcon (key s-cuts)

Newsgroup: comp.sys.atari.st
Date: 1993-11-25 12:18:45 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Nov25.121845.3162@unix.brighton.ac.uk>
Source record: 197752

I have a 4M/65M H/D 4.01 Falcon with NVDI and have never had this problem.

Pads

--

_____
Desk File Options

| Info | ----------------------------------
|_____ | | Michael May (mm68@uk.ac.bton.unix) |
| University of Brighton, Sussex, England |
| These views are my own, so there! |

2487. Re: MiNT Mailing list?

Newsgroup: comp.sys.atari.st
Date: 1993-11-25 13:24:00 UTC
From: moebius@apoll
Message-ID: <1993Nov25.132400.13755@olymp.informatik.uni-bonn.de>
Source record: 197775

adam dean aulick (u1418@sparc24.cs.uiuc.edu) wrote:
> In <CGquzv.54r@westminster.ac.uk> vctec@westminster.ac.uk (Denesh Bhabuta) writes:

> >In article <EgutmSu00WB_ExnsEY@andrew.cmu.edu> Geoffrey Spear <gspear+@CMU.EDU> writes:
> >>Hi... a few days ago someone here or in c.s.a.s.tech mentioned a MiNT
> >>mailing list. Could someone please email me the subscription address
> >>for the list?

> >Me too ;-)

Me too!

--
Dirk Moebius | this space intentionally
moebius@athene.informatik.uni-bonn.de | left blank

2488. Where can I find Mikenet

Newsgroup: comp.sys.atari.st
Date: 1993-11-25 15:13:06 UTC
From: Matija.Grabnar@ijs.si
Message-ID: <1993Nov25.161306.756@cathy.ijs.si>
Source record: 197755

A while ago someone recommended that I try a program called mikenet
to network my Falcon and my ST together through MIDI. I tried to find
it on the FTPs, but it doesn't seem to be there. I am certain it is not
on a.a. Can anybody tell me where to get it?

I tried using mxnet20, but it doesn't work under MiNT (because it's written
in Modula 2) and it doesn't support the really big sectors on one of my
partitions (nifty program other than that).

"My name is Not Important. Not to friends. But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and an Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe
I speak for no one but myself.

2489. Re: Tera desktop!!!!

Newsgroup: comp.sys.atari.st
Date: 1993-11-25 15:35:52 UTC
From: gc85@hrz.uni-giessen.de
Message-ID: <CH20nt.B6p@muster.hrz.uni-giessen.de>
Source record: 197754

In article <memo.23442@cix.compulink.co.uk>, ogal@cix.compulink.co.uk (Ofir Gal) writes:
|>
|>
|> In article <16480@uqcspe.cs.uq.oz.au>, marshall@cs.uq.oz.au (Marshall (G.M) Harris)
writes:
|> >Is there any advantage in using TeraDesk ina TOS 2.5/6/+ environment?
|> >--
|>
|> Yes. You get to install an editor, a file viewer, extended parameter
|> dialogs for TTPs. No limit on number of icons. Faster. Try it and decide
|> for yourself.
|>
|> Ofir ogal@cix.compulink.co.uk

Yes, but where to get it from ????
I noticed only the last two or three posts on that subject,
so I may have missed some bits
telling me where to find Tera desktop!!!!

So please tell me where do I can get it ?? :->

thanks !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
-
Konstantinos XONIS
(XAKChaos of XAK-Design Wetzlar)

eMail:
gc85@vision.hrz.uni-giessen.de
gc85@sun2.hrz.uni-giessen.de
jadawin@mises.uni-paderborn.de
jadawin@coulomb.uni-paderborn.de
q4038908@bonsai.fernuni-hagen.de
Konstantinos.Xonis@math.uni-giessen.d400.de

Snail:
Konstantinos XONIS
Buderusstra&#xfffd;e 14
D35576 Wetzlar
FR Germany

FAX: +49-6441-42504

2490. Re: Any Speedo-Fonts in the Public Domain???

Newsgroup: comp.sys.atari.st
Date: 1993-11-25 16:20:52 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <CH22qt.C2y@cen.ex.ac.uk>
Source record: 197756

> The Speedo fonts in the X11r5 distribution are not encrypted the same,
> so the fonts and the Speedo code in X is useless to us. WordPerfect 6
> uses the same encrpytion as Atari, so we can use the WordPerfect 6
> Speedo fonts (I bought a pack of WP fonts and they work fine).

Is this any cheaper than buying Speedo fonts from HiSoft or other
atari vendors?
{{{ Dan }}}

2491. Re: Populous on the Falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-11-25 16:29:18 UTC
From: asmith@zero.cypher.com
Message-ID: <1993Nov25.162918.12465@nuchat.sccsi.com>
Source record: 197773

In article <753985574.9993@minster.york.ac.uk> andrew@minster.york.ac.uk writes:
>I'll be posting a full list of Falcon Compatible Games soon so keep sending
>me those that you have found to work, and those you have found not to work.

You do realize there is already an 'official' (of sorts) Falcon compatibility
list, right? It's quite extensive and well updated.

--

□ |||| This is an \|||| □
Andrew O. Smith |||| unregistered \|||| AtariBot's Master
asmith@cypher.com |||| evaluation |||| GEnie: L.SMITH70
□ ||||\ .signature /|||| □

2492. Re: Mono monitors

Newsgroup: comp.sys.atari.st
Date: 1993-11-25 17:06:41 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.28513@cix.compulink.co.uk>
Source record: 197770

In article <1993Nov25.114558.21304@bradford.ac.uk>, S.P.Taylor@bradford.ac.uk (Steve Taylor) writes:
>
>I think you are referring to the VGA adaptor as made/marketed by Ladbroke
>Computing of Preston, Lancashire. This sells for about 80 UKP , and allows
>you to connect the ST to any VGA/SVGA mono or colour monitor. BUT it only
>allows you to operate in monochrome ST high res which ever monitor you use.
>

80 pounds for an adaptor????

Ofir ogal@cix.compulink.co.uk

2493. Re: Desk ACC limit

Newsgroup: comp.sys.atari.st
Date: 1993-11-25 17:06:44 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.28516@cix.compulink.co.uk>
Source record: 197771

In article <H.eg.vl7U8xoFezY@nasim.sta.sub.org>, knarf@nasim.sta.sub.org (Frank Bartels) writes:
>
>Works fine here on my FALCON with TOS 4.01/4.04. The res change problems
>are caused by any other accessory, or an accessory you loaded with
>chameleon.
>
>Try to boot *only* with Chameleon: You'll see you can change the
>resolution as often as you want. ;)
>

There must be an echo here :-)

Anyway, I find the Chameleon unstable on my system. I have tried with TOS 4.01, 4.02 and 4.04. I have GEMRAM, SHBUF and WinX installed which may have something to do with it. I have identified the Chameleon as the definite cause of the problems.

Ofir ogal@cix.compulink.co.uk

2494. system for sale

Newsgroup: comp.sys.atari.st
Date: 1993-11-25 17:33:04 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <25NOV93.12330481@cc4.crl.aecl.ca>
Source record: 197751

I will be picking up a TT for use at home, which makes my home system
redundant. It consists of

-Mega4ST with AdSpeed 16MHz accelerator and TOS2.06
(clock speed and operating system same as the MegaSTE)
-SM125 monitor and an SM124 (124 hardly used)
-REFLEX graphics card for 1024x496 on either SM124 or SM125
-SC1224 colour monitor (again, hardly ever used)
-SLM605 laser and two toner cartridges (have to remove current to ship)
-FAST external drive with 50meg Seagate and 170meg Quantum drives
(drive has SCSI 50 pin connector and SCSI ID switch + DMA in/out)
-Spectre GCR with ROMs

Current Notes, November 93, has the following pricing ($US):
Spectre GRC + Mac ROMs $199+$129
SM124 $109 SC1224 $209 AdSpeed $189
Toadstore drive with 50meg Seagate and 170meg Quantum $229+$269

Without computer and laser, the total so far is $US1333 ($CDN1786).
I'll sell my system, as described above, for $CDN2000 with shipping
included (shipping alone will cost about $100). The REFLEX card cost
over $400!!!

For Atari user groups, see if members want part of the system. Likely,
it can be picked up as a bundle and split up with an overall savings
to each participant.

Note: on the TT which has a dead TTM195 monitor, I will put my own
IBM8507 (yes, IBM!!!) 19" mono SVGA monitor that I picked up new
for $525. Unfortunately, I can only go up to TT med rez so I cannot
make full use of the IBM monitor!

2495. Re: A bug in NewDesk Falc

Newsgroup: comp.sys.atari.st
Date: 1993-11-25 17:43:05 UTC
From: erlingh@idt.unit.no
Message-ID: <2d2qr9$1tk@ugle.unit.no>
Source record: 197772

S.P.Taylor@bradford.Ac.Uk,
In a message on 24 November, wrote :

SA> : In article 134546@cs.bham.ac.uk, imr@cs.bham.ac.uk (Ian M Rae) writes:
SA>
SA> : >This is the problem: I set all my keyboard shortcuts up how I like em,
SA> : >save the NEWDESK.INF file. No prob... I now run another program (any4
SA> : >program) and when I come back all the keyboard shortcuts are screwed u
SA> : >From saving the desktop
SA>
SA> : >So does anyone else suffer from this ? Is there a cure, should I get i
SA> : >contact with Atari about it ?
SA>
SA> You surely don't think that anyone at Atari UK understands the
SA> complexities of the Falcon? {grin}
SA>
SA> : >(my system is Falcon 4/120 with TOS4.04, nVDI and screenblaster)
SA>
SA> Stephen Payne (pagan@meiko.co.uk) wrote:
SA>
SA> : Yup, I have the same problem (I think I am running 4.01 though I never
SA> : have really checked properly).
SA>
SA> All I have to say is that I know a UK Falcon, TOS 4.01, 4/65, where the
SA> problem just simply does not happen. And I know that it is put through th
SA> most rigorous of exercises, as far as the NEWDESK.INF file is concerned!
SA> It does not btw have Screenblaster or NVDI - could one of these be the
SA> problem???

I got this problem after editing the newdesk.inf file with 7-up.
This editor left an extra space at the end of each line, and probably did
other (not visible) stuff as well :-(

Cure:
Start with a fresh, uncorrupted newdesk.inf file, and if you have
to edit it, be sure to use a sensible editor (like emacs).

Erling

2496. Re: Mono monitors

Newsgroup: comp.sys.atari.st
Date: 1993-11-25 18:28:04 UTC
From: tjl@siva.bris.ac.uk
Message-ID: <CH28Ms.Ivw@info.bris.ac.uk>
Source record: 197774

In article <memo.28513@cix.compulink.co.uk>, ogal@cix.compulink.co.uk (Ofir Gal)
writes:
|>
|>
|>
|>In article <1993Nov25.114558.21304@bradford.ac.uk>, S.P.Taylor@bradford.ac.uk
|>(Steve Taylor) writes:
|>>
|>>I think you are referring to the VGA adaptor as made/marketed by Ladbroke
|>>Computing of Preston, Lancashire. This sells for about 80 UKP , and allows
|>>you to connect the ST to any VGA/SVGA mono or colour monitor. BUT it only
|>>allows you to operate in monochrome ST high res which ever monitor you use.
|>>
|>
|>80 pounds for an adaptor????
|>

Yeah it does sound steep. I havn't seen the adaptor advertised but
Ladbroke are advertising SVGA + adaptor to run on ST for 150ish pounds.

btw all I want is to run my Notator (and maybe DTP prgs) in Hi res
on my Atari so no problem. I can connect a TV for color etc if I need it.

|>Ofir ogal@cix.compulink.co.uk
|>
--

---+---------------+
Tim Llewellyn - OpenVMS, Soukous and Cricket Addict | Read at your |
Physicist Programmer, Bristol Uni Particle Physics. | own risk. |
HEPNET/SPAN 19716::TJL Internet tjl@siva.bris.ac.uk | Std disclaimer|
Pet Hates: Case Sensitivity! Unix. Tremolo systems. | implicit |
---+---------------+

2497. Re: Mono monitors

Newsgroup: comp.sys.atari.st
Date: 1993-11-25 18:43:49 UTC
From: kevinb@syma.sussex.ac.uk
Message-ID: <1993Nov25.184349.6556@syma.sussex.ac.uk>
Source record: 197703

Ofir Gal (ogal@cix.compulink.co.uk) wrote:

> 80 pounds for an adaptor????

No, Ladbroke Computing doesn't check the position of the decimal points in its advertisements. And the ST magazines just copy the information over without questioning it! :-/

I forget how much I paid for mine (which I've never yet used, but I won't get into that long story...) but it was 1/10th of the advertised price.

Kevin

2498. Re: A bug in NewDesk under TOS 4.04 on Falcon?

Newsgroup: comp.sys.atari.st
Date: 1993-11-25 18:49:20 UTC
From: jjmichel@tryphon.ese-metz.fr
Message-ID: <JJMICHEL.93Nov25194921@tryphon.ese-metz.fr>
Source record: 197776

```
>>>>> On 25 Nov 1993 10:55:44 GMT, schwab@ls5.informatik.uni-dortmund.de (Andreas Schwab)
said:
>> Followup-To: comp.sys.atari.st
>> NNTP-Posting-Host: issan.informatik.uni-dortmund.de

>> In article <16500@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison) writes:
>> |> One thing to be careful of: make sure you have CR-LF's at the end of
>> |> lines, not just LF's.

>> Another thing to care of: there must be exactly 128 bytes in the first
>> four lines (#a to #d) including CR-LF. These lines were once used by
>> the old control.acc. The desktop writes from offset 128 to the file,
>> but parses it from the beginning; thus the problems start just when
>> you save it from the desktop after you have mangled it.

I noticed the same kind of problem , when I once installed Guck (an
old
version , I admit) : the length of the lines had been changed (Spaces
deleted
at the end of the line) . Some Text-editors are also deleting such
spaces !

>> --
>> ------------------------------------------------------------------------
>> Andreas Schwab "And now for something
>> schwab@ls5.informatik.uni-dortmund.de completely different"

###########################################################################################
# / / /! /! # My name really is JJM !!! #Falcon030 Happy User#
# / / / !/ ! # You don't believe me ? ########################
#\__/ \__/ / ! # Well , so write 'Jean-Jacques MICHEL' (longer!) #
###########################################################################################


_____________________________________ ______________________________
** / /________/ ---/ / \ / / | / | /| / **
** \ /________/ -----/___ /__/ / / / // | / **
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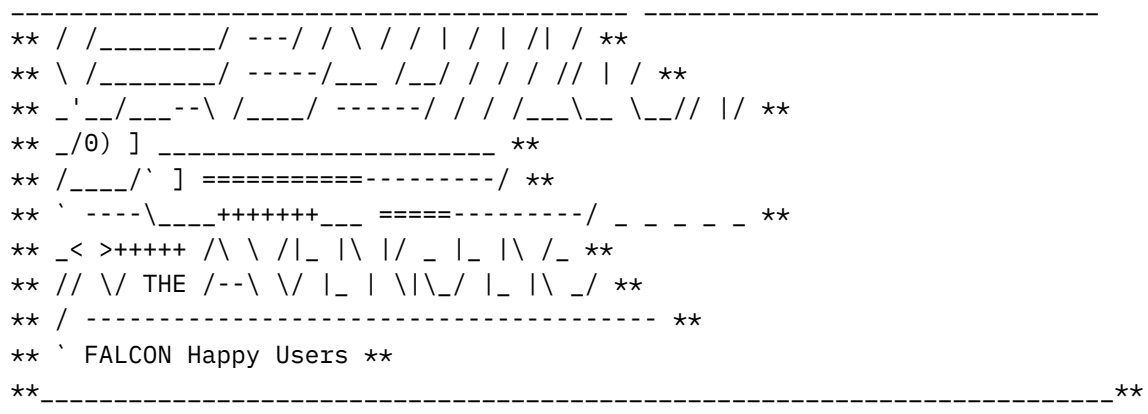
** // \/ THE /--\ \/ |_ | \|\_/ |_ |\ _/ **
** / ------------------------------------ **
** Graphics : PNH ` FALCON Happy Users **
**_____________________________________________________________________________**
--
```


** / /________/ ---/ / \ / / | / | /| / **
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** _'__/___--\ /____/ ------/ / / /_____ __// |/ **
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** _< >+++++ /\ \ /|_ |\ |/ _ |_ |\ /_ **
** // \/ THE /--\ \/ |_ | \|_/ |_ |\ _/ **
** / ------------------------------------ **
** ` FALCON Happy Users **

2499. Re: Mono monitors

Newsgroup: comp.sys.atari.st
Date: 1993-11-25 18:59:21 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Nov25.185921.4588@bradford.ac.uk>
Source record: 197777

Ofir Gal (ogal@cix.compulink.co.uk) wrote:

: S.P.Taylor@bradford.ac.uk (Steve Taylor) writes:
: >
: >I think you are referring to the VGA adaptor as made/marketed by Ladbroke
: >Computing of Preston, Lancashire. This sells for about 80 UKP , and allows
: >you to connect the ST to any VGA/SVGA mono or colour monitor. BUT it only
: >allows you to operate in monochrome ST high res which ever monitor you use.
: >

: 80 pounds for an adaptor????

That's right. I read it a few months ago in one of the UK glossies (STU, STF or STR) on at least two occasions. It is not a simple adaptor, as the name implies.

It is not in the latest ads from Ladbroke (I just checked) but a while ago, they were advertising it for about 80 Pounds.

Steve Taylor.

2500. Re: Where can I find Mikenet

Newsgroup: comp.sys.atari.st
Date: 1993-11-25 19:16:20 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Nov25.191620.6183@bradford.ac.uk>
Source record: 197778

Matija Grabnar (Matija.Grabnar@ijs.si) wrote:

: I tried using mxnet20, but it doesn't work under MiNT (because it's written
: in Modula 2) and it doesn't support the really big sectors on one of my
: partitions (nifty program other than that).

MX2NET works great between a Falcon and an ST. Pity if it doesn't work
under MiNT. You could try Midinet or any of the others in the PowerNet
range. - bit expensive tho'.

Steve Taylor.

2501. Re: New PC owner :(

Newsgroup: comp.sys.atari.st
Date: 1993-11-25 20:30:48 UTC
From: avg@cwi.nl
Message-ID: <CH2EBC.EAA@cwi.nl>
Source record: 197779

kesseler@arthur.crpht.lu (Georges Kesseler) writes:

>Try not using Windows, it might work a lot better.

Ah, there comes the monkey out of the sleeve!

Windows is an expensive toy. The PC world is still dominated by text screens.

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 799
1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740

2502. Re: SKIP THE 040!

Newsgroup: comp.sys.atari.st
Date: 1993-11-25 20:31:58 UTC
From: avg@cwi.nl
Message-ID: <CH2EDA.EB2@cwi.nl>
Source record: 197780

x91mikowski@gw.wmich.edu writes:

>Hi,
> I've got a suggestion for Atari--if they read this group. DON'T
>CREATE A FALCON 040. Skip right to the 68060 or PPC604 chip from Motorola!

They probably will. But the 060 machine will not get into production before
the 060 is out of date.

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 799
1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740

2503. Re: vinyl cutting (was Searching for TT030)

Newsgroup: comp.sys.atari.st
Date: 1993-11-25 21:20:00 UTC
From: bo_leuf@daggskim.ct.se
Message-ID: <2cf52f1b@daggskim.ct.se>
Source record: 197701

Just a passing comment on background info...

> [...]
> In comp.sys.atari.st, gruber@austin.ibm.com (Gruber) writes:
>>> A couple of years ago, I remember hearing about a company that had a
>>> system based on a TT030 that would let you design things in Calamus,
>>> and it would drive a vinyl cutter to make signs based on your
>>> Calamus design...

Back in 89 vinyl cutting became a desktop proposition when Roland introduced the CAMM-1 cutting plotter at a competative price. Over the years a number of software packages (most often for PC, sometimes Mac) have appeared which allow this kind of desktop signmaking, more or less user-fiendly and effective. One of the more known in Europe for the Atari platform may be GMA-plot, which interfaces with Outline Art and of course Calamus.

Here in Sweden we turned out in late 89 a customized complete turnkey system based on the CAMM-1 with a Mega ST and Megafile. Our customers then were primarily interested in a ready-to-use "tool", not just software, and most did not have a computer anyways. With a Scandinavia's largest signmaker as a partner and consultant as to selection of program features and suitable outline typefaces, we felt that we got the most practical, reliable and easy-to-use system, not in the least thanks to the decision to go Atari. We based the software on preconfigured NeoDesk v2, propriatory outline-generating code (using licensed Bitstream and Agfa Compugrafic outline data), and used GFA Draft-plus v2 (later v3) as the actual plotting engine. We also got the added benefit of the CAD-package as an editing, scaling, color separating and previewing drawing tool. In the CAD part it was also extremely easy to place guiding marks, cut text inte overlapping sections, and do fine-detail editing (such as script binding of individual letters into a seamless whole). The design objective met was low-threshold default-settings beginner user "turn-on, type text, approve and cut" with minimum turnaround time for many similar texts, and an easy learning curve for the more advanced features when these were desired.

The resolution of GFA Draft-plus was adequate for the text dimensions possible with the CAMM-1 (width 50 cm), and although later use of the wider Roland plotter did suggest a need for a better vector resolution than GFA-Draft could provide when scaling up to these sizes, we (and our customers) still remain satisfied today with the price-performance relationship of this original design. The theoretically limited vinyl run-length (1.6m) of the CAMM-1 actually proved an advantage when we tweaked the system into producing unlimited-length cuts, since tracking precision problems were held to the CAMM-1 design limit of only having to track reliably over runs of this lesser length, not the full length of the text/design.

The software also ran successfully on the TT030 and later Mega STE, and on large-screen setups.

Users with Calamus could preview designs there, knowing that the cutting outline Agfa Cg fonts were form-identical with the Calamus CFN typefaces. Vectorization of logos and such took a while to realize, mostly due to a lack of suitably good scanners and vectorization software, but in the end AvantVector proved best.

(illegible signature) Bo Leuf
- Email: bo_leuf@daggskim.ct.se

2504. STORM don't work

Newsgroup: comp.sys.atari.st
Date: 1993-11-25 22:47:42 UTC
From: selbyr@meena.cc.uregina.ca
Message-ID: <25NOV93.16474253@meena.cc.uregina.ca>
Source record: 197787

I an unable to make the demo of STORM from the Umich archives dial anything.
Is there something I should know? I've got a 1040STf. Any suggestions?

2505. Re: Yet another Falcon di

Newsgroup: comp.sys.atari.st
Date: 1993-11-25 23:26:20 UTC
From: erlingh@idt.unit.no
Message-ID: <2d3eus$8p6@ugle.unit.no>
Source record: 197782

D93rkr@t.Hfb.Se,
In a message on 24 November, wrote :

dR> In article 21853@bradford.ac.uk, S.P.Taylor@bradford.ac.uk (Steve Taylor)
dR>
dR> >fnjah@aurora.alaska.edu wrote:
dR> >
dR> >{well you just read that didn't you, and it was a bit long, so I won't
dR> >repeat it}
dR>
dR> >
dR> >All I know is that on my friend's Falcon, where he has an autobooting
dR> >internal H/D, it is _essential_ to set the SCSI ID number on his externa
dR> >SCSI drive to 0. This may be the problem.
dR>
dR> Yes, if you use AHDI wich have som strange way to look if you have a SCSI
dR> connected to your computer:
dR>
dR> AHDI first check ID 0... IF there isn't anything there... AHDI skips the
dR> ng ID's. So, if using AHDI, you must set SCSI ID to 0 for the first devic
dR> for the second and so on??? :^(

Yes, this is the default setting. Read on.

dR> ICD's software have a better way to make a fast boot, you can "turn off"
dR> you dont use!!! :^D

And so can AHDI.
Along with my falcon, I got the program hdpatch, which lets you configure
ahdi in the same way.
IE, you can set it to scan ALL acsi/scsi + IDE, or you can select exactly
which ID #'s/ Buses to check.

dR> ---
dR> d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/
dR> _/ _/ _/ _/ _/ _/ _/ _/ STm
dR> University of BorlSnge, Sweden _/_/_/ _/ _/_/_/ _/_/ _/ STe
dR> _/ _/ _/ _/ _/ _/ _/ _/ F-030
dR>

Erling

• ATP/Unix 1.40 • Running under atari MultiTOS

--
_______ _____ o ____ Erling Henanger

```
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ \____| o Don't save the whale !
```

2506. Re: SCSI 2 hard disks ...

Newsgroup: comp.sys.atari.st
Date: 1993-11-26 00:25:03 UTC
From: miff@apanix.apana.org.au
Message-ID: <2d3icv$cgp@olivaw.apanix.apana.org.au>
Source record: 197788

d93rkr@t.hfb.se (Robert Krenn) writes:

>Yepp.... But do Falcon support such a high speed???
>I bought a SCSI-2 drive for my Falcon (Seagate st3390n, 343Mb, Fast SCSI-2)
>and I _ONLY_ have 900 k/s transfer speed. :^((((((((((((((

'only' 900K/sec... That's nothing to sneeze at - although I suspect something
fishy, as I get 990K/sec out of an old CDC wren-IV (scsi-I)

>I know this isn't a polite way of asking, but:
>Doesn't the Falcon support a higher transfer speed??????

I don't think so - the falcon uses the NCR 5380 scsi controller (seems to be
the same interface as the TT uses) which is really only good for about
a meg a second, less overheads.

>d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/

If I were you, I wouldn't worry about it too much 8)

--
mike smith : miff@apanix.apana.org.au - Silicon grease monkey
"The question 'why are the fundamental laws of nature mathematical'
then invites the trivial response 'because we define as fundamental
those laws which are mathematical'". Paul Davies, _The_Mind_of_God_.

2507. Re: STORM don't work

Newsgroup: comp.sys.atari.st
Date: 1993-11-26 00:39:33 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <2d3j85$lt3@golem.wcc.govt.nz>
Source record: 197789

If you are using Storm, you *MUST* Have Serial Fix (v2) active, otherwise
it causes all sorts of problems! Especially on TOS 1.0 and 1.2
(an STF will probably have 1.0....)

```
/-----------------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, you can O O |
| be 100% sure that it will! o |
| WELLS_S@KOSMOS.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\-------------Master of Cheats/Hints/Tips - The Mercenary-------------/
```

2508. Re: St wordprocessors

Newsgroup: comp.sys.atari.st
Date: 1993-11-26 01:24:03 UTC
From: cse0947@desire.wright.edu
Message-ID: <1993Nov25.202403.15802@desire.wright.edu>
Source record: 197791

That's Write 2 by Compo is a real nice Wordprocessor for the ST. I replaced WordWriter with it and there is just no comparison - except for the thesaurus that is. Haven't seen Caligrapher 3 though. Compo is supposed to release That's Write 3 sometime soon with PostScript support.

2509. Good Looking ANSI for Hi-Rez - Help

Newsgroup: comp.sys.atari.st
Date: 1993-11-26 01:30:29 UTC
From: cse0947@desire.wright.edu
Message-ID: <1993Nov25.203029.15803@desire.wright.edu>
Source record: 197792

Is there any Telecomm program out there that will do proper ANSI
graphics for ST high resolution? Besides K-term, which is great but too
limited, I have yet to find any other. AnsiTerm for ST medium res is awesome
but don't know if the author has made a hi-res version. Have tried Stealth,
T-term2, Storm, Connect, Uniterm 2e, Rufus, Flash, Vanterm 3.8 all to no avail.
Any help will be appreciated.

CSE0947@Desire.Wright.Edu (Wright State University, Dayton, OH)

2510. Re: Falcon030 new casing ?

Newsgroup: comp.sys.atari.st
Date: 1993-11-26 01:52:42 UTC
From: ABARBIERO@delphi.com
Message-ID: <931125.75162.ABARBIERO@delphi.com>
Source record: 197790

That is something that I will have to look into.
It really sucks being away from things for over six months and trying
to play catch up.

Japan- AKA the dark side of the moon. :-)

ABARBIERO@Delphi.com

2511. Re: Desktop icons (Was: Re: New files uploaded to ftp.cs.ruu.nl)

Newsgroup: comp.sys.atari.st
Date: 1993-11-26 02:38:52 UTC
From: ralph@cerfacs.fr
Message-ID: <RALPH.93Nov26023852@hal.cerfacs.fr>
Source record: 197705
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

How does one add new desktop icons so that they are recognized by TOS.
When I upgraded to TOS 2.06 on my Mega 4 ST there was an icon file
that came with it (from Oregon Research Assoc.), but I never could
find any docs which stated how to install these icons.

Maybe I'm dense, but I would appreciate any suggestions.

--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
==
Got a Sun IPC lap clone w/1.05 GB! Got a Mega 4STfm with TOS 2.06, floptical!

2512. Re: PowerNet?

Newsgroup: comp.sys.atari.st
Date: 1993-11-26 02:39:20 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2d3q8o$17t@charm.magnus.acs.ohio-state.edu>
Source record: 197793

No, they are still in the Atari Market. Their adress and number are in a seperate post. Dragonware that is. I hear he's doing alot in europe now.

Dan Ackerman
ackerman.29@osu.edu

2513. Re: SUPRA Email address anyone??

Newsgroup: comp.sys.atari.st
Date: 1993-11-26 02:46:40 UTC
From: ralph@cerfacs.fr
Message-ID: <RALPH.93Nov26024640@hal.cerfacs.fr>
Source record: 197708

Try 76004.565@compuserve.com for Supra technical questions.

--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
==========
Got a Sun IPC lap clone w/1.05 GB! Got a Mega 4STfm with TOS 2.06, floptical!

2514. Re: Wrong keys on the falcon keyboard

Newsgroup: comp.sys.atari.st
Date: 1993-11-26 03:22:45 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <2d3sq5$c51@cxc1.cl.msu.edu>
Source record: 197794

>> I just noticed a while ago that some of the keys don't always show the symbol

>> they should. When I am using Uniterm as I am now, they work fine, but when
>> using AtariWorks and other things when I press "\" I get "#" and when I
>> press @ I get " and when I press " I get @. It is very annoying because I

I used a program called BOOTCONF to alter these settings. I've found
that the program seems to be able to determine the current settings of
all options except the keyboard country, which defaults to something other
than what I need. The user needs to make sure to always adjust this
setting if s/he is making any other changes...
--
=-=-=-

2515. Re: Good Looking ANSI for Hi-Rez - Help

Newsgroup: comp.sys.atari.st
Date: 1993-11-26 05:11:25 UTC
From: wells_s@jethro
Message-ID: <2d435t$nii@golem.wcc.govt.nz>
Source record: 197796

FZDSTerm (Any version later than about 2.0) should support monochrome
ANSI!

(Flash-II probably does as well!)

```
/-------------------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, you can O O |
| be 100% sure that it will! o |
| WELLS_S@KOSMOS.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\-------------Master of Cheats/Hints/Tips - The Mercenary-------------/
```

2516. Re: Tera desktop!!!!

Newsgroup: comp.sys.atari.st
Date: 1993-11-26 05:21:39 UTC
From: wells_s@jethro
Message-ID: <2d43p3$nii@golem.wcc.govt.nz>
Source record: 197797

Teradesk:/

atari.archive.umich.edu

atari/Utilities/

tera_132.zip

there should be now be tera_136.zip

the new version may be in

atari/Utilities/Desktop/

It is also available at

cs.tu-berlin.de

pub/atari/utils/
(That's where the older versions are anyway!)

```
/-------------------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, you can O O |
| be 100% sure that it will! o |
| WELLS_S@KOSMOS.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\-------------Master of Cheats/Hints/Tips - The Mercenary-------------/
```

2517. Hard Disk

Newsgroup: comp.sys.atari.st
Date: 1993-11-26 05:25:43 UTC
From: hsp4@namaste.cc.columbia.edu
Message-ID: <2d440n$l5@apakabar.cc.columbia.edu>
Source record: 197799

I'm looking for a small (50MB or less), cheap hard disk--my brother just needs something other than floppies for his STE. Contact me via email if you have any offers or anything to sell. I'd prefer something SCSI based...

****
H. Solomon Poretsky **"Greed is good! Greed is right!
hsp4@columbia.edu ** Greed works! Greed will save the
hsp4@namaste.cc.columbia.edu (talk) ** USA!"--Gordon Gecko, Wall Street

2518. Re: Searching for TT030 system...

Newsgroup: comp.sys.atari.st
Date: 1993-11-26 05:48:16 UTC
From: Gordie Meyer ATARI UNITED cofounder <BIBLINSKI@delphi.com>
Message-ID: <931126.02896.BIBLINSKI@delphi.com>
Source record: 197795

There was a Minneapolis-based company that showed a multi-color embroidery system at Fall Comdex '92, and they had a vinyl sign cutter set up right beside the $15,000 embroidery system (TT-based). I'm sure Bob could find the name of the company that was showing those systems.

--
..|'''.| '|| || > Gordie Meyer
.|' ' .... || ... . > P.O. Box 1982
|| .... .| |. ||' '' .' '|| || || .|' > Ames, IA 50010-1982
'|. || || || || |. || || ||' > USA
''|...'| '|..|' .||. '|..'||. .||. '|..|' > biblinski@delphi.com
==> This sig idea flagrantly stolen. So sue me. > ATARI UNITED!

2519. Re: Tech Specialties' Combo Tower Case

Newsgroup: comp.sys.atari.st
Date: 1993-11-26 06:19:08 UTC
From: oyakea@warren1a.its.rpi.edu
Message-ID: <2d474s$8fj@usenet.rpi.edu>
Source record: 197800

Questions:

1) Where can I get this product ?
2) What is there phone number ?
3) What are the advantages of this product ?

Thanks.
Amalaye

2520. Re: A bug in NewDesk under TOS 4.04 on Falcon?

Newsgroup: comp.sys.atari.st
Date: 1993-11-26 07:17:24 UTC
From: wells_s@jethro
Message-ID: <2d4ai4$nrr@golem.wcc.govt.nz>
Source record: 197702

What editor removes trailling spaces? Some doc's I've had have had spaces
which push the line limit past 80, which makes it a bit awkward to read!

Hey, why don't I write a program to do it, it'll give me something
to do! 8-)

Probably useless to everyone but myself, but so are most of my programs!
(GEM CLI, Time & Date setter & Saver, Quote generator, boot-resolution
changer. Heck, if I had PASCAL I'd have dozens of programs all over
the place.... why is Pure-Pascal so hard to find!? (Mind-you, everything
is hard to find over here 8-)

```
/-----------------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, you can O O |
| be 100% sure that it will! o |
| WELLS_S@KOSMOS.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\-------------Master of Cheats/Hints/Tips - The Mercenary-------------/
```

2521. Lattice C on the Falcon?

Newsgroup: comp.sys.atari.st
Date: 1993-11-26 09:44:27 UTC
From: andrew@minster.york.ac.uk
Message-ID: <754307066.1799@minster.york.ac.uk>
Source record: 197557

Lattice C - 5.6 - How much? Does it have an interactive assembler, disassembler, debugger, editor, etc.?

P.S. I'm in education so do I get a discount? Student or just Educational?

-Andrew

2522. Re: Any Speedo-Fonts in the Public Domain???

Newsgroup: comp.sys.atari.st
Date: 1993-11-26 09:48:36 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <CH3F91.1GF@cs.bham.ac.uk>
Source record: 197704

In article <CH22qt.C2y@cen.ex.ac.uk> cs93dlh@dcs.exeter.ac.uk (D.L.Hastings) writes:
>
>> The Speedo fonts in the X11r5 distribution are not encrypted the same,
>> so the fonts and the Speedo code in X is useless to us. WordPerfect 6
>> uses the same encrpytion as Atari, so we can use the WordPerfect 6
>> Speedo fonts (I bought a pack of WP fonts and they work fine).
>
>Is this any cheaper than buying Speedo fonts from HiSoft or other
>atari vendors?
>{{{ Dan }}}

Buying font packs should be cheaper than buying the individual fonts.
Bitstream's price for a pack of four faces (eg Roman, Italic, Bold,
BoldItalic) is 50GBP. The WP6.0 font pack was 40GBP (total) for about
50 fonts. But there aren't many font packs...

The Hisoft packs are quite good value as far as I can see.

Bitstream UK's number is 0242 227377. They'll send a poster of Speedo
fonts free on request.

2523. Re: FALCON GAMES

Newsgroup: comp.sys.atari.st
Date: 1993-11-26 09:48:47 UTC
From: andrew@minster.york.ac.uk
Message-ID: <754307326.1917@minster.york.ac.uk>
Source record: 197559

I have a large list of Falcon Compatible Games now and it is still growing. Most of it comes from the FOG-UK and they got theirs from Silicon Magic in the USA.

If I have a lot of requests for it, I'll post it.

-Andrew

2524. Mr Sinclair

Newsgroup: comp.sys.atari.st
Date: 1993-11-26 09:56:38 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CH3FMF.B91@barclays.co.uk>
Source record: 197706

I haven't seen anything from Mr Sinclair for some time. mabe he has finally had his account revoked.

```
--
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-----------------------------------------------------------+
```

2525. Re: Help! Starting with Heat-n-Serve C!

Newsgroup: comp.sys.atari.st
Date: 1993-11-26 10:15:16 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.93Nov26111517@issan.informatik.uni-dortmund.de>
Source record: 197709
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <CGt9tD.GIL@sdf.lonestar.org>, evanlang@sdf.lonestar.org (Evan Langlois) writes:
|> Look through the .S files that came with HSC. You should notice that one
|> of the files contains a comment that says something like "the following is
|> self modifying code, do not mess with it".

This comment is just a joke. If you look closer you will notice that
this assembles into some nice text to identify the library. There is
nothing that modifies this at runtime, and it is never executed.

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

2526. Re: Mono monitors

Newsgroup: comp.sys.atari.st
Date: 1993-11-26 10:56:38 UTC
From: vctec@westminster.ac.uk
Message-ID: <CH3I9o.Drs@westminster.ac.uk>
Source record: 197707

In article <memo.28513@cix.compulink.co.uk> ogal@cix.compulink.co.uk writes:
>
>
>In article <1993Nov25.114558.21304@bradford.ac.uk>, S.P.Taylor@bradford.ac.uk (Steve
Taylor) writes:
>>
>>I think you are referring to the VGA adaptor as made/marketed by Ladbroke
>>Computing of Preston, Lancashire. This sells for about 80 UKP , and allows
>>you to connect the ST to any VGA/SVGA mono or colour monitor. BUT it only
>>allows you to operate in monochrome ST high res which ever monitor you use.
>>
>
>80 pounds for an adaptor????
>
>Ofir ogal@cix.compulink.co.uk

Maybe Steve means the Atari Switchbox from Ladbroke (for use with the
Microvitech 1440 monitor) which costs 'under' 40 pounds, ie 39.99 pounds.
I haven't seen Ladbroke advertise an adaptor seperately. It's included in the
price for their monitors.

Danny.

--
<===>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

2527. Pascal Compilers For The Atari ST

Newsgroup: comp.sys.atari.st
Date: 1993-11-26 11:47:02 UTC
From: apaterso@mcs.dundee.ac.uk
Message-ID: <2d4qbm$bis@dux.dundee.ac.uk>
Source record: 197710

[No readable article body recovered]

2528. PRINTERDRIVER

Newsgroup: comp.sys.atari.st
Date: 1993-11-26 11:54:13 UTC
From: almanak@Student.AenF.WAU.NL
Message-ID: <almanak.3.754314853@Student.AenF.WAU.NL>
Source record: 197558

From: almanak@Student.AenF.WAU.NL
Subject: Printerdriver
Summary: Searching for...
Keywords: STAR LC-10
Date: Thu, 25 Nov 1993 16:15:25 GMT

almanak@student.AenF.wau.nl

Hai,

I'm searching for a neat PRINTERDRIVER for my ATARI 1040 STf to print on a START LC-10 from the program FIRST WORD. I have made my own driver but that isn't printing the super- and subscripts very well (eventually very bad).

My question is of anyone can give me an advice about a certain driver or even sent one over the mail (if possible). If anyone can help I would be very pleased.

Greetings from Roel.

2529. Thanks for info on V-RAM

Newsgroup: comp.sys.atari.st
Date: 1993-11-26 12:24:17 UTC
From: c2sgy@dmu.ac.uk
Message-ID: <1993Nov26.122417.1832@dmu.ac.uk>
Source record: 197715

Thanks to those who replied about the possibility of using 1 meg RAM
and a virtual memory program to make up the difference.

Just about everyone recommended getting the RAM upgrade. Which I will when
I get a Falcon !!

Also I think the hard disk would suffer with the continual usage as virtual
memory on top of the normal usage for loading and saving etc.

--
Simon
c2sgy@dmu.ac.uk

2530. MicroEmacs 3.12 (was Re: QUESTIONS!)

Newsgroup: comp.sys.atari.st
Date: 1993-11-26 12:38:27 UTC
From: evgaster@hvsag01.ATT.COM
Message-ID: <EVGASTER.93Nov26073827@hvsag01.ATT.COM>
Source record: 197711
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <CGt28I.Dp8@sdf.lonestar.org> evanlang@sdf.lonestar.org (Evan Langlois) writes:

>> What's a good (and SMALL) version of MicroEmacs to get? Is there anything
>> friendlier that I might want to try?
>
>MicroEMACS 3.11 is on atari.archive.umich.edu:/atari/Editors (might be in an
>Me directory). There's also JOVE and Mutt2...

I've been using ST MicroEMACS 1.8 that came with MWC. It crashes
randomly, and once crashed. never works again (except from TOSWIN) when
installed as TeraDesk's Editor. I'm hoping a new one will make it stable
from both TOSWIN and TeraDesk (as the EDIT function).
I'll look for 3.11, thanks.

Version 3.12 of MicroEmacs has been available since April this year.
You can pick it up from midas.mgmt.purdue.edu in dist/uemacs312.

However that version, just as its predecessors, doesn't work properly
with MultiTOS/MiNT. Of a whole series of problems I fixed the most
nasty ones to make it usable again. I have been working with it for
about 3 monts now and I am reasonably happy with it. If you want my
fixes then drop me an email.

Ed M. van Gasteren,
ed_m_van_gasteren@ns-nl.att.com

2531. Re: Falcon030 new casing ?

Newsgroup: comp.sys.atari.st
Date: 1993-11-26 12:46:17 UTC
From: c2sgy@dmu.ac.uk
Message-ID: <1993Nov26.124617.2265@dmu.ac.uk>
Source record: 197716

In article <H.eg.0p9ueAfFJoI@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
> In <1993Nov18.162658.29548@dmu.ac.uk>, SG Yardley writes:
> > At the recent FES show in London, a friend swore blind that he saw a lonely
> > Falcon but it was in a 'PC styled' case.
> > Also on the cover of ST Format there is a picture of such a machine. It looks
> > a bit like the old Mega ST casing (not even MSTE !!)
> >
> > Anyone confirm deny this ??
>
> Sounds like wishful thinking to me. Atari's shown no interest in
> improving the Falcon030 since its initial release.
>
> --
> ------------------==------------------
> cherborth@semprini.waterloo-rdp.on.ca
> Chris Herborth

Well considering this friend is a die hard Amiga owner and I had to prize this
information from him. Wishful thinking my arse.

--
Simon
c2sgy@dmu.ac.uk

2532. Re: Desktop icons (Was: Re: New files uploaded to ftp.cs.ruu.nl)

Newsgroup: comp.sys.atari.st
Date: 1993-11-26 13:05:13 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Nov26.130513.13540@bradford.ac.uk>
Source record: 197712
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Ralph Sobek (ralph@cerfacs.fr) wrote:
: How does one add new desktop icons so that they are recognized by TOS.
: When I upgraded to TOS 2.06 on my Mega 4 ST there was an icon file
: that came with it (from Oregon Research Assoc.), but I never could
: find any docs which stated how to install these icons.

You could either use a Resource File Editor (e.g. ORCS (PD)) or the easier method is to get two programs from ftp sites, called ICONJUGL and MAKEICON. ICONJUGL is by Codehead Software, and allows you to change the order of icons in an RSC file, as well as deleting them and adding new ones. MAKEICON actually allows you to edit specific icons at pixel level.

Steve Taylor.

2533. Re: Looking for TT030 or 1030STE

Newsgroup: comp.sys.atari.st
Date: 1993-11-26 13:25:13 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CH3pA2.CvI@barclays.co.uk>
Source record: 197718

In article <CGz5p9.J47@freenet.carleton.ca>, ai187@Freenet.carleton.ca (Andrew Cochran)
writes:
|>
|> Hi I am looking for a used TT030 or a 1030STE .
I think you mean a 1040STE. Much better get a Mega STE if you can.

--
+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

2534. Re:MiNT and Neodesk 3

Newsgroup: comp.sys.atari.st
Date: 1993-11-26 13:40:56 UTC
From: mjw@crosfield.co.uk
Message-ID: <1993Nov26.134056.3503@crosfield.co.uk>
Source record: 197713
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Just a simple question on using MiNT

Is there any way of running Neodesk 3 under MiNT.
TOS version is 1.4

The problem is if you run up MiNT and then run Neoload (either from the desktop
or by making it autoload in desktop.inf) it says that Neodesk
must be run from the auto folder or the installed desktop and gives up. This is
reasonable as MiNT is running the desktop.

If you try and run Neoload in the auto folder, after MiNT nothing happens,
again reasonable because MiNT takes over when it is run and presumably will
miss out any other auto folder programs.

If you put Neoload in before MiNT it comes up but you get lots of errors
saying 'can't find resource file' and then MiNT crashes.

I suppose that one way is to fire up TOS 2.06 which has most of the nice bits
of Neodesk in.

Any solutions or idesa please !!

Many Thanks in Advance
Mike Wilsher

--
o o o o o o o . . _____ _____=======_T_______
o _____ |Mike Wilsher | |Email: |
.][__n_n_|DD[====___ |Crosfield Electronics | |mjw@crosfield.co.uk|
>(________|__|_[_______]_|0442-230000___ext 4060|_|____________________|

2535. Re: A bug in NewDesk under TOS 4.04 on Falcon?

Newsgroup: comp.sys.atari.st
Date: 1993-11-26 13:52:02 UTC
From: imr@cs.bham.ac.uk
Message-ID: <1993Nov26.135202@cs.bham.ac.uk>
Source record: 197714

```
In article <1993Nov25.090217.131644@mswe.dnet.ms.philips.nl>,
mboom@mswe.dnet.ms.philips.nl writes:
|> In article <16500@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison) writes:
|> > imr@cs.bham.ac.uk (Ian M Rae) writes:
|> >
|> >>come back all the keyboard shortcuts are screwed up. From saving the desktop
|> >>again I've sussed that another copy of the NEWDESK.INF line dealing with keys
|> >>gets appended to the existing one...
|> >
|> > I had a similar problem on my TT. I never fully diagnosed it though - I just
|> > went back to a bare NEWDESK.INF and hacked at it again. The problem seems
|> > to arrise when you start fiddling with your own additions (I was adding
|> > a handler for "*"-type files).
|> >
|> > One thing to be careful of: make sure you have CR-LF's at the end of
|> > lines, not just LF's.
|>
|> This is not the only problem. Make sure that you don't delete trailing
|> spaces. Severeal editors do this <automaticly> for you!
|> Missing trailing spaces can result in the effects described above!
|>
|>
|> Marcel.
|>
|> -------------------------------------------------------------------------------
|> #include <stddiscl.h> Are you sure you won't change your mind?
|> email: mboom@mswe.dnet.ms.philips.nl Why, what's wrong with the one I have?
|> voice: +31 40 762007 / +31 4408 3531 Spock in ST4
|>
|>

Ah ha!

that is the problem then, I was using the editor Everest to alter it and I've
just remembered it has an option to remove trailing spaces which was definitely
set to on!!

Whay hey, I'll go and fix it right away...

Ian
```

2536. Ramdisk XFS and MiNT 1.08

Newsgroup: comp.sys.atari.st
Date: 1993-11-26 13:59:21 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Nov26.135921.1365@unix.brighton.ac.uk>
Source record: 197717

I have just compier v1.08 of MiNT wit the -DONLY030 and -DMULTITOS options, but after a successful compile and install I now find that I cannot use the Ramdisk XFS. The Minix XFS works just fine, so I am thinking that it is maybe a problem with th randisk. Has anyone else experienced problems with this?

I had to modify the code a little and include the <falcon.h> header as mem.c was complaining about Vgetscreen and -xbios being undefined. I cannot see this as being the cause myself, but then again... :)

Any help would be appreciated as I really found a resizable ramdisk to be real handy.

Pads

ps. I was using the MiNT version of GCC v2.5.1(?) and the patch level 93 libs.

--

```
_____________________________________________________________________________
Desk File Options
-----------------------------------------------------------------------------
| Info | ----------------------------------------
|________| | Michael May (mm68@uk.ac.bton.unix) |
| University of Brighton, Sussex, England |
| These views are my own, so there! |
-----------------------------------------
```

2537. Re: STORM don't work

Newsgroup: comp.sys.atari.st
Date: 1993-11-26 14:09:08 UTC
From: slyster@outb.wimsey.bc.ca
Message-ID: <slyster.0i4h@outb.wimsey.bc.ca>
Source record: 197726

> I an unable to make the demo of STORM from the Umich archives dial
> anything. Is there something I should know? I've got a 1040STf.
> Any suggestions?

When in the 'Edit' mode of the 'Dial' drop down menu, double click on the name of the BBS in the dial directory.... you will see that you can further set up each BBS for 'Serial Port', 'Terminal', and 'Auto-log-on'.

It's just a guess, as the description of your problem is not that detailed. I have been using Storm and nothing but Storm since it was released and have had little if *any* problem with the demo version. Page is now working on releasing the full versions.

--
Stuart A. Lyster * Since everyone is so paranoid about their dis-
White Rock, B.C. * claimers... and since I am a Canadian...
CANADA * "The views expressed in the above message do not
s.lyster@genie.geis.com * necessarily reflect the views of the Government
slyster@outb.wimsey.bc.ca * of Canada, or any other Canadian." There.

2538. Re: SCSI 2 hard disks ...

Newsgroup: comp.sys.atari.st
Date: 1993-11-26 14:50:45 UTC
From: d93rkr@t.hfb.se
Message-ID: <1993Nov26.145045.20308@t.hfb.se>
Source record: 197719

In article cgp@olivaw.apanix.apana.org.au, miff@apanix.apana.org.au (Michael Smith)
writes:
>d93rkr@t.hfb.se (Robert Krenn) writes:
>
>'only' 900K/sec... That's nothing to sneeze at - although I suspect something
>fishy, as I get 990K/sec out of an old CDC wren-IV (scsi-I)

I tested it again today... 745k/sec....

>
>>I know this isn't a polite way of asking, but:
>>Doesn't the Falcon support a higher transfer speed??????
>
>I don't think so - the falcon uses the NCR 5380 scsi controller (seems to be
>the same interface as the TT uses) which is really only good for about
>a meg a second, less overheads.
>
>>d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/
>
>If I were you, I wouldn't worry about it too much 8)
>

I'll try not to...

>--
># mike smith : miff@apanix.apana.org.au - Silicon grease monkey #
># "The question 'why are the fundamental laws of nature mathematical' #
># then invites the trivial response 'because we define as fundamental #
># those laws which are mathematical'". Paul Davies, _The_Mind_of_God_. #

Thank you!

---
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/
_/ _/ _/ _/ _/ _/ _/ _/ STm
University of Borlange, Sweden _/_/_/ _/ _/_/_/ _/_/ _/ STe
_/ _/ _/ _/ _/ _/ _/ _/ F-030

2539. Printer for Sale

Newsgroup: comp.sys.atari.st
Date: 1993-11-26 14:59:38 UTC
From: vctec@westminster.ac.uk
Message-ID: <CH3tnE.MvE@westminster.ac.uk>
Source record: 197722
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Dear Netters,

Anyone want to buy a 24 Pin printer?

It is a Star LC-24/10 Mono.

Reason for selling is that I have moved on to a HP Laserjet 4L, and have no use for the dot matrix. Also, I want to buy a Towercase for my STe, and need some money....fast, before the Northern venue of the Atari Show. I have also been on the lookout for HardDrive mechanisms and am strapped for cash to buy the tower.

The printer is in good working order, with all manuals, and box(also in good condition). There are also 3 reinked ribbons (only reinked once)....so you can see that the printer has only been through 4 ribbons (3 orig + 1 reinked).

Can be seen working.

So, please amil me with 'sensible' offers.

Yours in anticipation,
Danny.

--
<==>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

2540. Re: Ramdisk XFS and MiNT 1.08

Newsgroup: comp.sys.atari.st
Date: 1993-11-26 15:08:59 UTC
From: marc0435@maerzen.maerzen.physik.TU-Berlin.DE
Message-ID: <MARC0435.93Nov26160859@maerzen.maerzen.physik.TU-Berlin.DE>
Source record: 197720

In article <1993Nov26.135921.1365@unix.brighton.ac.uk> mm68@unix.brighton.ac.uk (Allanon) writes:

>I have just compier v1.08 of MiNT wit the -DONLY030 and -DMULTITOS options,
>but after a successful compile and install I now find that I cannot use the
>Ramdisk XFS. The Minix XFS works just fine, so I am thinking that it is maybe
>a problem with th randisk. Has anyone else experienced problems with this?
>I had to modify the code a little and include the <falcon.h> header as mem.c
>was complaining about Vgetscreen and -xbios being undefined. I cannot see this
>as being the cause myself, but then again... :)

>Any help would be appreciated as I really found a resizable ramdisk to be real
>handy.

> Pads

>ps. I was using the MiNT version of GCC v2.5.1(?) and the patch level 93 libs.
^^^^^^^^^^^^^^
Perhaps you made a typo, but for MiNT you should use the mintlibs
(patchlevel 39) and not the gnulibs (patchlevel 93).

Marcus

--
Marcus Schuetz
Department of Physics, TU Berlin |"When I hear of Schroedinger's cat,
email: marc0435@kalium.physik.TU-Berlin.DE | I reach for my gun."
" @maerzen.physik.TU-Berlin.DE|Stephen Hawking
--
Marcus Schuetz
Department of Physics, TU Berlin |"When I hear of Schroedinger's cat,
email: marc0435@kalium.physik.TU-Berlin.DE | I reach for my gun."
" @maerzen.physik.TU-Berlin.DE|Stephen Hawking

2541. Re: BBS Software

Newsgroup: comp.sys.atari.st
Date: 1993-11-26 15:09:39 UTC
From: jhurwitz@access.digex.net
Message-ID: <2d567j$fc4@access.digex.net>
Source record: 197721

```
In article <2cedf64a@troed.ct.se>,
Rickard Troedsson <rickard_troedsson@troed.ct.se> wrote:
>In a message of 19 Nov 93 22:37:44, J. Hurwitz wrote:
>
>JH> Yea, Rat Soft is Great but the support sucks!...There is no body to talk
>JH> with
>JH> voice if you have a bad problem. Whenever I posted I problem the Author
>JH> was
>JH> always unfriendly about complaints about Rat Soft. When you are running a
>JH> BBS
>JH> support is crucial. Rat Soft excels in the Software but fails horribly in
>JH> support.
>
>I can't speak for US Support, but I being the Swedish Support gladly accept
>voice calls!
>
>When you complain, mention the COUNTRY you complain on!
>
>+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
>+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
>+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
>+ SYNC -------- Opinions expressed are definitely not my own! -------+
>

I was talking about the support from the authors BBS here in the USA. You
obiously have another a more friendly support team to deal with than I did
here in the states from the Author himself. Which in my mind, does not speak
well of Rat Soft itself.

Besides, I'm extar glad I stopped supporting Rat Soft when I read that the
Rat Soft support BBS was one of the BIGGEST pirate boards in the USA.

__/ / . + .
_/__/_/\
_/____/ \/ J. Hurwitz ,
. / / \/| . *
/ / /|/ In DX7 Heaven . o
/_____/ / |
/____/\\/ / Roaming Cyberspace "Space is the place"
/ o \ || / .
| o o |// . -Sun Ra +
\o o// jhurwitz@access.digex.com
--^-- . *
+ ' +
```

2542. Re: SCSI 2 hard disks ...

Newsgroup: comp.sys.atari.st
Date: 1993-11-26 15:15:11 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.33039@cix.compulink.co.uk>
Source record: 197723

In article <2d3icv$cgp@olivaw.apanix.apana.org.au>, miff@apanix.apana.org.au (Michael Smith) writes:
>
>I don't think so - the falcon uses the NCR 5380 scsi controller (seems to be
>the same interface as the TT uses) which is really only good for about
>a meg a second, less overheads.
>

I have just managed to read 1.5MB in a second using the OS rwabs(). That means that the Falcon can read at least 2MB a second. My hard drive is a 210MB Maxtor, not the fastest available.

Ofir ogal@cix.compulink.co.uk

2543. Rat Soft BBS... Not what it's cracked up to be.

Newsgroup: comp.sys.atari.st
Date: 1993-11-26 15:18:55 UTC
From: jhurwitz@access.digex.net
Message-ID: <2d56ov$ftu@access.digex.net>
Source record: 197724

```
In article <2cee9b48@troed.ct.se>,
Rickard Troedsson <rickard_troedsson@troed.ct.se> wrote:
>In a message of 19 Nov 93 14:40:00, Chris Herborth wrote:
>
>CH> What a load of crap. If TT or Falcon can't do it with RATsoft, you
>CH> don't want to run RATsoft. I may be a bit strange, but I don't want to
>CH> spend $1000-$3000 or so on a system ($3000 or so is what I expect to
>CH> spend for my next computer) and leave it sitting around all day running
>CH> a BBS program. I'd MUCH rather be running a BBS in the background (but
>CH> at a high priority) and continue editing, compiling, ray-tracing, word
>
>Why not devote an STE to run the BBS, as I did? No $3000 here!
>
>CH>
>CH> The reason RATsoft can't run under MiNT/MultiTOS is because it's a TTP
>CH> program that draws on the screen with VDI calls, and _assumes_ its got
>
>Obviously you haven't seen RATSoft ...
>
>It's NOT a .TTP program.
>
>It does NOT assume it's got the whole machine to itself.
>
>Why are you lying?
>

He's not lying, I ran Rat Soft myself, it IS a TTP program. It uses all of
it's own grafix calls. There is the occasional GEM dialog box here and there
for the sysop. That's about it.

>CH> freely available.
>CH>
>CH> Not that I'm slagging RATsoft; it's good software. I don't like to have
>
>Well, I haven't. I devoted a cheap STE to my BBS, which means I haven't got any
>problems at all with "system crash" or likewise problems.
>
>RATSoft will support MTOS when the OFFICIAL MTOS is fast enough. (MTOS v1.04
>isn't, v1.08 might be, but v1.08 is NOT official!)
>
>+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
>+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
>+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
>+ SYNC -------- Opinions expressed are definitely not my own! -------+
```

>

Give us a break, you are not serious when you say that a BBS will coexsist with other software running on a 8 or 16mhz computer. MultiTOS will need a 50mhz machine to run a BBS and other software at the same time.

Now that I see your name here, I see that you were involved in the Big IAAD investigation aswell. It's too bad that people like you have spent so much energy hurting Atari devlopers.

__/ / . + .
_/__/_/\
_/____/ \/ J. Hurwitz ,
. / / \/| . *
/ / /|/ In DX7 Heaven . o
/_____/ / |
/____/\\/ / Roaming Cyberspace "Space is the place"
/ o \ || / .
| o o |// . -Sun Ra +
\o o// jhurwitz@access.digex.com
--^-- . *
+ ' +

2544. Re: Looking for TT030 or 1030STE

Newsgroup: comp.sys.atari.st
Date: 1993-11-26 15:45:20 UTC
From: fvkampen@cs.vu.nl
Message-ID: <CH3vrK.H0C@cs.vu.nl>
Source record: 197725

Iain.Laskey@barclays.co.uk writes:

>In article <CGz5p9.J47@freenet.carleton.ca>, ai187@Freenet.carleton.ca (Andrew Cochran)
writes:
>|>
>|> Hi I am looking for a used TT030 or a 1030STE .
>I think you mean a 1040STE. Much better get a Mega STE if you can.

>--
>+---------------+---+
>| Iain R Laskey | Atari Falcon user and very happy with it! |
>+---------------+---+
Yeah,

Indeed, the Mega STe is a great choice. Good compatibilty (compared to
the TT030), good price (Compared to TT030), good performance (compared
to the 1040 STe) and certainly a good price/performance.
Nice house (same as TT030), and SIMM memomry upgrade.
TOS 2.06 (High Dens. Disk supported) with lots op features.
So, I would say, get yourself a Mega STe.
(Ths of course IMHO)

FLorentijn van Kampen

--
+---+
Florentijn van Kampen	"O dear", says God, "I hadn't
fvkampen@cs.vu.nl	thought of that", and promptly
(...) The World is Music (...)	vanishes in a puff of logic"

2545. Lemmings/More Lemmings 4 Sale

Newsgroup: comp.sys.atari.st
Date: 1993-11-26 15:53:10 UTC
From: malay@stars.reston.paramax.com
Message-ID: <CH3w4n.CAt@bart.stars.reston.paramax.com>
Source record: 197727

```
* Lemmings/OH NO! More Lemmings Bundle

Includes original cartons, disks, docs

Thanks,

Bob Malay

Please respond via email to: malay@stars.reston.paramax.com

************************************************
* *
* Robert M. Malay Unisys Corporation *
* Government Systems Group *
* 12010 Sunrise Valley Drive *
* Reston, VA 22091 *
* *
* malay@stars.reston.paramax.com *
* 703.620.7750 *
* *
************************************************
```

2546. Calamus Package 4 Sale

Newsgroup: comp.sys.atari.st
Date: 1993-11-26 15:56:06 UTC
From: malay@stars.reston.paramax.com
Message-ID: <CH3w9I.CBy@bart.stars.reston.paramax.com>
Source record: 197728

```
* Calamus 1.09N (5 Disk Set) Includes:
Calamus Utilities Disk
Calamus Font Editor
DITEK Outline Art

Manuals: Calamus Desktop Publishing
Calamus Font Resource Guide
Font Editor Reference Manual
Tutorial Guide
Outline Art Reference Manual
The Guide to Calamus Desktop Publishing

Price: $50 - includes standard UPS Ground in US/additional $10
for Europe.

Thanks,

Bob Malay

Please respond via email to: malay@stars.reston.paramax.com

************************************************
* *
* Robert M. Malay Unisys Corporation *
* Government Systems Group *
* 12010 Sunrise Valley Drive *
* Reston, VA 22091 *
* *
* malay@stars.reston.paramax.com *
* 703.620.7750 *
* *
************************************************
```

2547. ST/STe Games 4 Sale

Newsgroup: comp.sys.atari.st
Date: 1993-11-26 15:58:57 UTC
From: malay@stars.reston.paramax.com
Message-ID: <CH3wEB.CDn@bart.stars.reston.paramax.com>
Source record: 197729

* Monkey Island (disks, docs, box) : Price: $20

* F-15 Strike Eagle II (disks, docs, box) : Price: $20

* Lemmings/OH NO! More Lemmings Bundle (disks, docs, box) : Price: $25

All software items include complete docs and original disks.
Standard UPS Ground is included in the price for US customers,
Europe please add $10 for Air/$5 for Surface.

Thanks,

Bob Malay

Please respond via email to: malay@stars.reston.paramax.com

****
* *
* Robert M. Malay Unisys Corporation *
* Government Systems Group *
* 12010 Sunrise Valley Drive *
* Reston, VA 22091 *
* *
* malay@stars.reston.paramax.com *
* 703.620.7750 *
* *
****

2548. Wanted: Sources for latest GNU Chess!

Newsgroup: comp.sys.atari.st
Date: 1993-11-26 16:21:00 UTC
From: patrik_sanfridsson@p2.stacken.ct.se
Message-ID: <2cf62d50@p2.stacken.ct.se>
Source record: 197741

Where can I get it? Ftp please!

Patrik_Sanfridsson@p2.stacken.ct.se (max 16KB) /|\ Falcon030
Fido 2:204/419.2 NeST 90:1100/110.2 STacken BBS +46-142-19331

2549. pfx-ish compression for text files?

Newsgroup: comp.sys.atari.st
Date: 1993-11-26 16:31:00 UTC
From: jtrimble@sdf.lonestar.org
Message-ID: <CH3xvo.tD@sdf.lonestar.org>
Source record: 197672

Can anyone reccomend a way to compress a text file (spelling checker wordlist) so it will self extract. It's about 15% too big for my largest-formatted disk, but I'd like to be able to keep the whole list (rather than edit out words). I tried a program called pfx, which seemed to work fine to compress spell.prg, but it didn't seem to work to make a self-extracting text file that spell.prg could read--or that I could print to screen for that matter.

Thanks
John Trimble
jtrimble@sdf.lonestar.org

2550. Atari Stores in/around Toronto, Canada.

Newsgroup: comp.sys.atari.st
Date: 1993-11-26 18:41:30 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <CH43x7.A3n@ecf.toronto.edu>
Source record: 197730

Hi!

Lately, there have been a number of people asking about retailers
in the Toronto (Ontario, Canada) area. Well, being the maniac I am,
I've decided to try my hand at compiling some sort of list for all those
current/potential Atari users here!! Here are some that I've come up with.
Most of the below info. came from the October 93 issue of "Toronto
Computes!", so if you wish to crosscheck, go ahead. Feel free to correct
or even add to the below information...Although if you want me to add
to my own list for later reposting, I'd advise mailing me a copy of your
addendum. Oh yeah, feel free to disregard my comments (all IMHO), or
even challenge them, although a flamewar would be slightly uncalled for! :)
Thanks for the time (and bandwidth!)

AcEzE /.^J

--------------------AcEzE's Atari Retailers List V1.0------------------------

Atari Retailers In (and around) the Toronto area (that's Toronto, Canada!)
****

1) Replay Entertainment.
Village by the Grange,
71 McCaul St., Unit K2
T.O. M5T 2X1
(416) 598-1992

Comments:
This is my supplier! Proprietor used to be in Atari Canada...so he knows
what he's talking about (a big plus). If you want a Falcon, he can usually
get one in a couple weeks (he orders them direct from Atari, I think).
I'm not sure about the TT though, as they're pretty hard stock to find!
(But you all already know that!) Nice selection of Atari/Amiga/Pc softs
in the store...if a tad pricy. Will do mail-ordering for ya to (at least
the last time I talked to him) Highly recommended! :)

2) Compuplace.
3585 Keele St.
T.O. M3J 1M7
(416) 633-8667

Comments:
Well, I've never been here, but I have heard good things about the store...
If you live in the neighbourhood, give it a try... They're still advertising
Atari allegiance, so they can't be all bad!! :)

3) Scarborough Computers.
2190 Warden Ave.
Scarborough, Ont. M1T 1V6
(416) 491-3139

Comments:
Urrrrm, I have no clue what this store has to offer as I've never been there (it's all the way in Scarberia!! :) Still, they seem to be advertising Atari allegiance as well, so give it a try...!

4) Compuworld.
4800 Sheppard Ave. East
T.O. M1S 4N5
(416) 299-8191

Comments: More or less the same comments as 2) & 3)! Try it out!!!

5) Long and McQuade
925 Bloor St. West
(416) 588-7886

Comments:
Well, this place is a Music store, so don't take whatever they say about computers with a large grain o' salt! :) Haven't been here for a while, but they still seem to want to sell Atari's so... You _probably_ will not find any trace of a TT in this (or any of the other) music store/s. Still, great if you want to check out Midi softs.

6) Marketron Computers
700 Lawrence Ave. West Also TD Centre,
Lawrence Square P.O. Box 150, Concourse
(416) 256-7000 (416) 666-3168

Comments:
Strangely enough, I didn't even _know_ this place supported Atari goods till a little while back!!! So in that light, I can't really offer you any real advice other than...check it out! :)

7) Progeni Computers
3270 Yonge Street,
2nd Floor.
(416) 322-6512

Comments:
Hmmm, this is a second-hand dealer, so if you don't mind getting 2nd hand, I'd suggest looking in. However, they rarely have any Atari hardware in the house...however, they do seem to have quite a bit of 2nd hand software here (hey, I got Captive here!!!) If you're looking for hardware though, I'd suggest calling first to see if they even _have_ any...

8) Saved by Technology Inc.
10 Breadalbane Street
(416) 928-6434

Comments:
Once, they used to be pretty pro-Atari, but I guess times change... They
seem to be _really_ pushing the Mac in this store... But they still have
to sell Atari's (Ha!) because of the users that bought Atari's in the past.
Not bad midi selection (last time I checked), but the hardware section...
well.... Try it out if you want. No promises from me though! :)

(Etobicoke area)

9) IBA Computers
3344 Lake Shore Blvd. West
(416) 253-6169

Comments:
Never been here, so don't look at me! :) Try it out, is all I can say...

(West of Metro)

10) Computer Accesories Inc.
1238 Lakebreeze Drive, Mississauga
(905) 543-6030

Comments:
Again, I've never been there (I don't have a car!! :( ) So, check it out
and lemme know...

11) Lum Tech Public Domain
2300 Southmillway, Unit 424, Mississauga
(905) 820-7251

Comments:
Well, I guess this store doesn't specialize in Hardware! :) Anyone wanna
go over there and find out how good the selection is??? :)

----------A-bda-bda-bda-That's All Folks!----------

Disclaimer: I have no affiliation to any of the above businesses. All comments
are a matter of _opinion_ and opinion only.
--
********** WHO AM I, YOU SAY? ********** "If time is money, (c)
********** Shahir Al Rashid *aka* AcEzE ********** we're all in debt!" - Me
***** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ***** ----------
* This message brought to you by the Bollocks Bros. * No Fate But What We Make

2551. Who runs PGP on an Atari?

Newsgroup: comp.sys.atari.st
Date: 1993-11-26 22:10:17 UTC
From: cj195@cleveland.Freenet.Edu
Message-ID: <2d5us9$q36@usenet.INS.CWRU.Edu>
Source record: 197731

I need help from someone who runs PGP on an Atari? Is anyone out there?

2552. Re: Rat Soft BBS... Not what it's cracked up to be.

Newsgroup: comp.sys.atari.st
Date: 1993-11-26 22:24:43 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.34823@cix.compulink.co.uk>
Source record: 197732

In article <2d56ov$ftu@access.digex.net>, jhurwitz@access.digex.net (j. hurwitz) writes:
>
>Give us a break, you are not serious when you say that a BBS will coexsist
>with other software running on a 8 or 16mhz computer. MultiTOS will need a
>50mhz machine to run a BBS and other software at the same time.
>

A 16MHz Falcon or a TT should be fine for running a BBS in the background.

Ofir ogal@cix.compulink.co.uk

2553. Re: BBS Software

Newsgroup: comp.sys.atari.st
Date: 1993-11-26 23:53:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cf696e6@troed.ct.se>
Source record: 197742

In a message of 26 Nov 93 16:09:39, J. Hurwitz wrote:

JH> I was talking about the support from the authors BBS here in the USA. You
JH> obiously have another a more friendly support team to deal with than I did
JH> here in the states from the Author himself. Which in my mind, does not
JH> speak
JH> well of Rat Soft itself.

RATSoft as a program is good no matter what the support might be - ask some SysOps.

JH> Besides, I'm extar glad I stopped supporting Rat Soft when I read that the
JH> Rat Soft support BBS was one of the BIGGEST pirate boards in the USA.

That "report" contained more errors than facts. (I assume you're talking about the IAAD absolutely non-biased one ..)

RATSoft has nothing to do with illegal activity.

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

2554. Rat Soft BBS... Not what it's cracked up to be.

Newsgroup: comp.sys.atari.st
Date: 1993-11-26 23:56:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2cf697c2@troed.ct.se>
Source record: 197743

In a message of 26 Nov 93 16:18:55, J. Hurwitz wrote:

JH> Now that I see your name here, I see that you were involved in the Big
JH> IAAD
JH> investigation aswell. It's too bad that people like you have spent so much
JH> energy hurting Atari devlopers.

Is it possible for me to sue you?

I will check it out, if it is, expect mail.

I have nothing to do with piracy - I'm the SysOp of the most legal BBS in
Sweden - anyone can tell you that!

People like you are hurting the Atari community!

The number to my BBS is +46-451-91002. Call, and I'll give you SysOp access
with DOS possibilities - then you're free to access ALL of my harddrive. When
you've seen that there's not a single pirated program I expect to see a BIG
posting in THIS area with an apology!

```
+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+
```

2555. Re: Rat Soft BBS... Not what it's cracked up to be.

Newsgroup: comp.sys.atari.st
Date: 1993-11-27 00:02:35 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2d65er$s0s@golem.wcc.govt.nz>
Source record: 197734

Someone over here had a BBS running on a Mega-STE under some Multi-Tasking
software (I forget what). And no-one had any complaints!

BBS's don't really put too much strain on the system, all they are doing
is accessing data-files & stuffing the data down the modem. Much
like multi-tasking the comms programs, which works very well!

(I've been downloading 300k files while typing out doc's, and still got
the usual 260 or so CPS, (Yes, a mere 2400bps modem, with MNP 4).
The strain on a BB wouldn't be too much more! And on a Mega-STE it'd
handle it! (I've got a 8Mhz ST)

```
/------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, O O |
| you can be 100% sure that it will! o |
| WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\ Darklord on IRC - Author of 'The Mercenaries Cheats List' /
```

2556. Re: Anyone cracked Cubase 3.01 yet?

Newsgroup: comp.sys.atari.st
Date: 1993-11-27 00:43:24 UTC
From: kendall@great-gray.owlnet.rice.edu
Message-ID: <KENDALL.93Nov26184324@great-gray.owlnet.rice.edu>
Source record: 197735

In article <2d0mftINN4aq@dns1.NMSU.Edu> jficklin@nmsu.edu (Jim Ficklin) writes:
)I am always amazed that musicians and/or composures of all people would
)consider stealing someone else's work to be appropriate behavior. Just
)imagine you have finally put together the perfect piece. Wrote it,
)recorded it, it sounds great! Everyone loves it. Everyone HAS IT. But,
)wait, the recording people say they've only sold a very few copies. How
)is it that it is so popular? That everyone seems to be listening to it?
)That everyone seems to have their own copy? Why, they pirated it from
)you! Isn't that neat? Doesn't it make you feel good about all the work
)you did?... all the year's of effort gaining your skills, perfecting your
)technique?... getting to where you could produce something everyone could
)love? Doesn't it just really make you want to do it all over again for
)nothing?
)
)Can't we who make music and use computers see that the people who made the
)software are a lot like us? They study, work, grow, try and try again
)until they finally get it right? Don't they deserve the fruits of their
)labor just as much as we do? Of course! If you like it, if you use it,
)BUY IT!

This is a bad comparison for an argument against piracy, because you'd
be silly to buy a song without listening to it first (or at least a
song from the CD)

I myself buy what I use. I've even registered shareware stuff like
Connect and Superboot, because I thought the authors did a good job.

--
---> Kendall Gelner (kendall@rice.edu)

2557. Atari STacy computer & SC1224 Color Monitor

Newsgroup: comp.sys.atari.st
Date: 1993-11-27 02:06:02 UTC
From: tsaylor@ecst.csuchico.edu
Message-ID: <2d6cmaINNo38@charnel.ecst.csuchico.edu>
Source record: 197736
Cross-posted to: comp.sys.atari.st,misc.forsale

For sale: Atari STacy computer

with: 1 Meg RAM
20 Meg hard drive
Internal battery pack
Built-in MIDI port (also parallel and serial)
Notator - music sequencing and notation software
Word processing software

This is Atari's portable computer, and it's perfect for musicians!
Word Perfect or Microsoft Write may also be included in the deal.

Asking: $700/best offer

Also for sale: Atari SC1224 12" Color Monitor
This can be used with other Atari systems, or with the
above STacy.

Asking: $100/best offer

- or-

$750 for both.

If interested, e-mail tsaylor@ecst.csuchico.edu, or call the owners
at (916) 393-3222 (owners do not have net access, but I can reach them).

--

Todd Saylor | Bi-Tech Software, Inc.
"No matter where you go, there you are" | (916) 891-5281
---------- Opinions expressed are subject to change without notice ----------

2558. gcc2.5.3

Newsgroup: comp.sys.atari.st
Date: 1993-11-27 02:30:24 UTC
From: smppolan@reading.ac.uk
Message-ID: <smppolan.754367424@reading>
Source record: 197737
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Yo world,
Recently got gcc2.5.3 off atari.archive.umich.edu. Gcc seems to work fine,
bit using g++ on a file that compiled fine under gcc2.3.3 I get an internal
compiler error when including one of the standard files. Do I need a newer
g++ library, or is, as I suspect, g++2.5.3 shagged.

Andrew.

--

| Andrew Pollard, InCA, Ascot, Berks., UK. (0344) 890575 | andrew@zycad.com |

2559. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1993-11-27 05:06:44 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <2d6n94$ed9@terminator.rs.itd.umich.edu>
Source record: 197738
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-r--r-- lenn 16485 Nov 20 21:44 ./Games/0index
-rw-r--r-- weiner 14067 Nov 20 21:33 ./Sound/Players/lps123.lzh
-rw-r--r-- weiner 3415 Nov 20 21:45 ./Sound/0index
-rw-r--r-- weiner 4414 Nov 20 21:36 ./Programming/0index
-rw-r--r-- weiner 320145 Nov 20 21:34 ./Programming/m2posx09.zoo
-rw-r--r-- weiner 535519 Nov 20 21:34 ./Programming/crys060.lzh
-rw-r--r-- weiner 83985 Nov 20 21:48 ./0ls-lR.Z
-rw-r--r-- weiner 83827 Nov 20 21:50 ./0ls-lRc.Z
-rw-r--r-- weiner 97533 Nov 20 21:47 ./0compind.Z
-rw-r--r-- weiner 207830 Nov 20 21:47 ./0index
-rw-r--r-- weiner 285903 Nov 22 14:29 ./Programming/gem++19.zoo
-rw-r--r-- weiner 4413 Nov 22 14:30 ./Programming/0index
-rw-r--r-- molin 491617 Oct 28 01:02 ./Demos/320x480x256Animation.zip
-rw-r--r-- molin 23727 Nov 21 04:21 ./Games/skulls.lzh
-rw-r--r-- lenn 16532 Nov 24 20:58 ./Games/0index
-rw-r--r-- molin 314257 Oct 4 16:18 ./Graphics/pov_raytracer.zip
-rw-r--r-- molin 2524 Nov 20 06:52 ./Utilities/go5060hz.lzh
-rw-rw-r-- weiner 29691 Nov 1 1992 ./Utilities/rainbow.arc
-rw-r--r-- molin 28392 Nov 20 10:49 ./Utilities/searcher.zip
-rw-rw-r-- entropy 22332 Nov 24 23:11 ./Utilities/0index
-rw-r--r-- molin 4434 Nov 18 04:01 ./Falcon/bound2_falcon.zip
-rw-r--r-- molin 360250 Nov 19 07:47 ./Falcon/digital_demo101.zip
-rw-r--r-- dpz 3523 Nov 24 20:44 ./Falcon/0index
-rw-r--r-- molin 65024 Nov 21 04:39 ./Magazines/Aeo/aeo_0219.zip
-rw-r--r-- molin 55007 Nov 20 16:38 ./Magazines/Str/str947.lzh
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

2560. Re: AT-speed & modem possible?

Newsgroup: comp.sys.atari.st
Date: 1993-11-27 05:39:23 UTC
From: mjuschke@tartarus.uwa.edu.au
Message-ID: <2d6p6b$t9c@uniwa.uwa.edu.au>
Source record: 197739
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

gijs@mbase97.hacktic.nl (Gijs Bok) writes:

>Hi,
>I'd like to know whether PCspeed or ATspeed can access the serial port
>via the PC-means, i.e. ordinary COM-ports. I'd very much like to
>hear from people using this configuration. Any info on usable
>comms-packages would also be appreciated.

>The reason I ask is that our company is setting up an X400 mail/news
>service, for which you need to run a PC-package. Since I don't have a
>PC, I am thinking of buying a PC-emulator.

>Thanks for your time.
>Bye,

I have the ATSpeed C16 emulator card and it can access the Serial port
over the COM port of a PC program. My modem came with a PC program which
normally works ok. You can get a few problems occasionally, but so do ST
com-programs.
Oh, yes, it seems that the version of ATSpeed I have is limited to 2400
baud. So the fax option of the PC program will not work, and I have to
use an ST program for that (9600 baud)

Apparently they company was/is (i don't know) working on an improvement,
but I haven't heard anything yet.

Anyway, I hope this is any help.

Michael

2561. Re: Falcon030 new casing ?

Newsgroup: comp.sys.atari.st
Date: 1993-11-27 06:04:38 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2d6qlm$r89@darkstar.UCSC.EDU>
Source record: 197740

>In article <H.eg.0p9ueAfFJoI@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
>>
>> Sounds like wishful thinking to me. Atari's shown no interest in
>> improving the Falcon030 since its initial release.
>>
Um... actually, Atari has had no MONEY to improve tha Falcon. The delays in
production caused them to use up whatever capital they had left in order to pay
the bills. With the Jaguar now out, they should have some money rolling in
again. I think the Falcon will improve within a year. Sure, call me a wishful
thinker, but I take that as a compliment.

~Chris

2562. PCB Design Software for the ST?

Newsgroup: comp.sys.atari.st
Date: 1993-11-27 07:35:20 UTC
From: ms20@carson.u.washington.edu
Message-ID: <2d6vvo$no5@news.u.washington.edu>
Source record: 197744

I'm looking for a program that will let me convert simple to medium complex schematics to printed circuit patterns. Is there such an animal for the ST? I prefer PD, but commercial interests me too.

--
ms20

2563. Piano Instruction software for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1993-11-27 07:37:34 UTC
From: ms20@carson.u.washington.edu
Message-ID: <2d703u$nog@news.u.washington.edu>
Source record: 197746
Cross-posted to: comp.music,comp.sys.atari.st,rec.music.makers.synth

I've heard that there is such software for the old ST. Can someone tell
me what it is and who makes it, etc...?

Thanks!

--
ms20@u.washington.edu

2564. Re: Anyone cracked Cubase 3.01 yet?

Newsgroup: comp.sys.atari.st
Date: 1993-11-27 07:56:53 UTC
From: ms20@carson.u.washington.edu
Message-ID: <2d7185$nu0@news.u.washington.edu>
Source record: 197745

In article <2d0mftINN4aq@dns1.nmsu.edu>, Jim Ficklin <jficklin@nmsu.edu> wrote:
>
>I am always amazed that musicians and/or composures of all people would
>consider stealing someone else's work to be appropriate behavior. Just
>imagine you have finally put together the perfect piece. Wrote it,
>recorded it, it sounds great! Everyone loves it. Everyone HAS IT. But,
>wait, the recording people say they've only sold a very few copies. How
>is it that it is so popular? That everyone seems to be listening to it?

Ok, I want to ask a question here:

Remember when CD's first came out? They were supposed to become cheaper
than vinyl (it's cheaper to make CD's than vinyl, right?). Now, instead
of paying eight or nine bucks for an LP, you pay around fifteen. OK, you
do get more music usually, but it still doesn't make the product more
affordable. My reaction would be to buy some music, the stuff that means
the most to me and then find someone who has other stuff and tape it. If
music were cheaper, I'd definitely buy more.

The point I'm getting at is: wouldn't more musicians buy Cubase or Notator
if they could afford it? What if it sold for $100 instead of $400 (or
whatever those programs cost at the moment). Has any software publisher
tried this out?

--
ms20@u.washington.edu

2565. Re: AtariWorks

Newsgroup: comp.sys.atari.st
Date: 1993-11-27 08:34:32 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CH56HK.KIA@sdf.lonestar.org>
Source record: 197673

```
=======================
I do have two things that call themselves GDOS PostScript drivers. The
first came with Calligrapher v2. That program uses GDOS in *very* strange
ways, and none of their drivers would work with anything else. They
abandoned GDOS (actually a clone, called G+Plus) for v3. (And now they've
a
=======================

I agree. I have Calligrapher 3 Gold, and the way they handle GDOS is pretty
lame. I have been unimpressed. I haven't tried Postscript, I've been afriad.
However, I didn't get any drivers with any of my versions of GDOS not NVDI.
I can tell you that both 9-pin drivers and the MEMORY.SYS driver and the
Metafile driver (all of which came with Cal 3, or at least the 2 9-pin
drivers did) all work just fine with NVDI. I just need some good fonts
for my 9-pin printer, and I need to know what fonts I can use with
Metafiles and Memory.SYs !! Come to think of it, I need to get some docs
on the whole Metafile deal. Reading them doesn't seem to have VDI support
and changing the filename doesn't seem to either.
```

2566. Re: Piano Instruction software for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1993-11-27 09:28:21 UTC
From: Gordie Meyer ATARI UNITED cofounder <BIBLINSKI@delphi.com>
Message-ID: <931127.16101.BIBLINSKI@delphi.com>
Source record: 197747

Pianistics is such a program, and is available from chro_MAGIC Software Innovations. If you'd like more information about it, send e-mail to jimcollins@delphi.com and ask for something in the mail. I'm sure he'd be happy to provide you with one of their brochures.

--
..|'''.| '|| || > Gordie Meyer
.|' ' .... || ... . > P.O. Box 1982
|| .... .| |. ||' '' .' '|| || || .|' > Ames, IA 50010-1982
'|. || || || || |. || || ||' > USA
''|...'| '|..|' .||. '|..'||. .||. '|..|' > biblinski@delphi.com
==> This sig idea flagrantly stolen. So sue me. > ATARI UNITED!

2567. QuickBBS ST (was: Re: BBS Software)

Newsgroup: comp.sys.atari.st
Date: 1993-11-27 12:14:42 UTC
From: Theo_Runia
Message-ID: <2cf744ef@f301.n282.z2.fidonet>
Source record: 197689

In a message of <Thu 25 Nov 93 05:23>, Alexander Bochmann (2:281/202.0) writes:

AB> QuickBBS ST V1.10 runs under MiNT in a TOSWIN (or whatever) window,
AB> too - if you switch off the statusline. (The statusline is written to
AB> the screen using LineA.)

I bought a Falcon030 now. After this hectic period (xmas time in the shop) I will make it work even better under MiNT. Mind you it would ONLY work on a TT or Falcon.

I have a driver for the serial ports for the TT and Falcon now, I don't known machine language so I will need some help from a friend :-)

I will also make QuickBBS ST/TT/FC :-) compatible with the filelocking system of Multitos. In theory that would mean that network drivers that use the same protocol can also be used for a multiline environment.

I will have a look to see if I can run it inside an own window, would be a bit faster then using TOSWiN, which slows things down a lot.

AB> (I think that's rather astonishing for a GFA Basic program in the
AB> size of QuickBBS...)

It's fairly well written :-) (thanx to Jon). We always treid to use official systemcalls (not always though).

PS I will move from Fido/NeST more to Internet/Usenet. I personally had it with the Fidonet type of nets. Internet is more to my liking.
You can get QuickBBS ST support here too now.

PS2 I bought a PowerCD CD-Rom drive. So you can expect some very nice CD-Rom support (it's possible with the current version too).

Gr. *-Theo-*

--- JetMail 0.94beta2
* Origin: The Atari BBS Connection +31-58-153849 HST/V32bis (2:282/301)

2568. Re: Who runs PGP on an Atari?

Newsgroup: comp.sys.atari.st
Date: 1993-11-27 12:34:48 UTC
From: bwwl@sun.rz.tu-clausthal.de
Message-ID: <1993Nov27.123448.2207@solaris.rz.tu-clausthal.de>
Source record: 197750

John W. Redelfs (cj195@cleveland.Freenet.Edu) wrote:

> I need help from someone who runs PGP on an Atari? Is anyone out there?

Ask your question. I think there are several PGP users who are working
with the Atari-ST PGP-program (I'm using it, too).

Bye,
Wolfgang.
--

Wolfgang Ley email: Ley@rz.tu-clausthal.de
Teichstrasse 9
D-38678 Clausthal-Zellerfeld "With workstations you can do a lot of
(Germany) nonsense. With PC's not even that..."
Phone: +49 5323 82132

To obtain public-pgp-key use 'finger bwwl@sun.rz.tu-clausthal.de'
or query a public-key-server for 'Ley@rz.tu-clausthal.de'.

2569. "ASCII picture" program?

Newsgroup: comp.sys.atari.st
Date: 1993-11-27 12:56:30 UTC
From: hallvart@ifi.uio.no
Message-ID: <2d7ipu$fpg@yrsa.ifi.uio.no>
Source record: 197748

I've seen a lot of these really neat pictures that are made up of ASCII characters, but are drawings!
Someone showed me that it could be done in UNIX, but it seemed quite complicated with all the commands.
It took a GIF file (or whatever) and converted it to a picture made up of ASCII characters.
Is there some program like this for the Atari ST available, and if it is, where can I get it?
Thanks.

Hallvard

2570. Re: Falcon030 floppy?

Newsgroup: comp.sys.atari.st
Date: 1993-11-27 13:05:24 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <H.eg.ysxH4yhfbmw@nasim.sta.sub.org>
Source record: 197662

cs93dlh@dcs.exeter.ac.uk (D.L.Hastings) writes:

>In article <2cu8sp$qn6@usenet.INS.CWRU.Edu> cb541@cleveland.Freenet.Edu (James R. Gilbert) writes:

> The Falcon030 has no floppy port. What do people use, SCSI floppies
> on the SCSI II port?
>------

>It is extremely simple to add an external 2nd floppy to the Falcon although
>it does involve opening it up and invalidating the guarentee...
>I don't have the procedure with though, I'll post it if anyone wants it?

There is no way to add an external Floppy to the FALCON (except an SCSI one).

Bye,
Knarf
--
+---+
| Frank Bartels - knarf@nasim.sta.sub.org - Munich - West-Germany |
+---+

2571. Falcon 3rd party memory boards

Newsgroup: comp.sys.atari.st
Date: 1993-11-27 13:07:56 UTC
From: bill@main.morris.org
Message-ID: <1993Nov27.080756.65@main.morris.org>
Source record: 197749

Does anyone have info on any vendors that sell Falcon memory boards? I was hoping for one that allows the usage of SIMMs: I have a bunch of 4mb SIMMs here just doing nothing, and 4mb is getting tight lately...

Thanx

2572. Re: Anyone cracked Cubase 3.01 yet?

Newsgroup: comp.sys.atari.st
Date: 1993-11-27 14:26:24 UTC
From: i921652@redgum.ucnv.edu.au
Message-ID: <2d7o2gINNhpq@sheoak.ucnv.edu.au>
Source record: 197671

I really don't think that Cubase is a good case study. As far as I can see, they've priced themselves to a market, and they make enough money by selling the product they have at the price they've set. A person with a pirate copy of Cubase is unlikely to be a professional musician, and is also unlikely to be able to afford Cubase. If they never had any intention of buying it, and have been priced out by Cubase's authors, ho has anyone lost anything? It's more likely that a person with a pirate copy would use the software, and then want to buy it (either save for it, or use their pirate copy to make enough money to buy the real thing).

Piracy of games sucks, but then again so do most games.

Jared

--
****
* Jared Quinert * Devil Bunnies, *
* i921652@redgum.ucnv.edu.au * I snort the nose, Lucifer, *
* wizzard@ironbark.ucnv.edu.au * Banana Banana *
****

2573. Re: Rat Soft BBS... Not what it's cracked up to be.

Newsgroup: comp.sys.atari.st
Date: 1993-11-27 16:06:10 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1993Nov27.160610.28782@ida.liu.se>
Source record: 197651

rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:
>In a message of 26 Nov 93 16:18:55, J. Hurwitz wrote:

>JH> Now that I see your name here, I see that you were involved in the Big
>JH> IAAD investigation aswell. It's too bad that people like you have spent
>JH> so much energy hurting Atari devlopers.

>Is it possible for me to sue you?

You've been watching too many soap operas lately, it would seem.

>I will check it out, if it is, expect mail.

I'm sure he's trembling with fear. Really.

>I have nothing to do with piracy - I'm the SysOp of the most legal BBS in
>Sweden - anyone can tell you that!

Is that so? Is that why you have a copier for your SNES? Oh, I forgot,
you only have it so you can do demos on the SNES. Yep.

>+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
>+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

2574. Re: and another bites the dust

Newsgroup: comp.sys.atari.st
Date: 1993-11-27 18:16:02 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.XfF3OD3J6ow@semprini.waterloo-rdp.on.ca>
Source record: 197652

In <CGyK43.2pp@cbnewse.cb.att.com>, wayne.a.booth writes:
> Looks like apple is re-thinking their strategies. Maybe their machines
> aren't doing as well as some would lead us to believe.
>
> ------------------------news service extraction-------------
>
> o Apple Computer, in a departure from its proprietary strategy,
> is about to unveil a Macintosh personal computer that can
> operate as an IBM-compatible machine and use Microsoft's
> popular Windows operating software. [WSJ]

It's an FPU-less '040 machine with a '486sx card in it... Kinda like the Falcon '486 emulator everyone's been waiting (and waiting and waiting and...) for.

Right now, the biggest barrier in getting people who don't know any better away from DOS (the operating system from hell) is that they don't want to give up those evil programs (ex, Word Perfect) that they took so long to learn (despite the fact that modern word processors are easy and intuitive to use... except Word Perfect). Giving them the ability to run all that crummy software, until they get around to finding replacements for their new system, is a great idea.

I suspect many more Falcons would ship if DOS people could run their crummy programs on it at a decent speed; they'd eventually spend more time in the Falcon interface (IMHO, GEM is still much better than Windoze) and want to use applications in that interface. The same is true for Macs, Amigas, etc, etc.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2575. Re: BBS Software

Newsgroup: comp.sys.atari.st
Date: 1993-11-27 18:33:40 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.NdLQCxtxyDM@semprini.waterloo-rdp.on.ca>
Source record: 197653

In <2cf26ed8168c71@traveller.freiburg.sub.org>, Alexander Bochmann writes:
> QuickBBS ST V1.10 runs under MiNT in a TOSWIN (or whatever) window, too -
> if you switch off the statusline. (The statusline is written to the screen
> using LineA.)
>
> (I think that's rather astonishing for a GFA Basic program in the size of
> QuickBBS...)
> It's not PD, though, but keyware.

Fnordadel works fine, too, and you get the C source code (I like to recompile things every now and then when better compilers and newer versions of the MiNT library become available)... I've had too many problems with GFA BASIC programs under MiNT (like the uucico in Hermes UUCP!).

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2576. Re: A bug in NewDesk under TOS 4.04 on Falcon?

Newsgroup: comp.sys.atari.st
Date: 1993-11-27 20:12:14 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.7dVilR3uJAE@semprini.waterloo-rdp.on.ca>
Source record: 197678

In <SCHWAB.93Nov25115546@issan.informatik.uni-dortmund.de>, Andreas Schwab writes:
> In article <16500@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison) writes:
> |> One thing to be careful of: make sure you have CR-LF's at the end of
> |> lines, not just LF's.
>
> Another thing to care of: there must be exactly 128 bytes in the first
> four lines (#a to #d) including CR-LF. These lines were once used by
> the old control.acc. The desktop writes from offset 128 to the file,
> but parses it from the beginning; thus the problems start just when
> you save it from the desktop after you have mangled it.

This kind of crap really bugs me... Can't Atari follow logical programming
practices?!? It's a _text_ file; they should read it line by line. The
"speed hit" can't be _that_ bad, really.

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------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2577. Re: Any Speedo-Fonts in the Public Domain???

Newsgroup: comp.sys.atari.st
Date: 1993-11-27 20:16:44 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.xn6AIV9C0Cg@semprini.waterloo-rdp.on.ca>
Source record: 197679

In <16499@uqcspe.cs.uq.oz.au>, Warwick Allison writes:
> Is it possible for a user to produce Speedo-compatible fonts?

I've never heard of anyone doing it, on any platform...

> If so, the GNU Font Utilities could lend a hand to this process.

Hmm, that sounds interesting... I'll have to take a look at those.

> What about conversion from other formats? I have an excellent
> "Old English" PageStream font that I spent 30 hours creating.

Only 30 hours?!? You're much faster than I am! I'm a real clod when it
comes to using bezier curves... it'd probably take me twice as long! :-)

> SpeedoGDOS font editor maybe? (Sound like fun...)

I've never heard of such a beast on any platform...

> Anyone have specs on the format?

I think you have to pay serious bucks for it, and then you're not
allowed to pass on the information (ie, distribute a font converter in
source form; dunno whether you could distribute a binary or not).

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cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2578. Icon editor for Teradesk

Newsgroup: comp.sys.atari.st
Date: 1993-11-27 22:21:51 UTC
From: psurge@cs.utexas.edu
Message-ID: <2d8jtv$99@priddy.cs.utexas.edu>
Source record: 197654

Is there an icon editor available for teradesk? There are many nice icons
in the resouce file, but I don't need all of them and would like to customize
some.

Thanks,
Troy
Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<<

2579. Re: Icon editor for Teradesk

Newsgroup: comp.sys.atari.st
Date: 1993-11-27 22:25:31 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2d8k4r$3l5@golem.wcc.govt.nz>
Source record: 197657

Tera-desk uses standard icon files such as New-Desk (e.g. TOS 2.xx+),
so pretty much any RSC editor will manage it, the best I've seen
is 'ORCS' (Ottos ReSourCe Construction Set). Great little program, it
should be in the atari/Utilities/ directory of atari.archive.umich.edu!

```
/------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, O O |
| you can be 100% sure that it will! o |
| WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/
```

2580. Hardcore

Newsgroup: comp.sys.atari.st
Date: 1993-11-27 22:27:36 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2d8k8o$3l5@golem.wcc.govt.nz>
Source record: 197656

Does anyone know if there is an FTP site with the 5-level demo of 'Hard-Core'!? (A recently released game from Jeff-Minter). I can't remember if the final release was PD/SW, but if so, is *that* available anywhere!? It doesn't seem to be on a.a or cs.tu-berlin.de!)

```
/-------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, O O |
| you can be 100% sure that it will! o |
| WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/
```

2581. Need monitor switch

Newsgroup: comp.sys.atari.st
Date: 1993-11-27 22:44:32 UTC
From: trek@cbnewse.cb.att.com
Message-ID: <CH69uB.KMJ@cbnewse.cb.att.com>
Source record: 197655

I am in need of one of the monitor switch boxes that allows one to switch between mono and color from a Mega ST. For connectors, it must use the round connector for a Atari monitor - for the input from the computer, and the outputs to monochrome or color monitor. Send me your price. Wayne Booth

2582. Re: Who runs PGP on an Atari?

Newsgroup: comp.sys.atari.st
Date: 1993-11-27 23:50:00 UTC
From: tsjwr@acad3.alaska.edu
Message-ID: <27NOV199314505127@acad3.alaska.edu>
Source record: 197661

In article <1993Nov27.123448.2207@solaris.rz.tu-clausthal.de>, Wolfgang Ley <Ley@rz.tu-clausthal.de> writes...
>John W. Redelfs (cj195@cleveland.Freenet.Edu) wrote:
>
>> I need help from someone who runs PGP on an Atari? Is anyone out there?
>
>Ask your question. I think there are several PGP users who are working
>with the Atari-ST PGP-program (I'm using it, too).

I FTP'd PGP from the German site you suggested a couple of months ago, Wolfgang, but I could never get it to run. I'm not sure I grabbed everything I was supposed to have. Could you repost the FTP address and tell me every file I need to get? If I've got all the files I'm supposed to have, I must be doing something else wrong, because everytime I try to generate my initial pair of keys I crash back to the desktop.

-- John W. Redelfs, tsjwr@acad3.alaska.edu

2583. Re: Searching for MolSys!

Newsgroup: comp.sys.atari.st
Date: 1993-11-28 00:02:38 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <CH6DGE.5Kq@ecf.toronto.edu>
Source record: 197658

In article <A25902@ki.maus.de>,
Christian Mittendorf <Christian_Mittendorf@ki.maus.de> wrote:
>Hello!
>
>Who knows a program called MolSys? It's used for building and displaying
>threedimensional molecules. It was written by an english author.
>
>In his description he told something about a new version which will
>support "real" window output, colours and compatibility to MTos.
>
>Who could give me some information about this project?
>
>Greetings,
>Christian

I too, am interested in the aforementioned MolSys! Can anyone supply me
with any info on this particular beast (in any version)? I'm a undergrad
Chem Eng, so any printing facility for the thing would be incredible too!
Thanks to anyone who replies!

AcEzE /.^J
--
********** WHO AM I, YOU SAY? ********** "If time is money, (c)
********** Shahir Al Rashid *aka* AcEzE ********** we're all in debt!" - Me
***** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ***** ----------
* This message brought to you by the Bollocks Bros. * No Fate But What We Make

2584. NeoDesk icons (was: New files to ftp.cs.ruu.nl)

Newsgroup: comp.sys.atari.st
Date: 1993-11-28 00:14:08 UTC
From: dwallace@wam.umd.edu
Message-ID: <2d8qgg$h24@cville-srv.wam.umd.edu>
Source record: 197659

There is a nice set of NeoDesk icons I downloaded some time ago off a BBs
under the name of "NeoNeXt"; the icons resemble those on the NeXt, with
the raised button look at whatnot... very spiffy looking. I too wouldn't
mind finding other sources of neat icons, too, so I can have a more festive
desktop (which I never look at anyway! :-)), if someone knows if there
are any floating around on ftp sites etc.

2585. Building a Cross compiler on BSDI

Newsgroup: comp.sys.atari.st
Date: 1993-11-28 00:17:33 UTC
From: mike@r-node.io.org
Message-ID: <2d8qmt$kdi@r-node.io.org>
Source record: 197660
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I'm trying to build a gcc cross compiler on a BSDI system, to generate ST executables.

So far I've built cc,gcc,as68k and ld.

Now I need a libgcc.a file, according to the docs it *cannot* be created with gcc ????

Any info on what I need to do/get to create the libgcc.a file would be appreciated.

Mike

--
==========
Mike Stramba Email: mike@io.org
Toronto,Canada Internex Online - Toronto, Canada (416) 363-3783
==========

2586. Re: Searching for MolSys!

Newsgroup: comp.sys.atari.st
Date: 1993-11-28 01:50:21 UTC
From: bwwl@sun.rz.tu-clausthal.de
Message-ID: <1993Nov28.015021.9649@solaris.rz.tu-clausthal.de>
Source record: 197664

AL RASHID SHAHIR (alrashi@ecf.toronto.edu) wrote:
> In article <A25902@ki.maus.de>,
> Christian Mittendorf <Christian_Mittendorf@ki.maus.de> wrote:
> >Hello!
> >
> >Who knows a program called MolSys? It's used for building and displaying
> >threedimensional molecules. It was written by an english author.
[...]
> I too, am interested in the aforementioned MolSys! Can anyone supply me
> with any info on this particular beast (in any version)? I'm a undergrad
> Chem Eng, so any printing facility for the thing would be incredible too!
> Thanks to anyone who replies!

MolSys V0.73 (old?) is available from ftp.tu-clausthal.de /pub/misc/ms073.lzh
via FTP, FSP (FSP_HOST 139.174.2.10, FSP_PORT 21) or via email from
"mail-server@ftp.tu-clausthal.de".

If you have a newer verion please upload it.

Bye,
Wolfgang.
--

Wolfgang Ley email: Ley@rz.tu-clausthal.de
Teichstrasse 9
D-38678 Clausthal-Zellerfeld "With workstations you can do a lot of
(Germany) nonsense. With PC's not even that..."
Phone: +49 5323 82132

To obtain public-pgp-key use 'finger bwwl@sun.rz.tu-clausthal.de'
or query a public-key-server for 'Ley@rz.tu-clausthal.de'.

2587. For Wolfgang Ley

Newsgroup: comp.sys.atari.st
Date: 1993-11-28 02:37:00 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <CH6KLo.Ir3@ecf.toronto.edu>
Source record: 197663

```
>Get MolSys V0.73 from ftp.tu-clausthal.de /pub/misc/ms073.lzh
>via FTP, FSP (FSP_HOST 139.174.2.10, FSP_PORT 21) or via email from
>"mail-server@ftp.tu-clausthal.de".
>
>Bye,
> Wolfgang.
>--
>------------------------------------------------------------------------
> Wolfgang Ley email: Ley@rz.tu-clausthal.de
> Teichstrasse 9
>D-38678 Clausthal-Zellerfeld "With workstations you can do a lot of
> (Germany) nonsense. With PC's not even that..."
> Phone: +49 5323 82132
>------------------------------------------------------------------------
>To obtain public-pgp-key use 'finger bwwl@sun.rz.tu-clausthal.de'
>or query a public-key-server for 'Ley@rz.tu-clausthal.de'.
>

Sorry to post this on the net Wolfgang, but my server couldn't send mail
to your server:
+>A copy of your message is being returned to you because one or more of
+>the addresses you specified could not be recognized as addresses that are
+>understood by, or reachable from, this system.
+>error: unresolvable: Ley@rz.tu-clausthal.de

Anyway, I just wanted to thank you for spreading the knowledge...maybe my
posting will answer anyone else's question regarding MolSys!! :)
If there's anything I can do for you, don't hesitate to ask!! :)

Thanks again!
AcEzE /.^J
--
***************** WHO AM I, YOU SAY? ****************** "If time is money, (c)
*********** Shahir Al Rashid *aka* AcEzE ************ we're all in debt!" - Me
***** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ***** ------------------------
* This message brought to you by the Bollocks Bros. * No Fate But What We Make
```

2588. Re: Who runs PGP on an Atari?

Newsgroup: comp.sys.atari.st
Date: 1993-11-28 02:53:06 UTC
From: bwwl@sun.rz.tu-clausthal.de
Message-ID: <1993Nov28.025306.10169@solaris.rz.tu-clausthal.de>
Source record: 197665
Cross-posted to: comp.sys.atari.st,alt.security.pgp

REDELFS JOHN W (tsjwr@acad3.alaska.edu) wrote:
> In article <1993Nov27.123448.2207@solaris.rz.tu-clausthal.de>, Wolfgang Ley
<Ley@rz.tu-clausthal.de> writes...
> >John W. Redelfs (cj195@cleveland.Freenet.Edu) wrote:
> >
> >> I need help from someone who runs PGP on an Atari? Is anyone out there?
> >
> >Ask your question. I think there are several PGP users who are working
> >with the Atari-ST PGP-program (I'm using it, too).

> I FTP'd PGP from the German site you suggested a couple of months ago,
> Wolfgang, but I could never get it to run. I'm not sure I grabbed everything I
> was supposed to have. Could you repost the FTP address and tell me every file
> I need to get? If I've got all the files I'm supposed to have, I must be
> doing something else wrong, because everytime I try to generate my initial
> pair of keys I crash back to the desktop.

Hi!

The source-diffs to the original PGP23A sources are in the file pgp23ast.lzh.
The Readme of this archive:

```
------------------------------------------------------------------------
Get the pgp23a sources somewhere, copy the two st-* files into the src
directory, apply the diffs in srcdiff to the files in src, compile with GCC.
Steven Ourada -- sourada@iastate.edu
------------------------------------------------------------------------
```

The sources are in the file pgp23srcA.zip.

Several people don't use the GNU C-Compiler so i put a compiled version of
the program (the one i use) on our ftp-site. The archive with the docs
and the compiled executable is pgp23ab.lzh. This file should be the only
one you need to run pgp.
I'm not using mint (or Mtos etc.) so i don't know if the precompiled pgp
is working on all mashines. In doubt compile the prg yourself. In this
case you need the files pgp23ast.lzh and pgp23srcA.zip.

All mentioned files are available from ftp.tu-clausthal.de in the dir
/pub/atari/misc/pgp/*. Get them via FTP, FSP (FSP_HOST 139.174.2.10,
FSP_PORT 21) or via email from "mail-server@ftp.tu-clausthal.de".

Bye,
Wolfgang.
--
```
------------------------------------------------------------------------
```

Wolfgang Ley email: Ley@rz.tu-clausthal.de
Teichstrasse 9
D-38678 Clausthal-Zellerfeld "With workstations you can do a lot of
(Germany) nonsense. With PC's not even that..."
Phone: +49 5323 82132

To obtain public-pgp-key use 'finger bwwl@sun.rz.tu-clausthal.de'
or query a public-key-server for 'Ley@rz.tu-clausthal.de'.

2589. .DFT files

Newsgroup: comp.sys.atari.st
Date: 1993-11-28 06:45:31 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <2d9heb$gdg@cxc1.cl.msu.edu>
Source record: 197666

Can anyone tell me what .DFT files are? Somebody (or several somebodies)
has been uploading them to atari archive with absolutely no docs or
text files explaining them...
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

2590. RE: Jaguar games ??

Newsgroup: comp.sys.atari.st
Date: 1993-11-28 08:08:54 UTC
From: petryv@meena.cc.uregina.ca
Message-ID: <28NOV93.02085415@meena.cc.uregina.ca>
Source record: 197667

If Atari got the licence for NBA Jam, and converted it to the Jaguar, they could BUY IBM!!! HINT, HINT!!!!

NBA Jam is THE most popular game in the arcades. I know several people who have spent enough money on it to buy a Jaguar. Here it is, ATARI, just do it.

Just a thought. Anyone know about home versions of NBA Jam?

Brook

2591. Re: From Wolfgang Ley (was: For Wolfgang Ley)

Newsgroup: comp.sys.atari.st
Date: 1993-11-28 08:41:02 UTC
From: bwwl@sun.rz.tu-clausthal.de
Message-ID: <1993Nov28.084102.13119@solaris.rz.tu-clausthal.de>
Source record: 197668

AL RASHID SHAHIR (alrashi@ecf.toronto.edu) wrote:
> >Get MolSys V0.73 from ftp.tu-clausthal.de /pub/misc/ms073.lzh
> >via FTP, FSP (FSP_HOST 139.174.2.10, FSP_PORT 21) or via email from
> >"mail-server@ftp.tu-clausthal.de".
[...]

> Sorry to post this on the net Wolfgang, but my server couldn't send mail
> to your server:
> +>A copy of your message is being returned to you because one or more of
> +>the addresses you specified could not be recognized as addresses that are
> +>understood by, or reachable from, this system.
> +>error: unresolvable: Ley@rz.tu-clausthal.de

Hi!

Your mail-server seem to be buggy. Mail to "rz.tu-clausthal.de" should go
to sodom.rz.tu-clausthal.de (there is an MX-record in the nameserver).
The address Ley@rz.tu-clausthal.de is an alias to the following address:
"bwwl@sun.rz.tu-clausthal.de".

Bye,
Wolfgang.
--
Wolfgang Ley email: Ley@rz.tu-clausthal.de
Teichstrasse 9
D-38678 Clausthal-Zellerfeld "With workstations you can do a lot of
(Germany) nonsense. With PC's not even that..."
Phone: +49 5323 82132
To obtain public-pgp-key use 'finger bwwl@sun.rz.tu-clausthal.de'
or query a public-key-server for 'Ley@rz.tu-clausthal.de'.

2592. Re: Ramdisk XFS and MiNT 1.08

Newsgroup: comp.sys.atari.st
Date: 1993-11-28 11:30:00 UTC
From: Ole_Arndt@f.maus.de
Message-ID: <A23428@F.maus.de>
Source record: 197644

>I have just compier v1.08 of MiNT wit the -DONLY030 and -DMULTITOS
>options, but after a successful compile and install I now find that I
>cannot use the Ramdisk XFS. The Minix XFS works just fine, so I am
>thinking that it is maybe a problem with th randisk. Has anyone else
>experienced problems with this?

No, its a problem of MiNT. Use 1.09 instaed.

Gruï¿½, *Ole*

2593. Re: Re: and another bites the dust

Newsgroup: comp.sys.atari.st
Date: 1993-11-28 13:16:13 UTC
From: kebab@cix.compulink.co.uk
Message-ID: <CH7E72.EJt@cix.compulink.co.uk>
Source record: 197670

>I suspect many more Falcons would ship if DOS people could run their
>crummy programs on it at a decent speed; they'd eventually spend more
>time in the Falcon interface (IMHO, GEM is still much better than
>Windoze) and want to use applications in that interface. The same is
>true for Macs, Amigas, etc, etc.
>
Nice idea, but I don't think it would work like that. People don't buy
a macine primarily to run a different machine's software. In the case of
the Mac people probably will buy it either because:
a) They already have a Mac and would like to be able to run PC software
as well
b) They use PCs but would also like to run some Mac software.

Case b) are the sort of people who might buy a Falcon to emulate a PC, but
first they've got to have heard of the falcon, and heard of software that
they'd really like to be able to run.

In short its unlikely to work because Atari don't have apple's reputation.

Kev

2594. Re: Desktop icons (Was: Re: New files uploaded to ftp.cs.ruu.nl)

Newsgroup: comp.sys.atari.st
Date: 1993-11-28 14:40:32 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.IpRjzeonk0_@semprini.waterloo-rdp.on.ca>
Source record: 197680

In <1993Nov25.075318.180647@zeus.aix.calpoly.edu>, Juxtaposer writes:
> BTW, if my brains havent been leaking out too badly, I think I recall
> someone saying that both TOS and MTOS (so far) have a limit of 256 icons (I
> assume this is related to the 64k limit on the .rsc file). Is anyone doing
> anything to

Yet another stupid arbitrary limit that affects the _users_ more than it
affects the programmers of the AES.

> a) remove such "silly" limitations (I put silly in quotes because it is not
> immediately obvious why these limitations still exist, although I'm sure there
> used to be a good reason)?

These days, there are _no_ good reasons for arbitrary system limits...
What is this, DOS?

> b) make importing of icons an easy, if not intuitive, process?

The best I've seen for this is OS/2 or the Mac... you open the
information dialog for the file (or the settings notebook for the object
under OS/2), and there's an icon there. If you want a new icon on that
object, just drag another one over top of the old one. No problem.

I don't think I've ever heard of a way for _users_ to add icons;
ideally, we should be able to open the Information dialog for a file,
and drag another icon into it (and the desktop should be able to read
NeoDesk icons, Gemini icons [just a plain RSC file], etc... whatever
there format has a large number of icons). Then again, I guess that
would require smarter programming of the Desktop (the Info dialog would
need to be modeless so you could get at the icons).

Its this kind of user-unfriendliness that lowers people's opinions of
the system; it's REALLY easy for a Mac or OS/2 user to customize their
icons... it's hard for a Windoze user to do it... it's very hard for
an Atari user to do it.

--
---
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2595. Re: Is there an archiver...

Newsgroup: comp.sys.atari.st
Date: 1993-11-28 14:49:42 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.Swlx15yeWdE@semprini.waterloo-rdp.on.ca>
Source record: 197682

In <SCHWAB.93Nov23113559@lamothe.informatik.uni-dortmund.de>, Andreas Schwab writes:
> LHarc has only the disadvantage that it doesn't work with
> MinixFS. This makes it unusable.

Has anyone ported the unix version of lha to MiNT? I had it compiled at
work (must've gotten the source from ftp.uu.net) and it could handle
-lh1-, -lh2-, -lh3-, -lh4-, and -lh5- compression. All of the
documentation was in Japanese, but it wasn't difficult to compile.

--
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cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2596. TOS Icon editor?

Newsgroup: comp.sys.atari.st
Date: 1993-11-28 14:53:21 UTC
From: rrice@netnews.upenn.edu
Message-ID: <2dae11$d4a@netnews.upenn.edu>
Source record: 197669

Sorry to be obtuse...

BUT...with all this talk about editing icons for TOS 2.0X and the Falcon, I may have missed this.

IS there a color/monochrome PD/Shareware icon editor that would work on a Mega 4 STE color system running TOS 2.6? I uploaded huge numbers of icon resource files to Michigan and John Eidsvoog's ICONJUGL program that allows people to use them, but I can't draw or convert my own. I'd like to. Am I missing something? Could some such allow me to use pieces of art files? I thought DEGAS Elite would, but I couldn't make it work...

Thank you!

Rob S. Rice
rrice@mail.sas.upenn.edu

2597. Re: New PC owner :(

Newsgroup: comp.sys.atari.st
Date: 1993-11-28 15:12:06 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.KxzovD&VZ26@semprini.waterloo-rdp.on.ca>
Source record: 197681

In <jhoffmanCGyEFw.25G@netcom.com>, John Hoffman writes:
> Hello, I thought I'd pop over here and post a message about my trials and
> tribulations having bought a new PC 486/33 with windows to replace my MegaST.
> To all Atari people who might be considering buying a PC and running windows
> don't plan on doing high speed (19.2K) telecomunications. I've spent the last
> several weeks trying to get error free comunications without luck.

You ought to upgrade to 8M of RAM (I assume you've got 4M; 99% of new
Intel-based PCs seem to come with only 4M) and a real OS like OS/2...
OS/2 is the king of the hill for Multimedia on Intel-based PCs; nothing
else can do ~30 frames/second _in_software_ and keep the sound synched.
Oh, and you can do telecommunications at 19.2k baud while doing it, too.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2598. Re: searching speedo fonts. FTP sites??

Newsgroup: comp.sys.atari.st
Date: 1993-11-28 15:16:04 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.zynws5vlisU@semprini.waterloo-rdp.on.ca>
Source record: 197683

In <1993Nov23.103201.5217@greco-prog.fr>, DESS 1993-94 writes:
> Keywords:
>
> I'm looking for speedo fonts.
> Please send me FTP address.

If one existed, I'm sure it'd be in the Atari Software FAQ.

--
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cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2599. Re: SKIP THE 040!

Newsgroup: comp.sys.atari.st
Date: 1993-11-28 15:18:30 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.Mk6RmEtFwM6@semprini.waterloo-rdp.on.ca>
Source record: 197684

In <1993Nov24.113240.12902@gw.wmich.edu>, x91mikowski@gw.wmich.edu writes:
> Hi,
> I've got a suggestion for Atari--if they read this group. DON'T
> CREATE A FALCON 040. Skip right to the 68060 or PPC604 chip from Motorola!

They've already (supposedly) done the work for designing a Falcon040;
using an '060 would be (IMHO) stupid... it's going to be an _expensive_
chip. Same for the PPC604.

They ought to use a PPC601 and have a 603-based laptop.

They ought to release a FalconTT in a real case.

I don't think they'll ever release another computer.

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cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2600. TOAD Fest

Newsgroup: comp.sys.atari.st
Date: 1993-11-28 18:47:19 UTC
From: Lexicor@world.std.com
Message-ID: <CH7tIw.1tK@world.std.com>
Source record: 197674

I picked this up on Compuserve and thought it might interest you guys :)

Sorry about all the M's <grin>, I just loaded it binary

Yat@Lexicor

```
___ ___
/ o \__/ o \ TOAD COMPUTERS HOLIDAY FESTIVAL '93!
| |
\ \____/ / Saturday December 4th, Sunday December 5th
\________/ 570-F Ritchie Hwy., Severna Park, Maryland
```

- Play A Jaguar!! - Dave Small (Spectre GCR, SST, Megatalk)
- Falcon Demos - Charles Smeton (STraight FAX 2.1 Upgrades!)
- Hard Drives - Dave Troy (CN Columnist @ Toad)
- Great Deals - Jimmy Carter (Paper Plates)
- Joe Waters (CN Editor)

Sat. Dec 4: - MajicSoft (M.A.G.E., ButtonzBasic)
10:00am - 7:00pm - Andrzej Wrotniak (CN, El Cal, Starbase)
- Tim Reyes (Silhouette)

Sun. Dec 5: For More Information call: 410-544-6943
10:00am - 5:00pm

JAGUAR RAFFLE! $1 BUYS ONE CHANCE TO WIN! PROCEEDS WILL BE
DONATED TO HABITAT FOR HUMANITY! MUST BE PRESENT TO WIN!
DRAWING WILL BE HELD ON SATURDAY at 7:00pm!

2601. Re: TOS version support (was: Page on Storm)

Newsgroup: comp.sys.atari.st
Date: 1993-11-28 19:11:38 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1993Nov28.191138.12854@gumby.cc.wmich.edu>
Source record: 197675

In article <CGxDEI.A0n@sdf.lonestar.org> evanlang@sdf.lonestar.org (Evan Langlois) writes:
>
> And by ATARIs word, programmers are NOT supposed to
> try and support TOS versions before 1.4 or resolutions under 200 lines.

Evan, this is news to me. When did Atari say that TOS 1.0 and 1.2 should
no longer be supported? I must have missed it.

I don't think that my customers that have older systems (and are still using
them successfully, with the appropriate AUTO folder patches) would be very
happy if I suddenly told them they'd have to upgrade to TOS 1.4 or higher
if they wanted to keep using my software products.

- Mark (author of Omni-Banker ST, a universal MIDI librarian)

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

2602. Re: Jaguar games ??

Newsgroup: comp.sys.atari.st
Date: 1993-11-28 19:32:12 UTC
From: rjung@netcom.com
Message-ID: <rjungCH7vLo.KK6@netcom.com>
Source record: 197676

In article <28NOV93.02085415@meena.cc.uregina.ca> petryv@meena.cc.uregina.ca writes:
>If Atari got the licence for NBA Jam, and converted it to the Jaguar, they
>could BUY IBM!!! HINT, HINT!!!!
>
>NBA Jam is THE most popular game in the arcades. I know several people who
>have spent enough money on it to buy a Jaguar. Here it is, ATARI, just do it.

Whoa! Calm down, Tex. Firstly, while NBA JAM is popular, it's not _that_
popular. Check out rec.games.video.arcade; NBA JAM is already losing ground
to the next batch of fighting games (SUPER STREET FIGHTER II, MORTAL KOMBAT
II, SAMURAI SHODOWN). Secondly, even if Atari could get the rights, would
they be able to get a Jaguar version out in time to capitalize on it?
Doubtful.

Moral of the story: Atari should worry less about flash-in-the-pan fads and
focus on solid games, quality control, advertising and availability of
units. Let the third-party developers work on the flashy titles.

>Just a thought. Anyone know about home versions of NBA Jam?

Super Nintendo in 1994. From Acclaim, I believe.

--R.J.
B-)

////////////////////////////////////|\\
Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
------------------------------------+-----------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were
chosen because you are the class clown and frankly, you're expendable."

2603. STe \ Epson HD1.44...

Newsgroup: comp.sys.atari.st
Date: 1993-11-28 19:56:26 UTC
From: scruggs@cis.ohio-state.edu
Message-ID: <2davpaINNar9@skink.cis.ohio-state.edu>
Source record: 197677
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hullo... I was wondering if anyone here could help me to get an Epson SMD-300 to work with my STe. I don't have the docs for the jumpers and no combo has worked as of yet. Also, I'd like to know if it is even possible.

Also, I was wondering how much a HD upgrade for a 520STe would cost these days (with & without a drive mech included).

& WANTED. ICD host adaptor & possibly a DD drive mech if the Epson can't be made to work with the STe....

2604. Re: Yet another Falcon dilemma

Newsgroup: comp.sys.atari.st
Date: 1993-11-28 20:39:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A57963@M4.maus.de>
Source record: 197587

>AHDI first check ID 0... IF there isn't anything there... AHDI skips the
>following ID's. So, if using AHDI, you must set SCSI ID to 0 for the
>first
>device, ID 1 for the second and so on??? :^(
>
>ICD's software have a better way to make a fast boot, you can "turn off"
>the
>ID's you dont use!!! :^D

AHDI can be configured to either "standard behaviour" (as described
above), search all unit numbers, or search a configurable choice of ACSI,
SCSI and IDE units. In addition to that, one can configure IDE drive's
sleep mode delay, drive letters to be reserved for removables and
additional folders for TOS <= 1.02.

Should be enough. Use HDPATCH.PRG (from Atari) for configuration.

bye, Peter

PS: The above is true for AHDI >= 5.00.

2605. Re: SCSI 2 hard disks ...

Newsgroup: comp.sys.atari.st
Date: 1993-11-28 20:44:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A57964@M4.maus.de>
Source record: 197588

>Yepp.... But do Falcon support such a high speed???
>
>I bought a SCSI-2 drive for my Falcon (Seagate st3390n, 343Mb, Fast SCSI-
>2)
>and I _ONLY_ have 900 k/s transfer speed. :^((((((((((((((
>
>I know this isn't a polite way of asking, but:
>
>Doesn't the Falcon support a higher transfer speed??????

It does. I have a Fujitsu M2622 on our demo unit, and HOW-FAST.PRG
measures a GEMDOS file throughput of 1800 KB/s (read access) and 1450 KB/s
(write).

Larger Seagate drives like 3390N, 3550N, 3655N have about 1500 KB/s and
1200 KB/s.

But note: RateHD doesn't display correct rates for faster drives !!!!

bye, Peter

2606. Re: How do I unpack PAX files?

Newsgroup: comp.sys.atari.st
Date: 1993-11-28 21:30:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A57191@SL.maus.de>
Source record: 197625

In article 1993Nov24.235237.16310@t.hfb.se Robert Krenn writes:

JF>>decompresses the files. Did you say Gemview 3.0?? I thought it was
JF>only >up to v2.48??

RK> Yepp... 3.00 is out...

... And 3.01 has been released yesterday.
Now the GEMVIEW.GVC - File is included (converting possible) and the
'illegal patch'-bug has been removed.

Should be ftp-available soon (already?)

Bye
Stefan

===
Stefan_Damerau@sl.maus.de
!!No Mail >16kB please!!

2607. Re: Hardcore

Newsgroup: comp.sys.atari.st
Date: 1993-11-28 21:30:23 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <CH812n.H0@cen.ex.ac.uk>
Source record: 197686

In article <2d8k8o$3l5@golem.wcc.govt.nz> wells_s@ix.wcc.govt.nz (Steve Wells) writes:

> Does anyone know if there is an FTP site with the 5-level demo of
> 'Hard-Core'!? (A recently released game from Jeff-Minter). I can't
> remember if the final release was PD/SW, but if so, is *that* available
> anywhere!? It doesn't seem to be on a.a or cs.tu-berlin.de!)

Unfortunately, I don't believe the final version was ever released.
Which is a crying shame as I think even the demo version is brilliant
and runs delightfully fast on my Falcon...
{{{ Dan }}}

2608. Re: Falcon030 floppy?

Newsgroup: comp.sys.atari.st
Date: 1993-11-28 21:33:18 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <CH817J.IG@cen.ex.ac.uk>
Source record: 197685

In article <H.eg.ysxH4yhfbmw@nasim.sta.sub.org> knarf@nasim.sta.sub.org (Frank Bartels) writes:

>It is extremely simple to add an external 2nd floppy to the Falcon although
>it does involve opening it up and invalidating the guarentee...
>I don't have the procedure with though, I'll post it if anyone wants it?

There is no way to add an external Floppy to the FALCON (except an SCSI
one).

Yes there is. I haven't done the mod myself, but I know a guy who has. :)
I will post the method tomorrow as I don't have the text file with me now.
{{{ Dan }}}

2609. 30/1

Newsgroup: comp.sys.atari.st
Date: 1993-11-28 22:17:36 UTC
From: William.Kent@f100.n30.z47.byte.bbs.no
Message-ID: <754527820.AA01960@byte.bbs.no>
Source record: 197687

Falcon Videoboard.

After reading the articels about the F030 in the latest mag of STF, I was most disapointed in that the video board available could not grab true colour pic's from the video without fiddeling about with 3 sepreat coloured grabs.

I'd like to be able to show realtime video in a window, (like you can on PC's), and also grab sequences in realtime to HD. Is there any reason that this can not be done on the Falcon? And would such a task use so much CPU power, that it would render the machine useless to perform another task while it was going on. (Just the TV in window bit here?) Prerably then under MTOS, so that one can have the TV in a window while doing something else at the same time.

Also, since the F030 should have to connector, one to a TV or similar, and one to a monitor. Would it be possible to show two different pic's. One workscreen and one graphics screen.. (That would be cool.)

-- ReadMail ST

2610. ATARI ST FTP LIST!!!!

Newsgroup: comp.sys.atari.st
Date: 1993-11-28 22:36:23 UTC
From: hallvart@ifi.uio.no
Message-ID: <2db957$slr@holmenkollen.ifi.uio.no>
Source record: 197688

Again, thanks to all who have contributed in giving me corrections and updates to
my FTP list- keep those updates coming in!!! Thanks.
Hallvard, Oslo, Norway

```
()==========================()
// ____/__ __/ ____/ //\\
// / / / _/ // ()
// __/ / ____/ // //
// / / / // //
// _/ _/ _/ Archives // //
// // //
()==========================() //
\\ \\//
()==========================()
```

(log in with "anonymous" as name, and full name/e-mail address as password)

```
A T A R I S T F T P S I T E S :
-------------------------------------
USA:
---
atari.archive.umich.edu...(141.211.120.11)..../atari/
f.ms.uky.edu.............(128.163.128.6)...../pub/atari/
archive.wustl.edu.........(128.252.135.4)...../systems/atari/comp.binaries.atari.st/
cs.bu.edu.................(128.197.2.1)......./PC/ATARI-ST/
world.std.com.............(192.74.137.5)....../pub/atari/

CANADA:
-------
aupair.cs.athabascau.ca...(131.232.10.8)....../atari/

NETHERLANDS:
------------
ftp.cs.ruu.nl.......(131.211.80.17)........./pub/ATARI-ST/
nikhefh.nikhef.nl...(192.16.199.1)........../pub/atari/
star.cs.vu.nl.......(192.31.231.42)........./pub/atari/
ftp.twi.tudelft.nl..(130.161.156.11)......../pub/atari/
FINLAND:
--------
ftp.funet.fi........(128.214.248.6)........ /pub/atari/

GERMANY:
--------
ftp.uni-kl.de.............(131.246.9.95)....../pub/atari/
ftp.uni-erlangen.de.......(131.188.1.43)....../pub/atari/
ftp.tu-clausthal.de.......(139.174.2.10)....../pub/atari/
```

```
ftp.uni-muenster.de.......(128.176.121.55)..../pub/atari/
athene.uni-paderborn.de...(131.234.2.32) ...../atari/
ftp.cs.tu-berlin.de.......(130.149.17.7)....../pub/atari/
pascal.math.fu-berlin.de..(130.133.4.50)....../pub/atari/
ftp.uni-regensburg.de.....(132.199.1.202)...../freeware/software/atari/
vax.ph-cip.uni-koeln.de...(134.95.64.1)..... /pub/atari/
ftp.germany.eu.net........(192.76.144.75)...../pub/comp/atari-st/ (GEM view 2.48)
ftp.uni-stuttgart.de......(129.69.8.13)......./pub/systems/atari/
ftp.informatik.tu-muenchen.de......(131.159.0.198)......../pub/comp/platforms/atari/
ftp.informatik.rwth-aachen.de......(137.226.112.172)....../pub/atari/ (latest "Before
dawn")
wowbagger.pc-labor.uni-bremen.de...(134.102.228.9)......../pub/atari_st/
ma2s2.mathematik.uni-karlsruhe.de..(129.13.115.2)........./pub/atari/
reseq.regent.e-technik.tu-muenchen.de..(129.187.230.225)../pub/comp/platforms/atari/

UK:
---
micros.hensa.ac.uk (148.88.8.84) .......... /micros/atari/

FTP "mirror"-sites:
-------------------
mirror.archive.umich.edu...(128.252.135.4) or (128.193.2.13) or (128.193.4.2) or
...(128.255.21.233) or (128.255.40.200)
nic.switch.ch (130.59.1.40)............/mirror/atari/ (umich.edu, USA)
archive.wustl.edu (128.252.135.4)....../mirrors/archive.umich.edu/atari/ (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)........./packages/atari/umich/ (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)........./packages/atari/uni-paderborn (uni-paderborn,
GERMANY)

DOWNLOADING FILES, Instructions:
--------------------------------
1) Go to the directory where you want the files to be downloaded.
2) ftp [CR].
3) open {ftp address} [CR]. i.e. "open ftp.uni-kl.de" [CR] OR use the number address,
NOT both!
4) "Name": anonymous [CR].
5) "Password": {full e-mail name/address}. i.e. "hallvart@ifi.uio.no" [CR]
6) use "cd" to access the appropriate directory. i.e. "cd pub/atari" [CR]
7) bin [CR]. (set `binary` transfer mode)
8) hash [CR]. (shows 'hash` signs (#####...) when transferring data)
9) get {filename} [CR]. i.e. "get rename.lzh" [CR]
10) mget [CR] to get several files at once. i.e. "mget syst12.Z fixdsk.arc icon4.zip" [CR]
11) prompt [CR] to download several files with "mget" without having to reply "y" for each
file
when asked "get {filename}?".
12) close [CR] to end (go back to ftp and
13) quit [CR] to go back to UNIX or.......
14 bye [CR] to end and go back to UNIX

- bin, hash, prompt will be turned on/off each time it's typed!
- Be sure to check if all modes are set correctly (especially 'bin')!
```

- stat [CR] or; status [CR] will show all modes and where you are connected.
- Most files are compressed. Use an appropriate program on your computer on which the programs
were intended, or in UNIX ....
- uncompress [CR] if ".Z" file
- uudecode [CR] if ".uu" file
- very often, files are still compressed in another format after uncompressing .Z and/or .uu.
Use the appropriate uncompress program for this.
- ls [CR] lists files (shows all files in current directory).
- pwd [CR] shows path. i.e. /pub/mirrors/umich/atari/utilities
- If down-loading several files with similar names use "*".
i.e. "mget *sys" [CR] (will get f.x.; datasys, lm23isys, xlinksys etc...)
i.e. "mget *.lzh" [CR] (will get f.x.; stest.lzh, dw3.lzh, xlba.lzh etc...)
i.e. "mget * [CR] (will get ALL files in the current directory!)
- If your computer doesn't have a disk drive you can "remote login" to another computer (use an
other terminal's disk drive);
- rlogin {computer name} [CR]. i.e. "rlogin hnoss" [CR].
- You can now access the disk just as if it was on your own machine.
- eject [CR] to eject disk on disk-drives without "eject button"

TRANSFERRING FILES TO MS-DOS DISKS

- mcopy {filename} a: [CR] i.e. mcopy microtcx.zoo a:
i.e. mcopy microtcx.zoo icone.lzh shblr.arc a:
- mdir [CR] to show disk-directory/space left.
- fdformat -d [CR] to format an MS-DOS 3.5" 1.44mMb disk ("-d" for MS-DOS)
- fdformat -l -d [CR] to format an MS-DOS 720Kb 3.5" disk ("-l" for "low density")
- mcopy a:{filename on disk} {copy filename} [CR] to get a file from disk to computer.
i.e. "mcopy a:dlist.txt dlist.txt"
- mdel a:{filename} [CR] to delete a file on disk. i.e. "mdel a:dslist.txt".

2611. STacy STuff

Newsgroup: comp.sys.atari.st
Date: 1993-11-28 23:26:01 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <2dbc29$79a@charm.magnus.acs.ohio-state.edu>
Source record: 197690

Are there any utilities out there specifically for use with the STacy?
Perhaps a PowerBook like accessory that allows you to monitor how much battery
power you have left?

What are the names of the patch programs I need for TOS 1.04?
--
Vice | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
President | P.O.BOX 29103 | 8-bit
of: | COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *

2612. C and FPU

Newsgroup: comp.sys.atari.st
Date: 1993-11-29 00:45:30 UTC
From: kfason@csn.org
Message-ID: <CH8A3u.GKw@csn.org>
Source record: 197691

I'm curious if Lattice C has libraries that use the 68882 FPU
co-processor. If so are they with it or seperate. If not, what C lauguage
does?? thanx.

-Kevin Fason "kfason@CSN.Org"

```
---------------------------------------------------------------
| Atari Mega/STe w/FPU | Representative Run PC Computers |
| US Robotics Dual Standard | The STore that ==Runs To You! |
| Multi-Game Hunter ASIC |Higher Educations Computer Source|
| Above Mega 'E for Sale!! | Proudly Supporting Atari! |
---------------------------------------------------------------
```

2613. Re: MicroEmacs 3.12 (was Re: QUESTIONS!)

Newsgroup: comp.sys.atari.st
Date: 1993-11-29 01:19:10 UTC
From: cward@netcom.com
Message-ID: <cwardCH8Bny.J9E@netcom.com>
Source record: 197693
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

0440400-gasteren e.m. van(hv4404)hv-91 (evgaster@hvsag01.ATT.COM) wrote:
> ...
> Version 3.12 of MicroEmacs has been available since April this year.
> You can pick it up from midas.mgmt.purdue.edu in dist/uemacs312.
> ...

When I looked, I didn't see an ST binary, only MS-DOS and MS-Windows versions. I brought the code in only to find that it would not compile with Mark Williams C V2.0. (Although I did manage to get it built under VAX/VMS and OpenVMS AXP.)

The documents that come with the distribution state that for a $25 fee, you can get an up-to-date binary and printable documentation. I sent a check about eight weeks ago and have heard nothing....

So it goes.
--
Internet: cward@netcom.com | Find out about space activism. Call
GEnie: C.WARD7 | OASIS at 310/364-2290 or the National
Slogan: "Nemo me impune lacessit." | Space Society at 202/543-1900.
-*- "Working for a spacefaring civilization and a better tomorrow." -*-

2614. Wanted Used ST games

Newsgroup: comp.sys.atari.st
Date: 1993-11-29 01:41:00 UTC
From: lang@lars.acc.stolaf.edu
Message-ID: <1993Nov29.014100.14251@news.stolaf.edu>
Source record: 197694

I am interested in purchasing used games for my ST. Hopefully in excellent condition with complete manuals and boxes if possible. I've had my ST since 1986, pretty much stopped using it in 1990, and now I've found more time for it. Interested particularily in role-playing games such as the Phantasie or late Ultima series. Also interested in any Rogue-style games.

I'm willing to spend between $5 to $15 for most items, depending on how much it interests me.

Also if any one has a Lotus-like spreadsheet that will work reasonably fast on a 1040 ST, I would be interested in that. I am currently using Lotus 123 on PC Ditto to do my spreadsheet work and it is horribly slow. A Lotus-clone would be ideal.

Steve Lang
lang@stolaf.edu

2615. Re: A bug in NewDesk under TOS 4.04 on Falcon?

Newsgroup: comp.sys.atari.st
Date: 1993-11-29 02:00:38 UTC
From: warwick@cs.uq.oz.au
Message-ID: <16537@uqcspe.cs.uq.oz.au>
Source record: 197698

schwab@ls5.informatik.uni-dortmund.de (Andreas Schwab) writes:

>In article <16500@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison) writes:
>|> One thing to be careful of: make sure you have CR-LF's at the end of
>|> lines, not just LF's.

>Another thing to care of: there must be exactly 128 bytes in the first
>four lines (#a to #d) including CR-LF. These lines were once used by
>the old control.acc. The desktop writes from offset 128 to the file,
>but parses it from the beginning; thus the problems start just when
>you save it from the desktop after you have mangled it.

Gak. Ok, someone out there write a NEWDESK.INF/DESKTOP.INF editor!

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library
/ * <- Computer Science Department, |||||| GEM++ = C++ GEM library
_.-._/ University of Queensland, _// || _ Both are Free Software
_____ v ___ Brisbane, Australia. ______ |_/ || _| ________________________

2616. Re: pfx-ish compression for text files?

Newsgroup: comp.sys.atari.st
Date: 1993-11-29 02:06:16 UTC
From: Jinlung Fung <jf4y+@andrew.cmu.edu>
Message-ID: <EgyJYMu00WB2EhRyNs@andrew.cmu.edu>
Source record: 197695

Excerpts from netnews.comp.sys.atari.st: 26-Nov-93 pfx-ish compression
for tex.. by John Trimble@sdf.lonesta
> Can anyone reccomend a way to compress a text file (spelling checker
> wordlist) so it will self extract. It's about 15% too big for my
> largest-formatted disk, but I'd like to be able to keep the whole list
(rather
> than edit out words). I tried a program called pfx, which seemed to work

To create a self extracting archive, use SFX for Lharc archives or
ZIP2TOS for zip files. If you want the file to be self-extracting in
real time, i.e. it expands automatically when you access it from another
program and compresses itself when writing out, you will need a program
like DC Data Diet. There is a PD program (can't remember the name) that
is supposed to do similar stuff but does not really seem to work well.

Ta Ta For Now,
Michael Fung

Email: jf4y+@andrew.cmu.edu Phone: (412)862-3692
Mail : 1060 Morewood Avenue, Box 1334, Pittsburgh, PA 15213, USA

2617. Re: Falcon 3rd party memory boards

Newsgroup: comp.sys.atari.st
Date: 1993-11-29 02:10:22 UTC
From: Jinlung Fung <jf4y+@andrew.cmu.edu>
Message-ID: <ogyJcCi00WB2AhRncE@andrew.cmu.edu>
Source record: 197692

Excerpts from netnews.comp.sys.atari.st: 27-Nov-93 Falcon 3rd party
memory boards by bill@main.morris.org
> Does anyone have info on any vendors that sell Falcon memory boards? I was
> hoping for one that allows the usage of SIMMs: I have a bunch of 4mb SIMMs
> here just doing nothing, and 4mb is getting tight lately...

I believe Toad computers has one that can be used with SIMMs... give
them a call.

Ta Ta For Now,
Michael Fung

Email: jf4y+@andrew.cmu.edu Phone: (412)862-3692
Mail : 1060 Morewood Avenue, Box 1334, Pittsburgh, PA 15213, USA

2618. Re: Any Speedo-Fonts in the Public Domain???

Newsgroup: comp.sys.atari.st
Date: 1993-11-29 02:35:26 UTC
From: warwick@cs.uq.oz.au
Message-ID: <16538@uqcspe.cs.uq.oz.au>
Source record: 197697

C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:

>The format is encrypted, and the only way to decrypt them is to use
>Speedo itself, or another program that has licensed ($$$ of your
>favourite currency) the encryption keys.

Well, that was a stupid thing for Atari to use then, wasn't it.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library
/ * <- Computer Science Department, |||||| GEM++ = C++ GEM library
_.-._/ University of Queensland, _// || _ Both are Free Software
_____ v ___ Brisbane, Australia. ______ |_/ || _| ________________________

2619. Disk drives, monitor and ST520 for sale

Newsgroup: comp.sys.atari.st
Date: 1993-11-29 02:45:33 UTC
From: benz@ncsa.uiuc.edu
Message-ID: <1993Nov29.024533.26265@ncsa.uiuc.edu>
Source record: 197696

For sale:

SF314 Double side floppy drive w/cable and power supply $ 35
SF354 Single side floppy drive w/cable and power supply $ 20
SC1224 Color monitor w/cable (excellent condition) $100
ST520 Original ST with 512k memory w/ 6 ft disk cable $ 15
(Works fine except for some reason requires reseating
the socket mounted chips every year or so.)
Plus shipping.

Or $150 for the whole bundle and I'll split shipping costs 50/50.

--Ben Zaborowsky benz@ncsa.uiuc.edu or benz@lilly.com

2620. Snapper v0.2 FTP Software DatabasE

Newsgroup: comp.sys.atari.st
Date: 1993-11-29 03:01:04 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2dbolg$o34@news.dmpe.CSIRO.AU>
Source record: 197604
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi there everyone out there in Net-Land!

Well today, after many problems (mainly finals ...) I release the
first official copy of SNAPPER. A few of us (Erlend, Hermann and I)
have noticed that there is a sad lacking of an information system to
find out what software is available for the good old ATARI range of
computers by FTP, so we created a project called SNAPPER. SNAPPER
is/will be a database of all the software we can find for FTP'ing.
The database is similar to the FISH index on the AMIGA (bleurgh ;^))
and the LINUX operating system. By compiling a database of what is
available, we hope to aide those "I've need of a XXXX type program.."
requests, and to ensure that people can always get the latest
software versions. A brief synopsis is in the file itself, as are
the instructions. We welcome all your comments, suggestions, praise!?
and hope that everyone will participate in the project by filling out
entries for us.

Well that's about it, If you have problems, whatever, feel free to
drop me some e-mail at:

karlm@mel.dbc.csiro.au

and I'll endeavour to reply to everyone!

Best Regards,

Karl.

----- 8< ---- CUT HERE FOR SNAPPER v0.2 TEMPLATE ----- 8< -----

```
------------------------------------------------------------------------

SNAPPER - Atari FISH Software DataBase Template

e-mail this to karlm@mel.dbce.csiro.au,
and a copy of the software as well if possible.

+-----------------------------------------+
| Release Date : Friday November 11th, 1993.|
+-----------------------------------------+

------------------------------------------------------------------------
+---------+
| HISTORY |
+---------+
```

Snapper is a DataBase of information about each of the software
packages that are available by FTP for the Atari range of computers.
It was thought that an indexing system whereby people could easily
search for particular types of software, updates of previous software,
etc. should be created. After seeing similar systems on the Amiga
range of computers, (such as the FRED FISH series), and the LSM (Linux
Software Map) for the Linux operating system, it was deemed that not
only was such a tool useful, but in light of all the different sites
around the world which are growing, it is almost a necssity. And so
it began ...

Why 'Snapper'? Well, Snapper is a breed of FISH ..... ;^)

Credits go to Erland Nagel (error@stack.urc.tue.nl) and Hermann Samso
(S_SAMSO@irav1.ira.uka.de) for getting me to do this (even though I
should have been more logical in thinking ... %@))

```
+---------+
| UPDATES |
+---------+
```

New versions of this document will be uploaded to two main sites
directly,
* The University Of Michigan Archives (atari.archive.umich.edu),
* Universiy Of Kaiserslauten (ftp.uni-kl.de)
as they are released. Updates will also be posted to the newsgroups
* comp.sys.atari.st
* comp.sys.atari.8bit
when updated.

```
+--------------+
| INSTRUCTIONS |
+--------------+
```

Firstly, when submitting, ALWAYS use the template below. Not only
does it save time for the Snapper maintainers, but it also stops us
from learning hieroglyphics, etc. ;^) Please submit all entries in
English! It doesn't matter if the english is bad, just make it
understandable. Entries in languages other than English will be
deleted.

Now the key rules.
1. Fill in as much as possible! This usefullness of this DataBase
depends entirely on how much information you can give, so fill 'em
up!
2. Don't delete anything! If you don't have anything to add in, just
leave it BLANK.
3. Also, as above, don't rename anything. If you have suggestions
for changes, e-mail me, Erlend or Hermann, and we'll try to
integrate your ideas into the next revision. Otherwise,
leave the sheet alone!
4. Once finished, e-mail the completed copy to me
(karlm@mel.dbce.csiro.au)!

5. Also, if you notice any changes or corrections that are necessary,
mark them on a copy of the template. This makes it easier for me
to understand changes, and it also aides you in trying to explain
the changes!

Thanks for putting in the time and filling out this template. Your
time and enthusiasm will help all Atari users out there, and your help
will ensure that the Snapper DataBase will continue to become a
trusted resource in the Atari Community.

Best Regards,

Karl.

(Karl Meyland) (karlm@mel.dbce.csiro.au)

Sample Guide :

Program Name : The name of the program!
Program Type : Ray Tracer, Text Editor, Sound Editor, etc.
Version Number : Revision number - i.e. v1.0.a
Release Date : The date this version was released - DDMMYY
Intended Systems : Falcon 030, STf, etc.
Minimum Requirements :
Memory : 1 Mb ST Ram, 1 Mb TT Ram
Processor : 68030, 68881
DMA-Sound : Not Necessary
TOS Version : 1.4 +
Other : Joystick, NVDI v2.5, etc.
8-Bit Prog? : No. - Is it intended for 8-bit computers?
Written By :-
Name : The Author's name
Address : Their Address i.e.
: 2/114 Walpole St,
: Kew,
: 3101
Country : The Author's Country of residence - i.e. Australia
Telephone : Number & Preferred Hours - +41 3 853 9622, 18:00-20:00
E-Mail : Internet E-Mail Address - karlm@mel.dbce.csiro.au
Contact Method : E-Mail - Respect what the authors want! (not
everyone wants lotsa E-Mail ...)
Program Description : What does it do? Is it a 24bit Targa Raytracer,
: or a Vector Graphic Program, or what?
:
:
:
Archive Name : The name of the original archvie, ORIG1.ZIP
Archive Size : How big is it? In Kb or Mb, 423Kb , 1.4 Mb, etc.
FTP Dist. Site : ftp.uni-kl.de
Site Path Name : /pub/atari/test

```
Known Bugs/
Incompatibilities : What doesn't it work with? Tos v2.06, NVDI,
: DeskTracker v1.5, Color Monitors, etc.
:
:
:
Submitted By : Who submitted this completed template,
e-mail : Their e-mail address,
snail : And their snail-mail Address.
:
:
:

-------------------- 8< -- Cut Here -- 8< ----------------------------
--------------------------------------------------------------------------
SNAPPER DATABASE LISTING ENTRY SHEET v0.2
--------------------------------------------------------------------------
Program Name :
Program Type :
Version Number :
Release Date :
Intended Systems :
Minimum Requirements :-
Memory :
Processor :
DMA-Sound :
TOS Version :
Other :
8-Bit Prog? :
Written By :-
Name :
Address :
:
:
:
Country :
Telephone :
E-Mail :
Prefferred -
Contact Method : E-Mail / Post (Snail Mail) / Phone
Program Description :
:
:
:
:
Archive Name :
Archive Size :
FTP Dist. Site :
Site Path Name :
Known Bugs/
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Incompatibilities :
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:
:
:
Submitted By :
e-mail :
snail :
:
:
:
Submission Date :

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| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| Work: +61 3 252 6222 Fax: +61 3 252 6244 Home: +61 3 853 9622 |

2621. Re: PCB Design Software for the ST?

Newsgroup: comp.sys.atari.st
Date: 1993-11-29 03:14:56 UTC
From: ABARBIERO@delphi.com
Message-ID: <931128.80096.ABARBIERO@delphi.com>
Source record: 197699

There WAS a program that would allow you to design a PCB, it WAS commercial
but I do not know it's present status. I will look to see if I can
find it's name. One of the ST dealers should have a copy lying around.

Andreas@AEO
ABARBIERO@Delphi.com

2622. Snapper v0.2 FTP Software DataBase

Newsgroup: comp.sys.atari.st
Date: 1993-11-29 03:17:48 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2dbpks$o48@news.dmpe.CSIRO.AU>
Source record: 197605

Hi there everyone out there in Net-Land!

Well today, after many problems (mainly finals ...) I release the
first official copy of SNAPPER. A few of us (Erlend, Hermann and I)
have noticed that there is a sad lacking of an information system to
find out what software is available for the good old ATARI range of
computers by FTP, so we created a project called SNAPPER. SNAPPER
is/will be a database of all the software we can find for FTP'ing.
The database is similar to the FISH index on the AMIGA (bleurgh ;^))
and the LINUX operating system. By compiling a database of what is
available, we hope to aide those "I've need of a XXXX type program.."
requests, and to ensure that people can always get the latest
software versions. A brief synopsis is in the file itself, as are
the instructions. We welcome all your comments, suggestions, praise!?
and hope that everyone will participate in the project by filling out
entries for us.

Well that's about it, If you have problems, whatever, feel free to
drop me some e-mail at:

karlm@mel.dbc.csiro.au

and I'll endeavour to reply to everyone!

Best Regards,

Karl.

----- 8< ---- CUT HERE FOR SNAPPER v0.2 TEMPLATE ----- 8< -----

```
------------------------------------------------------------------------

SNAPPER - Atari FISH Software DataBase Template

e-mail this to karlm@mel.dbce.csiro.au,
and a copy of the software as well if possible.

+-----------------------------------------+
| Release Date : Friday November 11th, 1993.|
+-----------------------------------------+

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+---------+
| HISTORY |
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Snapper is a DataBase of information about each of the software
packages that are available by FTP for the Atari range of computers.
```

It was thought that an indexing system whereby people could easily search for particular types of software, updates of previous software, etc. should be created. After seeing similar systems on the Amiga range of computers, (such as the FRED FISH series), and the LSM (Linux Software Map) for the Linux operating system, it was deemed that not only was such a tool useful, but in light of all the different sites around the world which are growing, it is almost a necssity. And so it began ...

Why 'Snapper'? Well, Snapper is a breed of FISH ..... ;^)

Credits go to Erland Nagel (error@stack.urc.tue.nl) and Hermann Samso (S_SAMSO@irav1.ira.uka.de) for getting me to do this (even though I should have been more logical in thinking ... %@))

```
+---------+
| UPDATES |
+---------+
```

New versions of this document will be uploaded to two main sites directly,
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* Universiy Of Kaiserslauten (ftp.uni-kl.de)
as they are released. Updates will also be posted to the newsgroups
* comp.sys.atari.st
* comp.sys.atari.8bit
when updated.

```
+--------------+
| INSTRUCTIONS |
+--------------+
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Now the key rules.
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2. Don't delete anything! If you don't have anything to add in, just leave it BLANK.
3. Also, as above, don't rename anything. If you have suggestions for changes, e-mail me, Erlend or Hermann, and we'll try to integrate your ideas into the next revision. Otherwise, leave the sheet alone!
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mark them on a copy of the template. This makes it easier for me
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Thanks for putting in the time and filling out this template. Your
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Karl.

(Karl Meyland) (karlm@mel.dbce.csiro.au)

Sample Guide :

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Program Type : Ray Tracer, Text Editor, Sound Editor, etc.
Version Number : Revision number - i.e. v1.0.a
Release Date : The date this version was released - DDMMYY
Intended Systems : Falcon 030, STf, etc.
Minimum Requirements :
Memory : 1 Mb ST Ram, 1 Mb TT Ram
Processor : 68030, 68881
DMA-Sound : Not Necessary
TOS Version : 1.4 +
Other : Joystick, NVDI v2.5, etc.
8-Bit Prog? : No. - Is it intended for 8-bit computers?
Written By :-
Name : The Author's name
Address : Their Address i.e.
: 2/114 Walpole St,
: Kew,
: 3101
Country : The Author's Country of residence - i.e. Australia
Telephone : Number & Preferred Hours - +41 3 853 9622, 18:00-20:00
E-Mail : Internet E-Mail Address - karlm@mel.dbce.csiro.au
Contact Method : E-Mail - Respect what the authors want! (not
everyone wants lotsa E-Mail ...)
Program Description : What does it do? Is it a 24bit Targa Raytracer,
: or a Vector Graphic Program, or what?
:
:
:
Archive Name : The name of the original archvie, ORIG1.ZIP
Archive Size : How big is it? In Kb or Mb, 423Kb , 1.4 Mb, etc.
FTP Dist. Site : ftp.uni-kl.de
Site Path Name : /pub/atari/test
Known Bugs/

```
Incompatibilities : What doesn't it work with? Tos v2.06, NVDI,
: DeskTracker v1.5, Color Monitors, etc.
:
:
:
Submitted By : Who submitted this completed template,
e-mail : Their e-mail address,
snail : And their snail-mail Address.
:
:
:

-------------------- 8< -- Cut Here -- 8< ----------------------------
--------------------------------------------------------------------
SNAPPER DATABASE LISTING ENTRY SHEET v0.2
--------------------------------------------------------------------
Program Name :
Program Type :
Version Number :
Release Date :
Intended Systems :
Minimum Requirements :-
Memory :
Processor :
DMA-Sound :
TOS Version :
Other :
8-Bit Prog? :
Written By :-
Name :
Address :
:
:
:
Country :
Telephone :
E-Mail :
Prefferred -
Contact Method : E-Mail / Post (Snail Mail) / Phone
Program Description :
:
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Archive Name :
Archive Size :
FTP Dist. Site :
Site Path Name :
Known Bugs/
Incompatibilities :
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Submitted By :
e-mail :
snail :
:
:
:
Submission Date :

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| Work: +61 3 252 6222 Fax: +61 3 252 6244 Home: +61 3 853 9622 |

2623. Re: Falcon 3rd party memory boards

Newsgroup: comp.sys.atari.st
Date: 1993-11-29 03:18:42 UTC
From: ABARBIERO@delphi.com
Message-ID: <931128.80322.ABARBIERO@delphi.com>
Source record: 197700

Call TOAD computers in Maryland, they should have the UK import of the
F030 memory board that allows SIMM memory.

1-800-448-8623
410-544-6943 (INFO LINE)

Andreas@AEO
ABARBIERO@Delphi.com

2624. Re: Any Speedo-Fonts in the Public Domain???

Newsgroup: comp.sys.atari.st
Date: 1993-11-29 03:37:45 UTC
From: ABARBIERO@delphi.com
Message-ID: <931128.81465.ABARBIERO@delphi.com>
Source record: 197601

I think thats just the way Speedo does things, since they licence their methodology to anyone who will pay, they don't want any cross using of fonts. I think we can chalk this one up to the Speedo boys. Although it WAS a smart idea to go with a cross-platform font.

Andreas@AEO
ABARBIERO@Delphi.com

2625. Re: Desktop icons (Was: Re: New files uploaded to ftp.cs.ruu.nl)

Newsgroup: comp.sys.atari.st
Date: 1993-11-29 03:39:49 UTC
From: ABARBIERO@delphi.com
Message-ID: <931128.81589.ABARBIERO@delphi.com>
Source record: 197602

Not really, with ORCS you can pull in icons from another RSC, or from the ones you create with the program. I have several hundred in my file on my MSTe and my TT030.

Andreas@AEO
ABARBIERO@Delphi.com

2626. Re: 30/1

Newsgroup: comp.sys.atari.st
Date: 1993-11-29 03:42:31 UTC
From: ABARBIERO@delphi.com
Message-ID: <931128.81751.ABARBIERO@delphi.com>
Source record: 197603

I believe there is a genlocker/framgrabber from JRI out. I have to check, just being back from a Japan deployment I missed out on a lot in the past 6 months.

Andreas@AEO
ABARBIERO@Delphi.com

2627. Re: A bug in NewDesk under TOS 4.04 on Falcon?

Newsgroup: comp.sys.atari.st
Date: 1993-11-29 04:15:20 UTC
From: wells_s@jethro
Message-ID: <2dbt0o$bs1@golem.wcc.govt.nz>
Source record: 197606

After a suggestion from Warwick, I'm starting work on a full NEWDESK/DESKTOP
INF file editor. The tricky part is the interface, the program itself
will then come easy! The right number of spaces has to exist on the '#d'
line, otherwise, as said, the desktop ceases to operate properly.
(I know mine does!). I should even be able to make a resolution
independant desktop adjuster, so you can have a desktop that looks the
same for every different resolution. (Only really useful if you use
something like Superboot which can select the different res's!).

I won't be able to support falcon res's, as I don't have, and can't get
a Falcon to test it on!

```
/-------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, O O |
| you can be 100% sure that it will! o |
| WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/
```

2628. DC PORT

Newsgroup: comp.sys.atari.st
Date: 1993-11-29 04:18:50 UTC
From: raymond@sys6626.bison.mb.ca
Message-ID: <4TDRDc3w165w@sys6626.bison.mb.ca>
Source record: 197613

Hi first time at doing this on this Board.
I'm looking for a DC PORT to allow me to run a multi line board on my ST, these boards anr no longer available, and I think they were made by Mishtron, which if I'm correct is also no longer around. I'm using a MEGA STE which I have run multi line but I don't want to tie up my GOOD computer, I thought I'd use an older 1040 ste for the board with hard drives of course. If someone knows where I may get one or knows how to build on please get back to me.

Raymond Cheetham

2629. Re: Any Speedo-Fonts in the Public Domain???

Newsgroup: comp.sys.atari.st
Date: 1993-11-29 04:48:35 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CH8LD0.Ly1@sdf.lonestar.org>
Source record: 197622

In article <16499@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>Is it possible for a user to produce Speedo-compatible fonts?
>
>If so, the GNU Font Utilities could lend a hand to this process.
>
>What about conversion from other formats? I have an excellent
>"Old English" PageStream font that I spent 30 hours creating.
>
>SpeedoGDOS font editor maybe? (Sound like fun...)
>
>Anyone have specs on the format?
>
>--
>Warwick
> _-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library
> / * <- Computer Science Department, |||||| GEM++ = C++ GEM library
> _.-._/ University of Queensland, _// || _ Both are Free Software
>_____ v ___ Brisbane, Australia. ______ |_/ || _| ________________________

Is it worth it? Speedo GDOS just doesn't impress me from the sound of
it. I hear compatibility is not very good, it does slow printer output
(geez it uses BIOS character-by-character output!), and the number of
drivers is limited. Not to mention that Speedo isn't the most popular
of formats.

I's like to see someone create either a new GDOS that used a more popular
font format, or a font converter like yuo mentioned to be able to convert
fonts from a popular format to Speedo.

As for postscript, there is a program around that will convert Metafiles
to postscript. And of course, once in postscript you can use GNU Ghostscript
to drive your printer.

If only ATARI were to spend some money on programmers to take care of this
kinda stuff.

2630. Re: Any Speedo-Fonts in the Public Domain???

Newsgroup: comp.sys.atari.st
Date: 1993-11-29 04:52:34 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CH8LJM.M3t@sdf.lonestar.org>
Source record: 197621

```
============
The font *header* format is available (but of debatable value
considering the previous comments) and is published in the Compendium
and also HiSoft's Modern Atari System Software (whatever the name is).
============

The ATARI platform has tons of people wasting energy trying to crack
sharware keys and crack Cubase <grin>. Why not put that energy into
discovering whatever font encryption is being used. Then its a matter of
encrypting the fonts so that they can be decrypted,

Or, you could hack Speedo so that it could use either the normal ATARI fonts
or the ones with X11. You said that X11 came with all the source right?
```

2631. Re: Falcon040

Newsgroup: comp.sys.atari.st
Date: 1993-11-29 04:56:56 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CH8Lqx.M9E@sdf.lonestar.org>
Source record: 197623

```
==================
OG> Just a few corrections. TimeWorks is NOT a dead product.
OG> Calligrapher works with Let'emFly and under Geneva and MultiTOS.
And Softlogik have still to decide on a version 3 of PGStream on the
Atari.
==================

Use Calligrapher and Let 'Em Fly with a question field. If you press
C, for some reason Let Em Fly doesn't realize you have an editable field
and will cancel the dialog. I can't even get my formula editor to work.
I just get bombs.
```

2632. List of released/upcoming FALCON GAMES?

Newsgroup: comp.sys.atari.st
Date: 1993-11-29 05:08:28 UTC
From: mr2@irz.inf.tu-dresden.de
Message-ID: <2dc04c$m94@irz301.inf.tu-dresden.de>
Source record: 197607

Anyone got a list with Falcon games which are out/will coming out in the
next six months? I don't want to re-read the list which was provided by
Atari at the last CeBIT!

Matthias
--

.------------------+---.
| Matthias Rauhut \ |
| \ TCP/IP-Mail: mr2@irz.inf.tu-dresden.de |
| / IRC:st-guru |
| / |
+------------------+---+
| My profession? .GIF-hunter as a full-time-job,what else? |
| Only a dead GIF is a good GIF! - God bless True Color! |
`--'

2633. Re: pfx-ish compression for text files?

Newsgroup: comp.sys.atari.st
Date: 1993-11-29 05:18:04 UTC
From: asmith@zero.cypher.com
Message-ID: <1993Nov29.051804.6871@nuchat.sccsi.com>
Source record: 197608

In article <EgyJYMu00WB2EhRyNs@andrew.cmu.edu> Jinlung Fung <jf4y+@andrew.cmu.edu> writes:
>program and compresses itself when writing out, you will need a program
>like DC Data Diet. There is a PD program (can't remember the name) that
>is supposed to do similar stuff but does not really seem to work well.

On the contrary... It's called AFX and works beautifully! I've never had one
problem with it. Gets 50k/second on a stock ST, more on a faster one and
saves lots of precious disk space. MUCH more stable than Data Diet.

--

□ |||| This is an \|||| □
Andrew O. Smith |||| unregistered \|||| AtariBot's Master
asmith@cypher.com |||| evaluation /|||| GEnie: L.SMITH70
□ |||| .signature /|||| □

2634. Re: Falcon 3rd party memory boards

Newsgroup: comp.sys.atari.st
Date: 1993-11-29 06:57:29 UTC
From: Gordie Meyer ATARI UNITED cofounder <BIBLINSKI@delphi.com>
Message-ID: <931129.07049.BIBLINSKI@delphi.com>
Source record: 197609

chro_MAGIC is also selling the RAM Gizmo F030 memory upgrade board. It's
a tiny little thing that uses standard SIMMs. It retails for $99.00 US.
They can be reached at (417) 623-7393, or via e-mail: jimcollins@delphi.com

--
..|'''.| '|| || > Gordie Meyer
.|' ' .... || ... . > P.O. Box 1982
|| .... .| |. ||' '' .' '|| || || .|' > Ames, IA 50010-1982
'|. || || || || |. || || ||' > USA
''|...'| '|..|' .||. '|..'||. .||. '|..|' > biblinski@delphi.com
==> This sig idea flagrantly stolen. So sue me. > ATARI UNITED!

2635. Re: C and FPU

Newsgroup: comp.sys.atari.st
Date: 1993-11-29 06:58:53 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.41010@cix.compulink.co.uk>
Source record: 197610

In article <CH8A3u.GKw@csn.org>, kfason@csn.org (Kevin Fason) writes:
>
>I'm curious if Lattice C has libraries that use the 68882 FPU
>co-processor. If so are they with it or seperate. If not, what C lauguage
>does?? thanx.
>

Yes it does. That's what I used in GEMBench for the float test. It comes
as part of the package.

Ofir ogal@cix.compulink.co.uk

2636. Re: 30/1

Newsgroup: comp.sys.atari.st
Date: 1993-11-29 08:35:52 UTC
From: Lexicor@world.std.com
Message-ID: <CH8vvt.A9E@world.std.com>
Source record: 197611

In article <931128.81751.ABARBIERO@delphi.com>, <ABARBIERO@delphi.com> wrote:
>I believe there is a genlocker/framgrabber from JRI out. I have to check,
>just being back from a Japan deployment I missed out on a lot in the past
>6 months.
>
>Andreas@AEO
>ABARBIERO@Delphi.com

As a matter of fact there IS a genlock and framegrabber available from JRI.
However there is als one from Wizztronics (Genlock/Framegrabber), and I think
Titan Designs in the UK.

Microdeal/Hisoft have a nice, inexpensive Frame Grabber solution as well as
MATRIX in Germany, both can do virtual color grabbing I think, what I mean is
that even though you are no in 24bit, it would still grab in 24bit.

Not the right way to put it...but then again it's 3:35 am here now <grin>

As for the Falcon to display to separate displays on TV and/or VGA or Monitor,
I don't think that is possible at all.

Yat

2637. Re: A bug in NewDesk under TOS 4.04 on Falcon?

Newsgroup: comp.sys.atari.st
Date: 1993-11-29 08:49:59 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.41487@cix.compulink.co.uk>
Source record: 197612

In article <2dbt0o$bs1@golem.wcc.govt.nz>, wells_s@jethro (Steve Wells) writes:
>
>After a suggestion from Warwick, I'm starting work on a full NEWDESK/DESKTOP
>INF file editor. The tricky part is the interface, the program itself
>will then come easy! The right number of spaces has to exist on the '#d'
>line, otherwise, as said, the desktop ceases to operate properly.
>(I know mine does!). I should even be able to make a resolution
>independant desktop adjuster, so you can have a desktop that looks the
>same for every different resolution. (Only really useful if you use
>something like Superboot which can select the different res's!).
>
>I won't be able to support falcon res's, as I don't have, and can't get
>a Falcon to test it on!
>

If you want, I can mail you a Falcon NEWDESK.INF to check and I'll be
happy to test the program on a Falcon.

Ofir ogal@cix.compulink.co.uk

2638. PPP for Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1993-11-29 09:20:53 UTC
From: partingt@fwi.uva.nl
Message-ID: <2dcetl$52n@hermes.fwi.uva.nl>
Source record: 197614

Hi everyone,

Does an implementation of PPP exist for the Atari ST?
PPP (Point-to-Point Protocol) is a protocol like SLIP to connect to the
Internet via serial lines.

Thanks, Vincent.
--
BLABLABLABLABLABLABLABLABLABLABLABLABLABLABLA Internet : partingt@fwi.uva.nl
BLABLABLABLABLABLABLABLABLABLABLABLABLABLABLA vincent@tnc.nl
BLABLABLABLABLABLABLABLABLABLABLABLABLABLABLA FidoNet : 2:281/202.15
BLABLABLABLABLABLABLABLABLABLABLABLABLABLABLA NeST : 90:500/202.15

2639. HPLaserjet4L configuration with ATARI ST...

Newsgroup: comp.sys.atari.st
Date: 1993-11-29 09:33:30 UTC
From: sem92w9@stud.ee.ethz.ch
Message-ID: <sem92w9.754565610@tardis-a1>
Source record: 197615

Did anyone write a prog to configure the laserjet 4L with the ATARI ST?
There is only a MSDOS version available, perhaps you have got some document-
ation about it, like transmit-protocol, codes and so on.
Thanks everybody

Mathew

2640. (Now) Thinking about OkiLaser 400's (too)

Newsgroup: comp.sys.atari.st
Date: 1993-11-29 09:43:00 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Nov29.044300.25183@bsu-ucs>
Source record: 197620
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Well, after a short discussion with a close relative, I am now considering an OkiLaser 400 (as well as the Cannon BJ200).

I would appreceiate any reflective comments about pros/cons/compatibility/et al.

BTW, my dad has this laser printer and really seems to like it. Over Thanksgiving I did some printing from Wordperfect and Drawperfect. My results seems to show that text-printing is outstanding (beats the daylights out of my Panasonic KX-P1091i I'm using presently!! :), but I'm unsure of graphics -- the Drawperfwect output seemed a little chunky, but I think I might have had Printer Control set to output "medium quality" graphics. Is "high quality" a marked improvement?

Also, I'm thinking that bumoing the '400 up to at least 1.2 meg would be ideal -- how much will this upgrade cost me?

Also, what about toner/drum replacement cost/ease?

Thanks for _any_ information! :-)
--

-=[Matt McCabe]=-
-=[E-mail to 01mbmccab@virgo.bsuvc.bsu.edu]=-

2641. Jaguar mailorder

Newsgroup: comp.sys.atari.st
Date: 1993-11-29 09:44:32 UTC
From: an53758@anon.penet.fi
Message-ID: <095314Z29111993@anon.penet.fi>
Source record: 197616
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

Followup-To:comp.sys.atari.advocacy

!The Jaguar 64bit game machine has arrived! It is packed with a
action strategy game called Cybermorph (similar to Rescue on
Fractalus) that is fun and absorbing. Keep a watch out for
DOOM from id Software and 3D Aliens versus Predator too.

Ok to get it mail order call any of these folx :

G&G Software 800-262-7462 (~$249)

J&R Music World 800-221-8180 (~$239)

The Wiz (908) 602-1950 (~$249)

Next thing to do is replace the flaky Jaguar RF modulator/cable
with the Jaguar SVIDEO/Stereo cable from Redmond Cable. Run (do
not walk) with your order to 17371-A1 NE 67th Street, Redmond,
WA 98052 (or call (206) 882-2009). Use a Sega/SNES modulator and
cable if you have to but get the Redmond cable if yu can!

Any other info about the other new consoles?

-ron

To find out more about the anon service, send mail to help@anon.penet.fi.
Due to the double-blind, any mail replies to this message will be anonymized,
and an anonymous id will be allocated automatically. You have been warned.
Please report any problems, inappropriate use etc. to admin@anon.penet.fi.

2642. Re: WOW - Falcon Games...

Newsgroup: comp.sys.atari.st
Date: 1993-11-29 09:49:30 UTC
From: <>
Message-ID: <2dcgja$100p@info2.rus.uni-stuttgart.de>
Source record: 197617

In article <H.eg.9n4MR9LYwbM@nasim.sta.sub.org>,
Frank Bartels <knarf@nasim.sta.sub.org> wrote:
>Craig.Graham@newcastle.ac.uk (Craig Graham) writes:
>>By the way - has anyone managed to get VERTICAL to work yet? I cann't find an
>>archive with a working copy on it.
>
>Same problem. ;(

You have to start this game on a RGB/TV-Monitor and with a resolution of
640x480 (16 colors) at minimum! The game seems to have trouble with allocating
new memory before switching the resolution...

Ciao, Heiko.

+---+
| Heiko Hartmann | MEMBERS OF |
| higgi@yeti.faveve.uni-stuttgart.de | GOOD TASTE Taste-Ware! |
+---+

2643. Re: Re:MiNT and Neodesk 3

Newsgroup: comp.sys.atari.st
Date: 1993-11-29 10:00:00 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.93Nov29110000@issan.informatik.uni-dortmund.de>
Source record: 197618
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Nov26.134056.3503@crosfield.co.uk>, mjw@crosfield.co.uk (Mike Wilsher) writes:

|> Just a simple question on using MiNT
|> Is there any way of running Neodesk 3 under MiNT.
|> TOS version is 1.4
[...]
|> If you try and run Neoload in the auto folder, after MiNT nothing happens,
|> again reasonable because MiNT takes over when it is run and presumably will
|> miss out any other auto folder programs.

Newer versions of MiNT (i don't know which version, probably after 1.04) will also run the auto folder programs after itself, i.e. it doesn't have to be the last auto program. It also fiddles with the basepage chain so that MiNT is not visible. Thus maybe a newer version of MiNT can help you.

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

2644. Re: PCB Design Software for the ST?

Newsgroup: comp.sys.atari.st
Date: 1993-11-29 10:02:48 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <2dchc8Eepc@uni-erlangen.de>
Source record: 197619

ms20@carson.u.washington.edu (R. Fahl) writes:

>I'm looking for a program that will let me convert simple to medium
>complex schematics to printed circuit patterns. Is there such an animal
>for the ST? I prefer PD, but commercial interests me too.

There are lots of them in German. For example our's called Route It and
Circu It. The programs are available with english resource, but only german
manual (sorry - not much interest for such programs in the US normally).

--
Harald Schoenfeld (IRC Nick: Equinoxe) | If he's your friend
Harald.Schoenfeld@rzmail.uni-erlangen.de | you don't need enemies

2645. Re: Building a Cross compiler on BSDI

Newsgroup: comp.sys.atari.st
Date: 1993-11-29 10:33:08 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.93Nov29113308@issan.informatik.uni-dortmund.de>
Source record: 197624
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <2d8qmt$kdi@r-node.io.org>, mike@r-node.io.org (Mike Stramba) writes:

|> I'm trying to build a gcc cross compiler on a BSDI system, to generate
|> ST executables.

|> So far I've built cc,gcc,as68k and ld.

|> Now I need a libgcc.a file, according to the docs it *cannot* be created
|> with gcc ????

You don't need it, everything is included in the (MiNT/GNU) library
for the ST. Just make it an empty library, if at all.

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

2646. Falcon TOS's?

Newsgroup: comp.sys.atari.st
Date: 1993-11-29 10:54:40 UTC
From: kgrubb@cee.hw.ac.uk
Message-ID: <1993Nov29.105440.15060@cee.hw.ac.uk>
Source record: 197626

Hi, I realise that TOS 4.04 is an improvement on previous 4.*'s (bug fixes etc), but can anybody actually tell me what the differences are? I used to have TOS 4.01 but I now have TOS 4.02, is it worth it to upgrade to TOS 4.04? I also know that some early Falcons ROM's were EPROMS, ie rewritable so cheaper to upgrade (~25 uk pounds). Is there anyway of telling if my Falcon has EPROMS without actually looking?

Thanks in advance, Kevin.

2647. Re: Falcon030 new casing ?

Newsgroup: comp.sys.atari.st
Date: 1993-11-29 11:09:43 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CH9307.5vH@barclays.co.uk>
Source record: 197628

In article <H.eg.0p9ueAfFJoI@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
|> In <1993Nov18.162658.29548@dmu.ac.uk>, SG Yardley writes:
|> > At the recent FES show in London, a friend swore blind that he saw a lonely
|> > Falcon but it was in a 'PC styled' case.
|> > Also on the cover of ST Format there is a picture of such a machine. It looks
|> > a bit like the old Mega ST casing (not even MSTE !!)
|> >
|> > Anyone confirm deny this ??
|>
|> Sounds like wishful thinking to me. Atari's shown no interest in
|> improving the Falcon030 since its initial
I spoke to Atari UK last week. They told me they were intending to use Jaguar
revenue to fund further Falcon development.

--
+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

2648. Re: Dungeon Master 2 will be coming out for...

Newsgroup: comp.sys.atari.st
Date: 1993-11-29 11:42:58 UTC
From: andrew@minster.york.ac.uk
Message-ID: <754573377.9631@minster.york.ac.uk>
Source record: 197485

I'll be buying DM2 for the Atari Falcon if it comes out. I think DM
was one of the best games ever. I'm ordering Ishar and Ishar II from
Daze today, to substitute for it for Christmas.
DM2 will sell like hot cakes on all formats. I was
really annoyed when Monkey Island II wasn't released on the ST. I
bought a cheap 286 PC just so I could play it. I'll keep the PC in its
box just in case DM2 doesn't come out for the ST. No doubt it will be
486DX only, with 8 Meg ram and 90Meg HD as minimum!! Bloody IBM's!

2649. >St hard disk interface info wanted

Newsgroup: comp.sys.atari.st
Date: 1993-11-29 12:09:10 UTC
From: mcscs2gr@dct.ac.uk
Message-ID: <1993Nov29.120910.9505@dct.ac.uk>
Source record: 197627

I am looking for address for a atari st hard disk interface (interface only)
or Circuit diagrams for one i will build it - offers of a compleate unit would
be ok ...

Gav

Please Email to :
Mcscs2gr@dit.ac.uk

2650. Re: (Now) Thinking about OkiLaser 400's (too)

Newsgroup: comp.sys.atari.st
Date: 1993-11-29 13:01:58 UTC
From: richie@imtired.itm.com
Message-ID: <richie.01C5D5C0@imtired.itm.com>
Source record: 197630

In <1993Nov29.044300.25183@bsu-ucs> 01mbmccabe@leo.bsuvc.bsu.edu writes:
If I'm not mistaken a new drum for the Oki 400 is almost the cost of a new printer. Call your local supplier/pc expert before you make the jump. We purchased a Canon BJ-300 2 years ago without checking first. It is one of the few bubble jet printers that has the print head seperate from the ink supply. As a result we had to install a new head at 13 months (just out of warrants) for almost $200.00. Printers such as the 200 and 10e have the head as part of the ink supply. Also if you go for the bubble jet make sure you can get paper that will work in 360x360 when using bold or desktop publishing without paying high prices.

--
I got hit with the .signature virus..... help me!
Atari computers, inexpensive and fun to boot!

2651. Re: PCB Design Software for the ST?

Newsgroup: comp.sys.atari.st
Date: 1993-11-29 13:21:51 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CH994G.A72@newcastle.ac.uk>
Source record: 197631

In article <2dchc8Eepc@uni-erlangen.de>, mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) writes:
>ms20@carson.u.washington.edu (R. Fahl) writes:
>
>>I'm looking for a program that will let me convert simple to medium
>>complex schematics to printed circuit patterns. Is there such an animal
>>for the ST? I prefer PD, but commercial interests me too.
>
>There are lots of them in German. For example our's called Route It and
>Circu It. The programs are available with english resource, but only german
>manual (sorry - not much interest for such programs in the US normally).
>
>
>--
> Harald Schoenfeld (IRC Nick: Equinoxe) | If he's your friend
> Harald.Schoenfeld@rzmail.uni-erlangen.de | you don't need enemies

Where can I find some of these German PCB layout prg's ?

Craig.

2652. GCC object file utility

Newsgroup: comp.sys.atari.st
Date: 1993-11-29 14:02:27 UTC
From: millsp@govonca.gov.on.ca
Message-ID: <1993Nov29.140227.8104@govonca.gov.on.ca>
Source record: 197632

I'm interested in a program which would allow me to create a valid object file from any data file. As input, I would expect to specify a file name and a symbol name. The output would be a ".o" file that enabled the linker to resolve my symbol name when it was used as an extern in other modules.

If such a program already exists, I'd appreciate knowing its name and address. If the ".o" format is documented in any concise manner, that would be almost as useful. Otherwise, I'll try decoding the GCC source.

". . .and he was never heard from again. . . ." :-)

2653. firt time test

Newsgroup: comp.sys.atari.st
Date: 1993-11-29 14:25:03 UTC
From: bhanses@vnet.IBM.COM
Message-ID: <19931129.052548.166@almaden.ibm.com>
Source record: 197573

```
Disclaimer: This posting represents the poster's views, not those of IBM
News-Software: Usenet 3.1
X-X-From: Bernd Hanses

This is just a test to check for succesful operation. Please ignore.
Best regards, Bernd Hanses
```

2654. Re: Falcon030 new casing ?

Newsgroup: comp.sys.atari.st
Date: 1993-11-29 14:40:21 UTC
From: sanders@sci.kun.nl
Message-ID: <CH9CrA.85H@sci.kun.nl>
Source record: 197633

In <CH9307.5vH@barclays.co.uk> Iain.Laskey@barclays.co.uk writes:

>In article <H.eg.0p9ueAfFJoI@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
>|> In <1993Nov18.162658.29548@dmu.ac.uk>, SG Yardley writes:
>|> > At the recent FES show in London, a friend swore blind that he saw a lonely
>|> > Falcon but it was in a 'PC styled' case.
>|> > Also on the cover of ST Format there is a picture of such a machine. It looks
>|> > a bit like the old Mega ST casing (not even MSTE !!)
>|> >
>|> > Anyone confirm deny this ??
>|>
>|> Sounds like wishful thinking to me. Atari's shown no interest in
>|> improving the Falcon030 since its initial
>I spoke to Atari UK last week. They told me they were intending to use Jaguar
>revenue to fund further Falcon development.

I read an article in the latest Atari ST Nieuws (Dutch) in which there
was a review of a casing for the Falcon030. It was basically just a
cover for the keyboard part on which you can place the monitor. The
diagonal slits remain visible. Price: HFl 299,- or about $156.

In the same mag, I found the lowest street price for a F030/4/84: HFl 2299,-,
or about $1200. And a set: F030, 68882, Color monitor, ScreenBlaster
and some software (Cybermorph and some other thing), for HFl 3333,-,
about $1740. It's getting more and more interesting, huh?

Sander STоks
sanders@sci.kun.nl

2655. Re: QUESTIONS!

Newsgroup: comp.sys.atari.st
Date: 1993-11-29 15:00:32 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.rpYHbXegdCs@semprini.waterloo-rdp.on.ca>
Source record: 197637
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <CGt28I.Dp8@sdf.lonestar.org>, Evan Langlois writes:
> I mean something that would help in porting a GEM application to a TermCap
> TOS-based application. Actually, a GEM version of curses also sounds good.
> But it would be nice to able to create a Termcap version of a GEM program
> without TOO much trouble, that way you could port a GEM application to
> DOS or Un*x without too much trouble. You could character graphics and
> line drawing symbols for the widows, the menu bar would just be text like
> a DOS app, etc. Is it possible?

Sure it's possible, but it's disgusting... Those hellspawn DOS apps that
wish they had a real GUI (ex, DOS 5's "edit" and "dosshell") are evil,
and really, really bad to use.

If you used C++ and abstracted your input/output, you could write both a
text-based TOS output class, and a GEM-based set of classes, and have
both... From your program, you'd just go:

```
output << "This is some output.\n";
```

And it'd appear in a window or plain text, depending on which output
class you'd used...

> That's what puzzled me. It said that the built-in delete function was not
> found. Come to find out, delete is really a small function that calls mfree()!
> Not exactly the most efficient way (function calling a function), especially
> since I don't think a library function can be inline, can it?

Depends... delete _has_ to call free(), since it does some work, then
frees the memory. free() calls GEMDOS's Mfree() function, so you're
actually calling at least two other functions when you delete something.
Function call overhead isn't that bad.

> I never thought of doing that. It makes sense though to get it from an
> OS/2 or Un*x section or whatever, since it should all be the same.

You're right; I spent a few minutes on Friday formatting GNU C++
documents on my OS/2 machine at work.

> ASCII docs on umich would be great (Postscript would make my FX-85 crunch
> for a few hours, and I'd have to find Ghostscript).

texinfo is ascii; if you get the texinfo documents, and GNU texinfo from
atari.arhive, you'll have nice online versions with hypertext links and
everything. Pretty slick for a text applictaion... doesn't even use
those icky text "menu" things... ;-)

> Everything. Well, the idea is that I don't know if I'm missing something or
> not!

Grab the docs from a unix or Os/2 or whatever setup, and ignore the
machine-specific stuff. The Atari port is much more like the unix
versions.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2656. Re: Rat Soft BBS... Not what it's cracked up to be.

Newsgroup: comp.sys.atari.st
Date: 1993-11-29 15:06:12 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.nAyRDneDwuc@semprini.waterloo-rdp.on.ca>
Source record: 197638

In <2d56ov$ftu@access.digex.net>, j. hurwitz writes:
> He's not lying, I ran Rat Soft myself, it IS a TTP program. It uses all of
> it's own grafix calls. There is the occasional GEM dialog box here and there
> for the sysop. That's about it.

That's why I was complaining about it; it's unstuitable for running in a TOSWIN window under MiNT because of those graphics calls and the dialog boxes it pops up now and then. If it just used text i/o, it'd be no problem.

> Give us a break, you are not serious when you say that a BBS will coexsist
> with other software running on a 8 or 16mhz computer. MultiTOS will need a
> 50mhz machine to run a BBS and other software at the same time.

I never said I wanted to run MultiTOS on my ST; I want to run MiNT (but Hermes' uucico keeps annoying me). And I was originally asking about "if I had a TT, what BBS software would run under MiNT so I could have a useful computer setup with a BBS running on it".

If I had another phone line, I'd be happy to prove you wrong; why would you need a 50Mhz machine to run a BBS and other software? MiNT is much smarter than Windoze, you know. At "only" 2400 baud, an ST would do fine; MiNT adjusts process priority depending on how much i/o they're attempting.

Now, when I started compiling C++ programs on that same ST, things would slow down... that's more a side-effect of the lack of interrupt-driven disk i/o... GNU C++'s compiler is > 1M in size.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2657. Re: ST wordprocessors *summary*

Newsgroup: comp.sys.atari.st
Date: 1993-11-29 16:29:23 UTC
From: incp@sun.rz.tu-clausthal.de
Message-ID: <1993Nov29.162923.7241@solaris.rz.tu-clausthal.de>
Source record: 197635

Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:
: In <CGJ5s6.1LM@barclays.co.uk>, PostMaster@barclays.co.uk writes:
: > Note that Calligrapher is no longer supported. The author has dropped ST support.

: Does anyone know what he's doing now? Calligrapher might be all right,
: but it doesn't stand up to things like Ami Pro (for Windoze) or Write
: Now (for the Mac)... maybe he'll port Calligrapher to a platform that
: has _no_ word processors (like Linux).
Oops? What is TeX then? A text adventure?
All right, it's no WYSIWYG, but it's still a word processor. (A f**king good
one, if you ask me).

cheers,
Chris

2658. Scigraph??

Newsgroup: comp.sys.atari.st
Date: 1993-11-29 16:59:11 UTC
From: mike@medsun.unige.ch
Message-ID: <1993Nov29.165911.6629@news.unige.ch>
Source record: 197634

surprisingly) is still supported? I rang the company the other day,
and they have died... 8'(

****
Mike Morris PhD * *
Division of Medical Genetics * * tel (Switzerland) (22) 702.56.94
University of Geneva * * fax (Switzerland) (22) 702.57.06
Geneva * * email mike@medsun.unige.ch
Switzerland * *
****

2659. C and FPU

Newsgroup: comp.sys.atari.st
Date: 1993-11-29 17:20:00 UTC
From: roine_stenberg@stacken.ct.se
Message-ID: <5298db08@stacken.ct.se>
Source record: 197553

TO: kfason
> I'm curious if Lattice C has libraries that use the 68882 FPU
> co-processor. If so are they with it or seperate. If not,
> what C lauguage
> does?? thanx.

Lattice C 5.xx support software, Line F 68882 code for 030/040 and the I/O.
68881 card for Mega ST and Mega STE.

If you have a 68882 in your Mega 2 (like me) you WILL not be able to run ANY.
Turbo/Pure C compiled programs for the I/O card...
Lattice works great even with a 882 I/O card...
---
* Origin: STacken BBS, Mj|lby, Sweden. +(46)142-19331. (2:204/419)

2660. Re: QuickBBS ST (was: Re: BBS Software)

Newsgroup: comp.sys.atari.st
Date: 1993-11-29 17:38:00 UTC
From: jesper_kock@kockens.ct.se
Message-ID: <2cfa34dc@kockens.ct.se>
Source record: 197552

In a strange ;-) little letter Theo_Runia wrote:

TR> From: Theo_Runia
TR>
TR> I bought a Falcon030 now. After this hectic period (xmas time in the
TR> shop) I will make it work even better under MiNT. Mind you it would ONLY
TR> work on a TT or Falcon.
Que..?? Are you going to drop the ST support..??
Is the new version of QBBS you are programming on only going to work on Falcon
and TT..????? Or am i missunderstanding you..???

TR> I will also make QuickBBS ST/TT/FC :-) compatible with the filelocking
Well.. Maybe i was missunderstanding you ;D..
When are we going to see the new version..?? And what will you call it..??
QuickBBS 1.20 ??????

TR> PS I will move from Fido/NeST more to Internet/Usenet. I personally had
TR> it with the Fidonet type of nets. Internet is more to my liking.
TR> You can get QuickBBS ST support here too now.
Great!!! :D

TR> PS2 I bought a PowerCD CD-Rom drive. So you can expect some very nice
TR> CD-Rom support (it's possible with the current version too).
Again GREAT!!!

Well. Keep on the good work..
Grtz from Sweden:


```
_____________________________________________________________________
/______ | \
|( ST ) jesper_kock@kockens.ct.se | "Old women should not |
| |____| | seek to be perfumed" |
|< oo > Wizard on -*-Kockens BBS-*- | |
| |\__/| | - Archilochus |
| \____/ ATARI ONLY +46-46-250256 | |
\_____________________________________|_____________________________/
```

2661. Re: How do I unpack PAX files?

Newsgroup: comp.sys.atari.st
Date: 1993-11-29 17:45:32 UTC
From: bwwl@sun.rz.tu-clausthal.de
Message-ID: <1993Nov29.174532.8545@solaris.rz.tu-clausthal.de>
Source record: 197636

Stefan Damerau (Stefan_Damerau@sl.maus.de) wrote:
> In article 1993Nov24.235237.16310@t.hfb.se Robert Krenn writes:

> JF>>decompresses the files. Did you say Gemview 3.0?? I thought it was
> JF>only >up to v2.48??

> RK> Yepp... 3.00 is out...

> ... And 3.01 has been released yesterday.
> Now the GEMVIEW.GVC - File is included (converting possible) and the
> 'illegal patch'-bug has been removed.

> Should be ftp-available soon (already?)

already! on ftp.tu-clausthal.de:/pub/atari/graphics/viewer/GEM-View.301/*
via FTP, FSP (FSP_PORT 21) or email ("mail-server@ftp.tu-clausthal.de").

Bye,
Wolfgang.
--

Wolfgang Ley email: Ley@rz.tu-clausthal.de
Teichstrasse 9
D-38678 Clausthal-Zellerfeld "With workstations you can do a lot of
(Germany) nonsense. With PC's not even that..."
Phone: +49 5323 82132

To obtain public-pgp-key use 'finger bwwl@sun.rz.tu-clausthal.de'
or query a public-key-server for 'Ley@rz.tu-clausthal.de'.

2662. will let everyone know

Newsgroup: comp.sys.atari.st
Date: 1993-11-29 18:42:08 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <29NOV93.13420839@cc4.crl.aecl.ca>
Source record: 197629

to everyone who replied to my "system for sale", I'll reply
over the next day or two. I have been away on business and
have not had a chance to go through my e-mail.

thanks for the interest

Greg

2663. Re: SCSI 2 hard disks ...

Newsgroup: comp.sys.atari.st
Date: 1993-11-29 19:02:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A58061@M4.maus.de>
Source record: 197483

>I don't think so - the falcon uses the NCR 5380 scsi controller (seems
>to be
>the same interface as the TT uses) which is really only good for about
>a meg a second, less overheads.

So why does our demo unit Falcon do 1800 KB/s through GEMDOS?

And why does my friend's TT do 2200 KB/s through GEMDOS, using the same
NCR controller chip?

strange...

2664. US Falcon Prices?

Newsgroup: comp.sys.atari.st
Date: 1993-11-29 19:22:07 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <93333.142207STIRRE31@MAINE.MAINE.EDU>
Source record: 197639

There's been a lot of talk about plummeting Falcon prices
in Europe, but it has not occured here in the States. Why
have the prices dropped elsewhere and not here? Does
anyone know if a price drop is expected here? I plan
on buying a Falcon, but right now the price is a little
too steep. Oh well, guess I'll just have to save.
thanks,
-scott tirrell

2665. Re: Searching for MolSys!

Newsgroup: comp.sys.atari.st
Date: 1993-11-29 21:21:03 UTC
From: rm03@cscmgb
Message-ID: <1993Nov29.212103.25299@cc.ic.ac.uk>
Source record: 197640

in article <A25902@KI.maus.de>, Christian Mittendorf (Christian_Mittendorf@ki.maus.de) wrote:
:Hello!

:Who knows a program called MolSys? It's used for building and displaying
:threedimensional molecules. It was written by an english author.

That's me!

:In his description he told something about a new version which will
:support "real" window output, colours and compatibility to MTos.

:Who could give me some information about this project?
[...]

Yes, MolSys v1.00 is under development, and features all of these things, plus many other improvements, both in the interface and the molecule building side. I am currently awaiting (1) My colleague finishing the graphics library for the program and (2) HiSoft releasing Lattice C 5.6, so I can include SpeedoGDOS support. Most of the other programming is finished or can be done fairly quickly... however I have said this before, so I am not going to say when it will be available, since I have broken so many promised deadlines in the past...

The latest (released) version is v0.74, available via anon ftp at atari.archive (in /Graphics/ms074.lzh , for some reason) and also at ftp.uni-kl.de, as well as a few other German ftp sites.
This version has a few bugs, and only works in ST-high resolution.

I'll post here as soon as the new version is stable. I may have to release a cut-down version first, since I might need a few friendly falcon owners to check for compatibility.

-- Robert Mellish, F.O.G. --
Email: r.mellish@ic.ac.uk Net: rm03@sg1.cc.ic.ac.uk
-- and also the mrs joyful prize for rafia work. --

2666. Re: ST wordprocessors *summary*

Newsgroup: comp.sys.atari.st
Date: 1993-11-29 21:30:11 UTC
From: ehood@convex.com
Message-ID: <1993Nov29.213011.14117@news.eng.convex.com>
Source record: 197641

In article <1993Nov29.162923.7241@solaris.rz.tu-clausthal.de>,
Christian Perle <incp@sun.rz.tu-clausthal.de> wrote:

>Oops? What is TeX then? A text adventure?

It can be when trying to learn it. :-)

>All right, it's no WYSIWYG, but it's still a word processor. (A f**king good
>one, if you ask me).

TeX is not a word processor, it is a typesetting language. One uses a
word processor (or text editor) to create TeX source.

--ewh
--
Earl Hood | CONVEX Computer Corporation
ehood@convex.com | 3000 Waterview Parkway
Phone: (214) 497-4387 | P.O. Box 833851
FAX: (214) 497-4500 | Richardson, TX 75083-3851

2667. Re: TOS version support (was: Page on Storm)

Newsgroup: comp.sys.atari.st
Date: 1993-11-29 21:49:00 UTC
From: patrik_sanfridsson@p2.stacken.ct.se
Message-ID: <2cfa72c0@p2.stacken.ct.se>
Source record: 197515

> From: obryan@gumby.cc.wmich.edu (Mark O'Bryan)
>
> In article <CGxDEI.A0n@sdf.lonestar.org> evanlang@sdf.lonestar.org
> (Evan Langlois) writes:
>>
>> And by ATARIs word, programmers are NOT supposed to
>> try and support TOS versions before 1.4 or resolutions under 200
>> lines.
>
> Evan, this is news to me. When did Atari say that TOS 1.0 and 1.2
> should no longer be supported? I must have missed it.
>
> I don't think that my customers that have older systems (and are still
> using them successfully, with the appropriate AUTO folder patches)
> would be very happy if I suddenly told them they'd have to upgrade to
> TOS 1.4 or higher if they wanted to keep using my software products.

IMHO, they should all thank you for such good advice. Everyone ought to upgrade to TOS 2.06 with an optional switch for using TOS 1.04 if compatibility with old (more like badly written to tell the truth) software is crucial. Or is anyone still using MS-DOS 1.0 out there? Or Windoze 1.0? Didn't think so...

Patrik_Sanfridsson@p2.stacken.ct.se (Max 16KB) /|\ Atari Falcon030
Fido 2:204/419.2 NeST 90:1100/110.2 STacken BBS +46-(0)142-19331

2668. Re: STacy STuff

Newsgroup: comp.sys.atari.st
Date: 1993-11-29 22:29:00 UTC
From: Lexicor@world.std.com
Message-ID: <CH9yGD.Ftz@world.std.com>
Source record: 197642

I do remember Dragonware doing something like that for the STACEY, they had a STACEY Battery and I think Software to display Bat. Power too.

2669. NEC 2A for Sale

Newsgroup: comp.sys.atari.st
Date: 1993-11-29 22:32:29 UTC
From: Lexicor@world.std.com
Message-ID: <CH9yM7.Gyq@world.std.com>
Source record: 197643

I've got a NEC 2A 14" I think it is for sale for anyone who is interested.
NEC Multisync that is, its sort'a old but it still serves one well :)

Make me an offer?

Yat

2670. Re: BBS Software

Newsgroup: comp.sys.atari.st
Date: 1993-11-29 23:52:40 UTC
From: galaxis@traveller.freiburg.sub.org
Message-ID: <2cfa8056127f7ed@traveller.freiburg.sub.org>
Source record: 197585

Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:

>> QuickBBS ST V1.10 runs under MiNT in a TOSWIN (or whatever) window, too -
>> It's not PD, though, but keyware.
>Fnordadel works fine, too, and you get the C source code (I like to
>recompile things every now and then when better compilers and newer
>versions of the MiNT library become available)... I've had too many

Hmm, there is Franck Arnaud's LazyBBS... I've never had a look at it,
though (but the source is available, too...).

/\|ex.
--
galaxis@traveller.freiburg.sub.org (or ab@traveller.fido.de)
Network_ST 90:400/101*VNet 46:9490/231*KultNet 23:550/5*FidoClassic 2:2476/803
Traveller-Box ++49-761-381571 (HST/DS) - THE Atari BBS in southwest Germany

2671. Re: From Wolfgang Ley (was: For Wolfgang Ley)

Newsgroup: comp.sys.atari.st
Date: 1993-11-29 23:58:36 UTC
From: galaxis@traveller.freiburg.sub.org
Message-ID: <2cfa805a127fa54@traveller.freiburg.sub.org>
Source record: 197586

Wolfgang Ley (bwwl@sun.rz.tu-clausthal.de) wrote:

>> +>error: unresolvable: Ley@rz.tu-clausthal.de
>Your mail-server seem to be buggy. Mail to "rz.tu-clausthal.de" should go
>to sodom.rz.tu-clausthal.de (there is an MX-record in the nameserver).
>The address Ley@rz.tu-clausthal.de is an alias to the following address:
>"bwwl@sun.rz.tu-clausthal.de".

Anyway, others seem to have the same problem:

>>> cut >>>
From: The Post Office <postmaster@subnet.sub.net>
Sender: mailer-daemon@subnet.sub.net
Subject: Unresolvable mail address
Date: Wed, 24 Nov 1993 15:22:07 +0100
Content-Length: 2179
A copy of your message is being returned to you because one or more of
the addresses you specified could not be recognized as addresses that are
understood by, or reachable from, this system.
Most likely, you either mistyped something, or you tried to send mail to
a domain name that has no host directly assigned to it.

error: unresolvable: Ley@rz.tu-clausthal.de
<<< cut <<<

/\|ex.
--
galaxis@traveller.freiburg.sub.org (or ab@traveller.fido.de)
Network_ST 90:400/101*VNet 46:9490/231*KultNet 23:550/5*FidoClassic 2:2476/803
Traveller-Box ++49-761-381571 (HST/DS) - THE Atari BBS in southwest Germany

2672. Re: MFM drive at RLL controller?

Newsgroup: comp.sys.atari.st
Date: 1993-11-30 01:36:54 UTC
From: mbaffoni@flute.aix.calpoly.edu
Message-ID: <1993Nov30.013654.115328@zeus.aix.calpoly.edu>
Source record: 197645

In article <1993Nov21.195227.14767@ibr.cs.tu-bs.de>,
Urs Thuermann <thuerman@ibr.cs.tu-bs.de> wrote:
>I can get a cheap MFM drive which I would like to attach to my RLL controller.
>I have done that with another MFM drive before and that worked pretty well.
>Do MFM drives generally work with RLL controllers, and if not, do I risk
>damaging the drive if I try that?

This is _not_ a good idea. Sometimes MFM drives work ok for RLL
controllers because some manufacturers used the same drive for both models but
one passed the quality test for RLL and the other didn't. But this is not
true. If it says MFM, then at best it has a defect or two that kept it from
being an RLL drive, at worst it just wasn't designed to handle that many
sectors/track and will give many hours of frustration and lost/corrupted data.

So if you don't particularly care about the security of the data, go
ahead - but don't make it your boot drive, and don't put anything near and dear
to your heart just incase the FAT tables are sitting on top of a trouble spot.

>Urs

-MikeB

2673. Re: SCSI 2 hard disks ...

Newsgroup: comp.sys.atari.st
Date: 1993-11-30 01:56:43 UTC
From: mbaffoni@flute.aix.calpoly.edu
Message-ID: <1993Nov30.015643.123801@zeus.aix.calpoly.edu>
Source record: 197646

In article <2d3icv$cgp@olivaw.apanix.apana.org.au>,
Michael Smith <miff@apanix.apana.org.au> wrote:
>d93rkr@t.hfb.se (Robert Krenn) writes:
>
>>Yepp.... But do Falcon support such a high speed???
>>I bought a SCSI-2 drive for my Falcon (Seagate st3390n, 343Mb, Fast SCSI-2)
>>and I _ONLY_ have 900 k/s transfer speed. :^(((((((((((((((
>
>'only' 900K/sec... That's nothing to sneeze at - although I suspect something
>fishy, as I get 990K/sec out of an old CDC wren-IV (scsi-I)

Hmm. Maybe he was testing it in high-color/resolution - since the
video is sharing the bus with all other memory (say, the target of a copy from
the HD port) it slows everything down. Maybe he could try it in monochrome and
as small a resolution as possible. Perhaps it would be good to have one of
those fast-ram upgrades and have the benchmark program running/allocating out
of the fast-ram - there is still some contention with video, but the memory is
filled faster.

>>I know this isn't a polite way of asking, but:
>>Doesn't the Falcon support a higher transfer speed??????
>
>I don't think so - the falcon uses the NCR 5380 scsi controller (seems to be
>the same interface as the TT uses) which is really only good for about
>a meg a second, less overheads.

That doesn't sound right. I got 1.2MB/sec useing HDrate on my Maxtor
210MB drive. However, if I remember right, SCSI-2 allows for 10MB/s _burst_
rate, 8MB/s sustained, for normal 8-bit transfers, and 20MB/s burst for
WideSCSI-2 (16 sustained). Then again, that might be for W16SCSI-II and
Wide32SCSI-II. The question I want to know is if the Falcon supports Wide
SCSI-II (of either flavor). Durn, I wish I had the specs....

>>d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/
>
>If I were you, I wouldn't worry about it too much 8)
>
>--
># mike smith : miff@apanix.apana.org.au - Silicon grease monkey #
># "The question 'why are the fundamental laws of nature mathematical' #
># then invites the trivial response 'because we define as fundamental #
># those laws which are mathematical'". Paul Davies, _The_Mind_of_God_. #

2674. Falcon Speed

Newsgroup: comp.sys.atari.st
Date: 1993-11-30 02:37:53 UTC
From: dbyfield@outb.wimsey.bc.ca
Message-ID: <dbyfield.0ihv@outb.wimsey.bc.ca>
Source record: 197566

Can anyone confirm whether Falcon Speed 286 by Compo is upgradable? St
Format mentioned that it would be upgradable when Compo brings out the 386/486
emulator.
Doug

--
AVENGER
Atari Avenger
Doug

2675. Re: Anyone cracked Cubase 3.01 yet?

Newsgroup: comp.sys.atari.st
Date: 1993-11-30 02:59:20 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <2decu8$bkk@elroy.jpl.nasa.gov>
Source record: 197647

In article <2d17g0$bki@golem.wcc.govt.nz>, Steve Wells <wells_s@jethro> wrote:
>If the guy is a *registered* user, of course he's going to be an owner!
>
>(How can you register, and not own it!?)

Good question. Of course, I'm a legitimate owner, but I don't think I ever sent in the registration card, so I'm not a registered user. (Sigh... Just a foolish habit of mine, setting the registration cards aside and diving into a package to use it right away...)
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

When they said "here's your chance to grab the brass ring" he thought they said "wax ring." -- so what happened? -- he asked if it met Mil Spec TT-P-1536A

2676. Re: (Now) Thinking about OkiLaser 400's (too)

Newsgroup: comp.sys.atari.st
Date: 1993-11-30 03:20:00 UTC
From: hsp4@namaste.cc.columbia.edu
Message-ID: <2dee51$m8m@apakabar.cc.columbia.edu>
Source record: 197649

In article <richie.01C5D5C0@imtired.itm.com>,
Dick Grable <richie@imtired.itm.com> wrote:
>In <1993Nov29.044300.25183@bsu-ucs> 01mbmccabe@leo.bsuvc.bsu.edu writes:
[okilaser400 v. bj200]

Get a HP. Why not look into a 4L or even a IIp(+)? They're very well made, consumables are very available and very cheap (I know that I can get recharged carts for my IIp for about $30 with a tradein), memory upgrades for the IIp are cheap, and they're made in the US. I've seen the 4L for under $600, and I'd even consider picking up a used IIp, which should be under $500 (I'd sell mine if I could afford a LJ4 with Postscript!). If you want to upgrade to PostScript, it's cheap and easy with a HP, also. They're great printers, they survive anything you can throw at them, and, well, they're worth the extra $$$...

Just my 2 cents...

****
H. Solomon Poretsky **"Greed is good! Greed is right!
hsp4@columbia.edu ** Greed works! Greed will save the
hsp4@namaste.cc.columbia.edu (talk) ** USA!"--Gordon Gecko, Wall Street

2677. Re: Disk drives, monitor and ST520 for sale

Newsgroup: comp.sys.atari.st
Date: 1993-11-30 03:20:53 UTC
From: ETAT@delphi.com
Message-ID: <931129.80453.ETAT@delphi.com>
Source record: 197648

If you haven't sold it already, I would like the SF314 drive. Will pay
shipping, I really need one bad....reply to ETAT@delhpi.com...thanks!
My address is 327 Univ. Blvd, Enid, OK 73701 if you want to COD it.
Earl

2678. Re: gcc2.5.3

Newsgroup: comp.sys.atari.st
Date: 1993-11-30 05:14:02 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CHAH7G.52J@sdf.lonestar.org>
Source record: 197494
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <smppolan.754367424@reading> smppolan@reading.ac.uk (Andrew D. Pollard) writes:
>Yo world,
> Recently got gcc2.5.3 off atari.archive.umich.edu. Gcc seems to work fine,
>bit using g++ on a file that compiled fine under gcc2.3.3 I get an internal
>compiler error when including one of the standard files. Do I need a newer
>g++ library, or is, as I suspect, g++2.5.3 shagged.
>
>Andrew.
>
>--
>---
>| Andrew Pollard, InCA, Ascot, Berks., UK. (0344) 890575 | andrew@zycad.com |
>---

I got the same error. I think its the compiler. The readme said that
whoever built it, never tried it out, so I think its a matter of a bad
port than the GNU original being bad, so we just need someone to
report it (not me, my hard disk is too small).

2679. Re: Desktop icons (Was: Re: New files uploaded to ftp.cs.ruu.nl)

Newsgroup: comp.sys.atari.st
Date: 1993-11-30 05:56:48 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1993Nov30.055648.3278@gumby.cc.wmich.edu>
Source record: 197650

In article <H.eg.IpRjzeonk0_@semprini.waterloo-rdp.on.ca>
cherborth@semprini.waterloo-rdp.on.ca writes:
> In <1993Nov25.075318.180647@zeus.aix.calpoly.edu>, Juxtaposer writes:
> >
> > BTW, if my brains havent been leaking out too badly, I think I recall
> > someone saying that both TOS and MTOS (so far) have a limit of 256 icons (I
> > assume this is related to the 64k limit on the .rsc file). Is anyone doing
> > anything to
>
> Yet another stupid arbitrary limit that affects the _users_ more than it
> affects the programmers of the AES.

The original 64k limit on RSC file size was due to the use of integer
offsets in the resource header. Evidently, the designers at DRI felt
that was a limit unlikely to be exceeded.

For several years now, at least one resource editor out of Germany
(Interface) has supported an extended RSC file type using long integer
offsets in the header, thus eliminating the 64k limit. Both the new AES
in MultiTOS, and Geneva directly support this larger RSC file size.

> > b) make importing of icons an easy, if not intuitive, process?

Icon Juggler, from John Eidsvoog at CodeHead makes it easy. But, of
course, it's not included with the system, so users have to go looking
for it.

> ideally, we should be able to open the Information dialog for a file,
> and drag another icon into it (and the desktop should be able to read
> NeoDesk icons, Gemini icons [just a plain RSC file], etc... whatever
> there format has a large number of icons). Then again, I guess that
> would require smarter programming of the Desktop (the Info dialog would
> need to be modeless so you could get at the icons).

There are several problems with desktop icons, the first being, which
desktop are you talking about? Desktop, Newdesk, Neodesk, Teradesk,
Gemini, etc. They all deal with icons in their own way.

If you stick with the Atari-provided Newdesk, possibly the major difficulty
is that the mappings between icons and files is a simple absolute index
into the RSC file. If you remove any icons, it skews the remaining offsets.

> Its this kind of user-unfriendliness that lowers people's opinions of
> the system; it's REALLY easy for a Mac or OS/2 user to customize their
> icons...

Agreed.

> it's hard for a Windoze user to do it...

I don't buy this. I don't use a Windows system everyday, so I can't tell you the exact steps required, but I can go in and assign new icons easily, within seconds. I've done it several times. (And I don't know what I'm doing, I'm just following the dialogs.)

> it's very hard for an Atari user to do it.

This reminds me that there's a commercial CPX/DA called the NewDesk Icon Editor from SDS that does a pretty nice job not only of assigning and managing icons, but also modifying and creating new ones. I haven't used it myself (I don't run NewDesk), but have seen positive reviews. You might want to check it out.

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

2680. Sozobon questions

Newsgroup: comp.sys.atari.st
Date: 1993-11-30 05:58:31 UTC
From: dwallace@wam.umd.edu
Message-ID: <2dene7$8ro@cville-srv.wam.umd.edu>
Source record: 197551

I have recently taken the plunge into learning C, mainly using the Sozobon compiler, and overall have found it to be a rewarding experience; I like the language a lot, and the compiler has by and large been pretty nice to me. However, I have encountered a couple of weirdities that perhaps some of you folks can help me with.

- My main area of puzzlement is with the floating point library; I am currently using the newer version of the lib which I got from the umich archive. Specifically, I cannot get the sqrt() function to work right - it either returns a value of 0.0000 all the time (which happens when I #include <fplib.h> at the beginning of the file, or weird, totally inaccurate numbers when I do not (although I otherwise get a clean compile). Writing a 1-line program to "printf("%f\n",sqrt(9));" gives me either a number ~ -2100, or -0.0000002. Does anyone have any ideas why this is happening?

- On a totally different tangent, I recently downloaded the program wally.c, which plays the oriental game Go. According to the author, the program was originally compiled under both SunOS and Mark Williams C. Since it had been tested on an ST, I didn't anticipate any problems with it, and while I have had some success, it always fails during the loader when I try to compile it under Sozobon. Has anyone had any success with this, or better still, does anyone know where I can get an already-compiled version of this program for the ST? (incidentally, the program compiled fine under Ultrix on my net account with no modifications...)

2681. GNU 2.5.5 fixes C++ bugs

Newsgroup: comp.sys.atari.st
Date: 1993-11-30 06:03:41 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CHAJI5.6D5@sdf.lonestar.org>
Source record: 197496
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
Article 753 of comp.lang.objective-c:
Xref: sdf gnu.gcc.announce:21 gnu.g++.announce:25 comp.lang.c:22798 comp.lang.c++:25580
comp.lang.objective-c:753 gnu.gcc.bug:81 gnu.g++.bug:49
Date: Sat, 27 Nov 93 15:59:33 -0500
From: kenner@vlsi1.ultra.nyu.edu (Richard Kenner)
Message-ID: <9311272059.AA05738@vlsi1.ultra.nyu.edu>
To: info-gcc@prep.ai.mit.edu
Subject: GCC version 2.5.5 now available
Distribution: world
Approved: info-gnu@prep.ai.mit.edu
Path: sdf!adaptex!egsner!convex!cs.utexas.edu!howland.reston.ans.net!spool.mu.edu!bloom-be
acon.mit.edu!ai-lab!prep.ai.mit.edu!gnulists
Newsgroups: gnu.gcc.announce,gnu.g++.announce,comp.lang.c,comp.lang.c++,comp.lang.objectiv
e-c,gnu.gcc.bug,gnu.g++.bug
Followup-To: gnu.gcc.bug
Lines: 49

GCC version 2.5.5 is now available.

The file gcc-2.5.4-2.5.5.diff.gz contains the diffs from GCC 2.5.4 to
GCC 2.5.5 and is 76271 bytes long.

The file gcc-2.5.5.tar.gz is 5994481 bytes long.

These files are located in pub/gnu of prep.ai.mit.edu and the other FTP
sites listed below.

This version fixes bugs reported in GCC 2.5.4. Numerous C++ bugs were
fixed.

Unless there are serious bugs discovered in this release, we expect this
to be the last release in the 2.5.x series. GCC 2.6.0 will be the next
release and should occur sometime around the spring.

[ All versions of gcc since 2.0 also contain compilers for C++ and Objective-C.

Most GNU software is packed using the new `gzip' compression program.
Source code is available on most sites distributing GNU software.

For information on how to order GNU software on tape, floppy, or cd-rom,
check the file etc/ORDERS in the GNU Emacs distribution or in GNUinfo/ORDERS
on prep, or e-mail a request to: gnu@prep.ai.mit.edu

By ordering tapes from the FSF you help us continue to develop more free
software. Media revenues are our primary source of support. Donations to
FSF are deductible on US tax returns.
```

The above software will soon be at these ftp sites as well.
Please try them before prep.ai.mit.edu! thanx -gnu@prep.ai.mit.edu
ASIA: ftp.cs.titech.ac.jp, utsun.s.u-tokyo.ac.jp:/ftpsync/prep,
cair.kaist.ac.kr:/pub/gnu
AUSTRALIA: archie.au:/gnu (archie.oz or archie.oz.au for ACSnet)
AFRICA: ftp.sun.ac.za:/pub/gnu
MIDDLE-EAST: ftp.technion.ac.il:/pub/unsupported/gnu
EUROPE: irisa.irisa.fr:/pub/gnu, ftp.univ-lyon1.fr:pub/gnu,
ftp.mcc.ac.uk, unix.hensa.ac.uk:/pub/uunet/systems/gnu,
src.doc.ic.ac.uk:/gnu, ftp.win.tue.nl, ugle.unit.no, ftp.denet.dk,
ftp.informatik.rwth-aachen.de:/pub/gnu, ftp.informatik.tu-muenchen.de,
ftp.eunet.ch, nic.switch.ch:/mirror/gnu, ftp.funet.fi:/pub/gnu, isy.liu.se,
ftp.stacken.kth.se, ftp.luth.se:/pub/unix/gnu, archive.eu.net
CANADA: ftp.cs.ubc.ca:/mirror2/gnu
USA: wuarchive.wustl.edu:/mirrors/gnu, labrea.stanford.edu,
ftp.kpc.com:/pub/mirror/gnu, ftp.cs.widener.edu, uxc.cso.uiuc.edu,
ftp.hawaii.edu:/mirrors/gnu, ftp.cs.columbia.edu:/archives/gnu/prep,
col.hp.com:/mirrors/gnu, gatekeeper.dec.com:/pub/GNU, ftp.uu.net:/systems/gnu
]

2682. GNU 2.5.5

Newsgroup: comp.sys.atari.st
Date: 1993-11-30 06:15:30 UTC
From: evanlang@sdf.lonestar.org
Message-ID: <CHAK1u.6nC@sdf.lonestar.org>
Source record: 197495

It seems as though there is a reason why GNU 2.5.3 doesn't work.

Its so buggy that 2 new versions have been released! 2.5.5 is now the
newest version.

If someone is willing to apply all the patches and place the binaries
on an ftp site I would be very thankful. And when I say binaries,
I mean all of it, including the Objective C compiler since 2.5.3 of
the Objective C compiler may cause problems with 2.5.5 of GNU C!
And I'd like to continue with Objective C.

I really don't see why languages such as SmallTalk and ADA are supported
and Objective C isn't. BTW, I've heard that GNU is working on an
Objective C++. Imagine Objective C as an addition to C, and C++ being
a different language. Objective C++ would be the Objevctive C interface
on top of C++ instead of being implemented on top of C.

INteresting huh? Best of both worlds? Anyway, that's all I know
about it.

I really do think Objective C is easier to learn than C++. Does the GNU
compiler support sending messages to objects of another application?
Could such a thing be implemented using MiNT messages?

Email me please. One of these days I'm gonna get C, C++, and ObjectiveC
all working at once! SO far it hasn't happened (I've got C and ObjC
working now, and before I had C and C++).

2683. How do I create a fastloading floppy?

Newsgroup: comp.sys.atari.st
Date: 1993-11-30 07:26:36 UTC
From: selick@csa.bu.edu
Message-ID: <2desjc$hov@news.bu.edu>
Source record: 197554

I recently purchased STfax, and would like to create a loader disk that
will load as quickly as possible - as in before the fax machine on the
other end hangs up. Any suggestions?
-Steve
selick@csa.bu.edu

2684. Scigraph (again)

Newsgroup: comp.sys.atari.st
Date: 1993-11-30 07:29:27 UTC
From: mike@medsun.unige.ch
Message-ID: <1993Nov30.072927.12136@news.unige.ch>
Source record: 197555

Oops - sorry about the last post.
Does anybody know if the graphing program Scigraph still exists?
I want to upgrade to v 2, and the company seems to have died ...

****
Mike Morris PhD * *
Division of Medical Genetics * * tel (Switzerland) (22) 702.56.94
University of Geneva * * fax (Switzerland) (22) 702.57.06
Geneva * * email mike@medsun.unige.ch
Switzerland * *
****

2685. Re: Ramdisk XFS and MiNT 1.08

Newsgroup: comp.sys.atari.st
Date: 1993-11-30 07:48:23 UTC
From: akinobu@ue.ipc.hiroshima-u.ac.jp
Message-ID: <1993Nov30.074823.21740@ue.ipc.hiroshima-u.ac.jp>
Source record: 197569

```
:>>I have just compier v1.08 of MiNT wit the -DONLY030 and -DMULTITOS
:>>options, but after a successful compile and install I now find that I
:>>cannot use the Ramdisk XFS. The Minix XFS works just fine, so I am
:>>thinking that it is maybe a problem with th randisk. Has anyone else
:>>experienced problems with this?
:>
:>No, its a problem of MiNT. Use 1.09 instaed.
:>
I am using it without problems. So I think it should be OK fo you too.
The problem might be that it shows up as '/dev/ram' rather than '/u/r'.

--
Try replying directly. If you don't hear from me after a couple days try:
~~~~
Junet/Bitnet: casca@aegis.or.jp | Disclaimer: I work for myself, thus
Internet:73040.2210@compuserve.com | I stand behind my words! SO THERE!
~~~~
Just remember that the people who enjoy themselves most at big baseball
matches are the cheerleaders, and they mostly face away from the game!
~~~~
```

2686. Re: Scigraph (again)

Newsgroup: comp.sys.atari.st
Date: 1993-11-30 08:14:33 UTC
From: ASI503@DJUKFA11.BITNET
Message-ID: <93334.091433ASI503@DJUKFA11.BITNET>
Source record: 197556

SciGraph still exists! It is now named XAct. The current version for Atari
is 3.2, as far as I remember. There are a lot of changes compared to SciGraph,
and it is really worth updating.
BTW, there will be a OS/2 version of the programm, which is currently in
the betatest.

The address of SciLab GmbH is now:

SciLab GmbH
Isestrasse 57
20149 Hamburg
Fon: (Germany) 40 4603 702
Fax: -"- 40 479 344

Erik Sodtke, Research Center Juelich, Germany, asi503@djukfa11.bitnet

2687. WANTED: TOS 1.4 (Please!) :)

Newsgroup: comp.sys.atari.st
Date: 1993-11-30 08:54:45 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Nov30.035446.25215@bsu-ucs>
Source record: 197560
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I have a Mega ST4 still governed by TOS 1.2, so if anyone has a spare TOS 1.4 chip-set lying around which they would like to see someone use, please let me know! I'd be happy to pay you for it! :)
--

-=[Matt McCabe]=-
-=[E-mail to 01mbmccab@virgo.bsuvc.bsu.edu]=-

2688. Re: Anyone cracked Cubase 3.01 yet?

Newsgroup: comp.sys.atari.st
Date: 1993-11-30 09:01:48 UTC
From: em09@liverpool.ac.uk
Message-ID: <CHArr1.LMJ@liverpool.ac.uk>
Source record: 197599

Steve Wells (wells_s@jethro) wrote:
: If the guy is a *registered* user, of course he's going to be an owner!

: (How can you register, and not own it!?)

When Harman Audio took over from Evenlode as the UK distributer for Cubase they put out a series of ads asking people to re-register with THEM. Although I have a legitimate copy of Cubase, I had to re-register because I bought my copy elsewhere. However they did not question my right to register and, for all they knew, I might have been a software thief.

Having said that, I have not benefited from this registration. I still have the bug I complained about 12 months ago and little sign of any-one doing anything about it.

--

John Boyes My employer is not a person and thus can not
Liverpool University hold any opinions. Therefore all expressed
em09@liverpool.ac.uk opinions are mine alone (and possibly wrong)

2689. Re: Falcon030 floppy?

Newsgroup: comp.sys.atari.st
Date: 1993-11-30 09:40:03 UTC
From: c2sgy@dmu.ac.uk
Message-ID: <1993Nov30.094003.17198@dmu.ac.uk>
Source record: 197562

> >It is extremely simple to add an external 2nd floppy to the Falcon although
> >it does involve opening it up and invalidating the guarentee...
> >I don't have the procedure with though, I'll post it if anyone wants it?
>
> There is no way to add an external Floppy to the FALCON (except an SCSI
> one).
> -----------
>
> Yes there is. I haven't done the mod myself, but I know a guy who has. :)
> I will post the method tomorrow as I don't have the text file with me now.
> {{{ Dan }}}

Isn't it possible to use one of the SCSI ID numbers and make a SCSI floppy drive ??
It should be possible to link in with other SCSI devices so you can have upto 8 external floppy drives (which might be handy :-))

--
Simon
c2sgy@dmu.ac.uk

2690. Re: Any Speedo-Fonts in the Public Domain???

Newsgroup: comp.sys.atari.st
Date: 1993-11-30 09:53:28 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <CHAu54.Inv@cs.bham.ac.uk>
Source record: 197561

In article <CH8LD0.Ly1@sdf.lonestar.org> Evan Langlois writes:
>In article <16499@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>>Is it possible for a user to produce Speedo-compatible fonts?
>>
>>If so, the GNU Font Utilities could lend a hand to this process.
>>
>>What about conversion from other formats? I have an excellent
>>"Old English" PageStream font that I spent 30 hours creating.
>>
>>SpeedoGDOS font editor maybe? (Sound like fun...)
>>
>>Anyone have specs on the format?
>
>Is it worth it? Speedo GDOS just doesn't impress me from the sound of
>it. I hear compatibility is not very good, it does slow printer output
>(geez it uses BIOS character-by-character output!), and the number of
>drivers is limited. Not to mention that Speedo isn't the most popular
>of formats.
>
>I's like to see someone create either a new GDOS that used a more popular
>font format, or a font converter like yuo mentioned to be able to convert
>fonts from a popular format to Speedo.
>

Compatability is good, programs need to be updated to take advantage
of it, but that's fair enough in my opinion.

The number of drivers is too small, agreed. Read the other thread
regarding this - Atari do give developers full details on creating
drivers.

Well, Speedo isn't the MOST popular of formats, true. But it still is
a reasonably popular one, and there are several thousand fonts
available for it.

There is no need to go re-inventing the wheel! What we've got
(SpeedoGDOS) IS good, blame the fact you have to rewrite your programs
on progress.

2691. Re: Falcon 3rd party memory boards

Newsgroup: comp.sys.atari.st
Date: 1993-11-30 09:58:12 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CHAuD0.Eu9@barclays.co.uk>
Source record: 197563

```
In article <1993Nov27.080756.65@main.morris.org>, bill@main.morris.org writes:
|>
|> Does anyone have info on any vendors that sell Falcon memory boards? I was
|> hoping for one that allows the usage of SIMMs: I have a bunch of 4mb SIMMs
|> here just doing nothing, and 4mb is getting tight
System Solutions in the UK do falcon Wing that takes 4x4Mb SIMMS and costs about
50GBP. Silica Shop do a similar board at similar price. Then there is the Eagle
Sonic 32Mhz processor upgrade that has room for extra fast RAM on it. That costs
240GBP from Gasteiner.
System Solutions 081 693 3355
Silica Shop 081 309 1111
Gasteiner ???

--
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-----------------------------------------------------------+
```

2692. Re: GCC object file utility

Newsgroup: comp.sys.atari.st
Date: 1993-11-30 10:19:48 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.93Nov30111948@issan.informatik.uni-dortmund.de>
Source record: 197564

In article <1993Nov29.140227.8104@govonca.gov.on.ca>, millsp@govonca.gov.on.ca (Phil Mills) writes:

|> I'm interested in a program which would allow me to create a
|> valid object file from any data file. As input, I would expect
|> to specify a file name and a symbol name. The output would be
|> a ".o" file that enabled the linker to resolve my symbol name
|> when it was used as an extern in other modules.

|> If such a program already exists, I'd appreciate knowing its name
|> and address. If the ".o" format is documented in any concise
|> manner, that would be almost as useful. Otherwise, I'll try
|> decoding the GCC source.

This program is known as the assembler :-)

Note that the compiler only generates assembly code, which is then fed to the assembler. The ".o" format used by the GNU assembler on the atari is the a.out format, which is also used on Sun3. The easiest for you would be to just convert your data into valid assembler code, placing a label at the right point, and then feed it to the assembler.

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

2693. first time test

Newsgroup: comp.sys.atari.st
Date: 1993-11-30 10:42:40 UTC
From: bhanses@vnet.IBM.COM
Message-ID: <19931130.091027.506@almaden.ibm.com>
Source record: 197582

```
Disclaimer: This posting represents the poster's views, not those of IBM
News-Software: Usenet 3.1
X-X-From: Bernd Hanses

Please ignore. This is just a test to check for succesful operation.
Bernd Hanses
```

2694. Re: Disk drives, monitor and ST520 for sale

Newsgroup: comp.sys.atari.st
Date: 1993-11-30 11:44:04 UTC
From: benz@ncsa.uiuc.edu
Message-ID: <1993Nov30.114404.15445@ncsa.uiuc.edu>
Source record: 197565

In article <1993Nov29.024533.26265@ncsa.uiuc.edu> benz@ncsa.uiuc.edu (Benjamin R. Zaborowsky) writes:
>For sale:
>
>SF314 Double side floppy drive w/cable and power supply $ 35
>SF354 Single side floppy drive w/cable and power supply $ 20
>SC1224 Color monitor w/cable (excellent condition) $100
>ST520 Original ST with 512k memory w/ 6 ft disk cable $ 15
> (Works fine except for some reason requires reseating
> the socket mounted chips every year or so.)
>Plus shipping.
>
>Or $150 for the whole bundle and I'll split shipping costs 50/50.
>
>--Ben Zaborowsky benz@ncsa.uiuc.edu or benz@lilly.com
>

The two drives and ST have been sold. I still have the monitor. If you think $100 is too much, make me an offer. Thanks for all the responses.

-Ben Zaborowsky

2695. Re: GCC object file utility

Newsgroup: comp.sys.atari.st
Date: 1993-11-30 12:27:38 UTC
From: millsp@govonca.gov.on.ca
Message-ID: <1993Nov30.122738.16246@govonca.gov.on.ca>
Source record: 197567

In <SCHWAB.93Nov30111948@issan.informatik.uni-dortmund.de>
schwab@ls5.informatik.uni-dortmund.de (Andreas Schwab) writes:

>The easiest for
>you would be to just convert your data into valid assembler code,
>placing a label at the right point, and then feed it to the assembler.

Before posting my message I'd decided to reserve that idea for the
case where all else fails. It's main problem is that it requires not
only a program to "hexify" and label the binary file that I want to
link, but also requires that there exist a large, unnecessary
intermediate file (the ".s"). Extra file, extra processing steps,
sloppy!

If, as you say, this a.out format is the same as exists on other
machines, I'd like to repeat my request for some information on its
format.

2696. Falcon -> STE compatibility

Newsgroup: comp.sys.atari.st
Date: 1993-11-30 12:41:12 UTC
From: ma2jswc@midge.bath.ac.uk
Message-ID: <CHB1wv.6F8@midge.bath.ac.uk>
Source record: 197568

I've heard about a program for the Falcon which provides STE emulation, so it can run most STE games.
Can anyone mail me more info (esp technical info and compatibilty %) on this product.
What works, and what doesn't?

2697. Re: Rat Soft BBS... Not what it's cracked up to be.

Newsgroup: comp.sys.atari.st
Date: 1993-11-30 12:55:11 UTC
From: jhurwitz@access.digex.net
Message-ID: <2dffrf$113@access.digex.net>
Source record: 197570

```
In article <2d65er$s0s@golem.wcc.govt.nz>,
Steve Wells <wells_s@ix.wcc.govt.nz> wrote:
>
>Someone over here had a BBS running on a Mega-STE under some Multi-Tasking
>software (I forget what). And no-one had any complaints!
>
>BBS's don't really put too much strain on the system, all they are doing
>is accessing data-files & stuffing the data down the modem. Much
>like multi-tasking the comms programs, which works very well!
>
>(I've been downloading 300k files while typing out doc's, and still got
>the usual 260 or so CPS, (Yes, a mere 2400bps modem, with MNP 4).
>The strain on a BB wouldn't be too much more! And on a Mega-STE it'd
>handle it! (I've got a 8Mhz ST)
>
>
>
> /-------------------------------------------------------------\
> | If there's a 50/50 chance of something going wrong, O O |
> | you can be 100% sure that it will! o |
> | WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand \_/ |
> \ Darklord on IRC - Author of 'The Mercenaries Cheats List' /

It may have worked at 2400 baud, But I would love to see you get 1400 cps
while running in the background. Besides we're talking about Rat Soft BBS.
It can't run in MultiTOS no matter what speed your computer is.

__/ / . + .
_/__/_/\
_/____/ \/ J. Hurwitz ,
. / / \/| . *
/ / /|/ In DX7 Heaven . o
/_____/ / |
/____/\\/ / Roaming Cyberspace "Space is the place"
/ o \ || / .
| o o |// . -Sun Ra +
\o o// jhurwitz@access.digex.com
--^-- . *
+ ' +
```

2698. Rat Soft BBS killed Atari devlopment

Newsgroup: comp.sys.atari.st
Date: 1993-11-30 13:03:21 UTC
From: jhurwitz@access.digex.net
Message-ID: <2dfgap$2t2@access.digex.net>
Source record: 197571

In article <2cf696e6@troed.ct.se>,
Rickard Troedsson <rickard_troedsson@troed.ct.se> wrote:
>In a message of 26 Nov 93 16:09:39, J. Hurwitz wrote:
>
>RATSoft as a program is good no matter what the support might be - ask some
>SysOps.
>

Yes, it is a good program, I agree. But, you show me a SysOp who says they
don't care about support and you've found one stoopid person.

Thanx for confirming that Rat Soft does have lame support.

>That "report" contained more errors than facts. (I assume you're talking about
>the IAAD absolutely non-biased one ..)
>
>RATSoft has nothing to do with illegal activity.

I'm sorry I have to argue with you. I know alot of those people. They are not
liars. Besides I saw the Pirate software on Rats Nest with my own eyes. Those
screen captures from the IAAD document were totally real!.

```
__/ / . + .
_/__/_/\
_/____/ \/ J. Hurwitz ,
. / / \/| . *
/ / /|/ In DX7 Heaven . o
/_____/ / |
/____/\\/ / Roaming Cyberspace "Space is the place"
/ o \ || / .
| o o |// . -Sun Ra +
\o o// jhurwitz@access.digex.com
--^-- . *
+ ' +
```

2699. Re: Falcon030 floppy?

Newsgroup: comp.sys.atari.st
Date: 1993-11-30 13:16:54 UTC
From: ti6tl@tuhhco
Message-ID: <ti6tl.754665414@tuhhco>
Source record: 197513

>It is extremely simple to add an external 2nd floppy to the Falcon although
>it does involve opening it up and invalidating the guarentee...
>I don't have the procedure with though, I'll post it if anyone wants it?
>{{{ Dan }}

yes, please!
Thanks, TL

2700. Re: Anyone cracked Cubase 3.01 yet?

Newsgroup: comp.sys.atari.st
Date: 1993-11-30 13:38:29 UTC
From: c2sgy@dmu.ac.uk
Message-ID: <1993Nov30.133829.24344@dmu.ac.uk>
Source record: 197549

[Lots of edit ...]

>)Can't we who make music and use computers see that the people who made the
>)software are a lot like us? They study, work, grow, try and try again
>)until they finally get it right? Don't they deserve the fruits of their
>)labor just as much as we do? Of course! If you like it, if you use it,
>)BUY IT!
>
>
> This is a bad comparison for an argument against piracy, because you'd
> be silly to buy a song without listening to it first (or at least a
> song from the CD)
>
> I myself buy what I use. I've even registered shareware stuff like
> Connect and Superboot, because I thought the authors did a good job.
>
> --
> ---> Kendall Gelner (kendall@rice.edu)

So you are saying you have to get a pirated copy of XXXXX software to see if you like it ?????
What are magazine reviews for ???? What is c.s.atari.st partly for ????

Going back to the song analogy - What is a Radio / MTV for if not letting you listen to a song. I liked Runaway Train from Soul Asylum, on MTV so I bought it.
I liked the advert/review of Lattice C v5.52 in ST Review so I went and bought it. I didn't pirate it just for a 'taster'.

There is no excuse for piracy !!!!

--
Simon
c2sgy@dmu.ac.uk

2701. Atari Show in UK

Newsgroup: comp.sys.atari.st
Date: 1993-11-30 13:47:13 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CHB4yq.906@newcastle.ac.uk>
Source record: 197577

There's an Atari Show in Birmingham (UK) on 5th December at the National Motorcycle Museam (???).

- These things are never properly advertised are they ???

Craig.

2702. cannon fodder

Newsgroup: comp.sys.atari.st
Date: 1993-11-30 13:48:18 UTC
From: ma2jswc@midge.bath.ac.uk
Message-ID: <CHB50M.Bt5@midge.bath.ac.uk>
Source record: 197572

Any one know if or when cannon fodder and frontier are coming out on the STE?

2703. Gui Go?

Newsgroup: comp.sys.atari.st
Date: 1993-11-30 15:01:35 UTC
From: t150315@lehtori.cc.tut.fi
Message-ID: <2dfn8f$me@cc.tut.fi>
Source record: 197574

I have found a text only version of Go named Gnugo. I would like to know
if there's a mousecontrollable implementation of Go.

I want to Go !-)

- Eero -

2704. Terradesk Serial printing problem

Newsgroup: comp.sys.atari.st
Date: 1993-11-30 15:25:04 UTC
From: S.J.Harrison@newcastle.ac.uk
Message-ID: <CHB9Ht.EF4@newcastle.ac.uk>
Source record: 197578

I was just having a quick look at Terradesk and seem to have found an
anoying problem when printing a file. If a serial printer is specified (via a
printer CPX), then the normal Atari desktop (TOS V1.62) prints to the serial port
but Terradesk still prints to the parallel port and I can find no way of printing
to the serial port. Maybe I am missing something.
Has anyone else had this problem?

Simon
--
****
* Simon Harrison Oook *
* S.J.Harrison@uk.ac.newcastle - Librarian *
****

2705. Re: How do I create a fastloading floppy?

Newsgroup: comp.sys.atari.st
Date: 1993-11-30 15:43:58 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Nov30.154358.18341@unix.brighton.ac.uk>
Source record: 197579

There are faster loading formatting programs (ie. using interleaving) and
you can set the fastload bit on machines of a certain TOS level and above.

If you do not havr the fastload bit facility, try something like the
pinhead program. This stops the system clearing alot of memory that it needn't.
Thats about all I can think of.

Pads

--

```
_____________________________________________________________________________
Desk File Options
-----------------------------------------------------------------------------
| Info | ----------------------------------------
|________| | Michael May (mm68@uk.ac.bton.unix) |
| University of Brighton, Sussex, England |
| These views are my own, so there! |
-----------------------------------------
```

2706. Ever Heard of a new Star Trek game ?

Newsgroup: comp.sys.atari.st
Date: 1993-11-30 16:15:05 UTC
From: elendir@enst.fr
Message-ID: <2dfri9$44s@cismsun.univ-lyon1.fr>
Source record: 197576

Hi there,

I recently saw a demo version of a new Star Trek game (Called Star Trek,
25th anniversary). But it was running on Mac.
Did anyone know about a (possible) ST/Falcon version ?

Thanx.

Vince.

PS : It was really great ! (The demo)

--

2707. Re: Any Speedo-Fonts in the Public Domain???

Newsgroup: comp.sys.atari.st
Date: 1993-11-30 16:32:24 UTC
From: schulz@t524e0.telematik.informatik.uni-karlsruhe.de
Message-ID: <SCHULZ.93Nov30163224@t524e0.telematik.informatik.uni-karlsruhe.de>
Source record: 197575

Well, I'm looking for alternative sources of Speedo Fonts, too.

Essentially we don't have to know how to decrypt Speedo fonts, just how to encrypt them so that they become acceptable to Speedo.

Or we should "persuade" Atari to release a Speedo that will handle both encrypted and plain fonts.

Of course, both approaches are almost as bad for the Speedo font monopoly as a decryption tool. But then, since the Public Domain market is a good one for Atari STs and an argument for buying one, Atari's decision for Speedo was a bad one in the first place.

2708. Re: MFM drive at RLL controller?

Newsgroup: comp.sys.atari.st
Date: 1993-11-30 16:36:12 UTC
From: hstaalm@cs.vu.nl
Message-ID: <CHBCsD.50r@cs.vu.nl>
Source record: 197580

thuerman@ibr.cs.tu-bs.de (Urs Thuermann) writes:

>I can get a cheap MFM drive which I would like to attach to my RLL controller.
>I have done that with another MFM drive before and that worked pretty well.

For how long (yet!) ?

>Do MFM drives generally work with RLL controllers, and if not, do I risk
>damaging the drive if I try that?

To RLL writes twice as much data is written compared tot MFM drives.
Because only the clockrate of reading/writing data is higher, it will
probably work .... until it seems that some data is corrupted. An
RLL drive must have media which is capable of storing this amount of info.
So if you write to an MFM drive, you might suffer from (`some'?) dataloss.
If you're lucky, the MFM drive uses the same media as RLLs and you don't
have any problems, but if you are'nt (and -- some day -- you are, according
to mr Murphy) some crucial (worst case = normal than) information is
lost.... 8-( ). Because, as far as I know, MFM existed before RLL, the
media the use are likely to be not sufficient. It's a risk. (Like HD formatting
a DD flop...).

Greetings,
Hans Staalman

>Urs
--

Department of Mathematics & Computer Science Vrije Universiteit
Amsterdam The Netherlands

2709. Re: Rat Soft BBS... Not what it's cracked up to be.

Newsgroup: comp.sys.atari.st
Date: 1993-11-30 17:00:06 UTC
From: wz@echo.chem.tu-berlin.de
Message-ID: <wz.754678806@echo>
Source record: 197581

jhurwitz@access.digex.net (j. hurwitz) writes:

>It may have worked at 2400 baud, But I would love to see you get 1400 cps
>while running in the background. Besides we're talking about Rat Soft BBS.
>It can't run in MultiTOS no matter what speed your computer is.

I'm doing 1000++ cps (with a 9600 modem) with CoNnect as comms prog. and
plain old MultiTOS and editing in PureC at the same time (on a TT).
This is the same problem a BBS program should have. And Mag!X is even better
and faster than MultiTOS.

Bye Wolfgang

2710. tos 1.04

Newsgroup: comp.sys.atari.st
Date: 1993-11-30 17:17:07 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <2dfv6j$do2@charm.magnus.acs.ohio-state.edu>
Source record: 197583
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

What patch programs do I need with TOS 1.04?

_
--
Vice | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
President | P.O.BOX 29103 | 8-bit
of: | COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *

2711. RESULT: rec.autos.simulators passes 170:22

Newsgroup: comp.sys.atari.st
Date: 1993-11-30 17:57:42 UTC
From: rdippold@qualcomm.com
Message-ID: <rec.autos.simulators-RESULT@uunet.uu.net>
Source record: 197584
Cross-posted to: news.announce.newgroups,news.groups,rec.autos,rec.autos.driving,rec.autos.sport,comp.sys.amiga.games,comp.sys.atari.st,comp.sys.ibm.pc.games.misc,comp.sys.mac.misc,comp.sys.mac.games

RESULT

unmoderated rec.autos.simulators group vote results - 192 valid votes

```
Yes No : 2/3? >100? : Pass? : Group
---- ---- : ---- ----- : ----- : ----------------------------------------
170 22 : Yes Yes : Yes : rec.autos.simulators
2 invalid votes
```

Newsgroups line:
rec.autos.simulators Discussion of automotive simulators.

Thus the group passes, and should be newgrouped after the five day
waiting period.

This vote was conducted by a neutral third party. For voting
questions only contact rdippold@qualcomm.com. For questions about the
proposed group contact Afzal Ballim <afzal@divsun.unige.ch>.

CHARTER

This newsgroup will be used for discussions of realistic computer
simulations of automotive vehicles, irrespective of the platforms on
which said simulations are supported. This will include simulations
which have a competitive component (racing simulations) and those
which do not. Topics will include (but are not restricted to):

o Global characteristics of particular simulations.

o Platform-dependent characteristics of such simulations (as a
convention, it is suggested that such discussions list the
platforms in the subject header, e.g.,

Subject: [ibm-pc,sun] Blog's Yugo simulator

o Design and implementation issues of such simulations.

o Issues of realism in automotive simulation.

o General discussion of automobile simulations.

Obviously, determining whether a particular simulator is "realistic"
requires a judgement call. It is hoped that broad accord between
posters will enable the discernment of valid simulators (for
discussion in this group) from those which are devised for an
entertainment value without concern for realism. Thus, discussion of
many of the arcade racing simulators, which provide an overview

perspective of the vehicle being simulated and which do not attempt to provide realism of handling of the vehicle, would not be appropriate in this newsgroup. On the other hand, simulators such as Microprose's Formula 1 Grand Prix would fall within the purview of this group as attempts are made to capture realistic handling of the vehicle.

FAQ Outline

A preliminary FAQ is in preparation for the eventuality that the group passes the vote. The current outline is included here:

FREQUENTLY ASKED QUESTIONS for rec.autos.simulators
Written by Afzal Ballim

Version: 0.0
Last Update: 26/10/1993
If you think of questions that are appropriate for this FAQ, or would like to improve an answer, please send email to afzal@divsun.unige.ch

Topics Covered:
==========

Part 1:
[1-0] What is the purpose of this newsgroup?
[1-1] What conventions are suggested for subject headings?
[1-2] How do I decide if a simulator is "realistic"?
[1-3] Does discussion on arcade racing games belong here?

Part 2:
[2-0] What realistic racing simulators exist?
[2-1] What platforms support them?
[2-2] What add-ons, editors, updates, etc., exist for these simulators?
[2-3] Where can I find them?

Part 3:
[3-0] What realistic NON-competitive simulators exists?
[3-1] Where do I start if I want to build a simulator?
[3-2] How do I model <X> in an automotive simulator?

rec.autos.simulators group vote Final Vote Ack

Yes Votes

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fieldera@iosg.enet.dec.com A person of reduced seriousness... 08-Nov-1993
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No Votes
---
berar@gaul.csd.uwo.ca DANNY BERAR
callicot@boilerbob.corp.mot.com Mark Callicotte
cestep@panix.com Chris Estep
ckk@uchicago.edu Christopher K. Koenigsberg
dcameron@gssec.bt.co.uk David Cameron
fsspr@camelot.acf-lab.alaska.edu Sean P Ryan
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stu@valinor.mythical.com Stu Labovitz
sven@wells.nrl.navy.mil Sven Heinicke
wpcallah@rwasic17.aud.alcatel.com Paul Callahan

Votes in error
---
clark@tti.com Ralph Clark
! Conflicting votes
system@galcon.ersys.edmonton.ab.ca The TARDIS
! Invalid address

2712. Re: Falcon -> STE compatibility

Newsgroup: comp.sys.atari.st
Date: 1993-11-30 18:00:10 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Nov30.180010.24584@unix.brighton.ac.uk>
Source record: 197592

```
Cannot give you any hard facts...there are several sources offreing that.
Tha Falon Owners Group for instance, but try Magi or better still Backward.

Both PD/Shareware(?) and ftp'able from a.a.u.e.

Pads

--
_____________________________________________________________________________
Desk File Options
-----------------------------------------------------------------------------
| Info | ----------------------------------------
|________| | Michael May (mm68@uk.ac.bton.unix) |
| University of Brighton, Sussex, England |
| These views are my own, so there! |
----------------------------------------
```

2713. Re: Falcon Speed

Newsgroup: comp.sys.atari.st
Date: 1993-11-30 18:01:23 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Nov30.180123.24670@unix.brighton.ac.uk>
Source record: 197593

No, they said that the 386 would be upgradable to a 486 at a later date if
the user wanted. The 286 is just a 286..no upgade possible.

Pads

--

```
_______________________________________________________________________________
Desk File Options
-------------------------------------------------------------------------------
| Info | ---------------------------------------
|________| | Michael May (mm68@uk.ac.bton.unix) |
| University of Brighton, Sussex, England |
| These views are my own, so there! |
-----------------------------------------
```

2714. Hard Drive error

Newsgroup: comp.sys.atari.st
Date: 1993-11-30 18:07:29 UTC
From: bili6745@mach1.wlu.ca
Message-ID: <CHBH0I.Mzt@mach1.wlu.ca>
Source record: 197596

In trying to hook up the seagate 120 meg RLL i got i get a $03 error. What does this error mean? Does anyone know how the jumpers should be set on this drive?

Keith

--
|_|_|_

2715. Re: Rat Soft BBS... Not what it's cracked up to be.

Newsgroup: comp.sys.atari.st
Date: 1993-11-30 18:12:42 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.50856@cix.compulink.co.uk>
Source record: 197589

In article <2dffrf$113@access.digex.net>, jhurwitz@access.digex.net (j. hurwitz) writes:
>
>It may have worked at 2400 baud, But I would love to see you get 1400 cps
>while running in the background. Besides we're talking about Rat Soft BBS.
>It can't run in MultiTOS no matter what speed your computer is.
>

I use Connect under MTOS on my Falcon. I get 1600 cps on archived files
and over 2000cps on text, that's with a V.42bis TKR 14K4.
Under normal TOS the figures are 1700cps and 3000cps.

Ofir ogal@cix.compulink.co.uk

2716. Re: A bug in NewDesk under TOS 4.04 on Falcon?

Newsgroup: comp.sys.atari.st
Date: 1993-11-30 18:14:18 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Nov30.181418.25100@unix.brighton.ac.uk>
Source record: 197594

Yeah, I'll test it for you. Or if you release it in the PD why not release the code and let someone fix it for the falcon. :)

Pads

--

```
_______________________________________________________________________________
Desk File Options
-------------------------------------------------------------------------------
| Info | ---------------------------------------
|________| | Michael May (mm68@uk.ac.bton.unix) |
| University of Brighton, Sussex, England |
| These views are my own, so there! |
-----------------------------------------
```

2717. Re: Rat Soft BBS... Not MultiTOS compatable!!!

Newsgroup: comp.sys.atari.st
Date: 1993-11-30 18:22:31 UTC
From: jhurwitz@access.digex.net
Message-ID: <2dg317$r6t@access.digex.net>
Source record: 197590

```
In article <wz.754678806@echo>,
Wolfgang Zweygart <wz@echo.chem.tu-berlin.de> wrote:
>
>I'm doing 1000++ cps (with a 9600 modem) with CoNnect as comms prog. and
>plain old MultiTOS and editing in PureC at the same time (on a TT).
>This is the same problem a BBS program should have. And Mag!X is even better
>and faster than MultiTOS.
>
>Bye Wolfgang
>

That is great, but Rat Soft won't run in MultiTOS.

__/ / . + .
_/__/_/\
_/____/ \/ J. Hurwitz ,
. / / \/| . *
/ / /|/ In DX7 Heaven . o
/_____/ / |
/____/\\/ / Roaming Cyberspace "Space is the place"
/ o \ || / .
| o o |// . -Sun Ra +
\o o// jhurwitz@access.digex.com
--^-- . *
+ ' +
```

2718. Re: New PC owner :(

Newsgroup: comp.sys.atari.st
Date: 1993-11-30 18:35:19 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2dg3p7$4l7@harbinger.cc.monash.edu.au>
Source record: 197595

John Hoffman (jhoffman@netcom.com) wrote:
: Hello, I thought I'd pop over here and post a message about my trials and
: tribulations having bought a new PC 486/33 with windows to replace my MegaST.
: To all Atari people who might be considering buying a PC and running windows
: don't plan on doing high speed (19.2K) telecomunications. I've spent the last
: several weeks trying to get error free comunications without luck. I've use
: several of the mainstream telecom packages and they all fail. I'm also a Genie

Are you talking about Windows applications or DOS applications
under Windows? In the foreground, DOS apps and Windows apps will
get error free communications. If you want error free background
transers, you have to pay $$$ for a Windows-only telecommunications
packages like ProComm Plus, etc. There's no good shareware/freeware
Windows terminal programs, apart from Unix-Windows (which isn't
really a comms-package).

: user and the PC Aladdin program is a POOR reflection of the ST Aladdin
: application. AOL and WINCIS are also poor systems compared to ST Aladdin.
: I've just ordered a piece of software called turbocom which is supposed to
: fix all my problems. Yeh like the 16550 uart was going to fix all my problems.
: So Consider when and if you decide to move to a windows PC, Telecom on the ST is
: best!

I think you need to have a look at the commercial programs before
deciding which is best. I prefer the shareware DOS programs, but
you'd need OS/2 before DOS terminals multitask well on a 80x86
box (or use DESQview 386).

- Jim

2719. RE: Falcon 3rd party memory boards

Newsgroup: comp.sys.atari.st
Date: 1993-11-30 18:36:22 UTC
From: bill@main.morris.org
Message-ID: <1993Nov30.133627.69@main.morris.org>
Source record: 197591

In Article <1993Nov27.080756.65@main.morris.org>
I wrote:

>
>Does anyone have info on any vendors that sell Falcon memory boards? I was
>hoping for one that allows the usage of SIMMs: I have a bunch of 4mb SIMMs
>here just doing nothing, and 4mb is getting tight lately...
>
>Thanx
>

Several people sent me mail regarding various vendors, etc. A couple of
these were unfortunately in Europe, and what with me in the US, thats out...

Anyways, I called Toad today, and they have a thingie that uses regular
SIMMs, and is supposedly real easy to install: I pull out the existing
4mb board, and install this in its place, populated with 4mb SIMMs
(16mb here we come!).

Not including the cost of the SIMMs, which I got for free anyways, the
total was just under $65. And I can probably make that up selling the
old 4mb board, Ive been seeing people here who have purchased 1mb
systems...

If anyone is interested in hard-core facts about it, such as ease of
installation, quality of the construction, etc, send me mail, or
I will summarize.

(btw: apperently this is on special. Dunno for how long, but hey,
a deals a deal!)

2720. Re: Falcon -> STE compatibility

Newsgroup: comp.sys.atari.st
Date: 1993-11-30 19:27:48 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <93334.142749STIRRE31@MAINE.MAINE.EDU>
Source record: 197597

I recently received a copy of ST Magazin from Germany.
Unfortunately, I can't read German (my friend sent me a
copy for fun). There was, however, an article about a
program that does, indeed, emulate an STe on the Falcon.
I don't have the copy on me, though. I'll try to post it
later.
-scott tirrell

2721. Re: QuickBBS ST (was: Re: BBS Software)

Newsgroup: comp.sys.atari.st
Date: 1993-11-30 19:31:44 UTC
From: galaxis@traveller.freiburg.sub.org
Message-ID: <2cfce86c376e4@traveller.freiburg.sub.org>
Source record: 197428

Theo_Runia (Theo_Runia) wrote:

> AB> QuickBBS ST V1.10 runs under MiNT in a TOSWIN (or whatever) window,
> AB> too - if you switch off the statusline. (The statusline is written to
> AB> the screen using LineA.)
>I bought a Falcon030 now. After this hectic period (xmas time in the shop)
>I will make it work even better under MiNT. Mind you it would ONLY work on
>a TT or Falcon.

I tried it on a 1040ST with 4MB RAM and a 25MHz 68000 Board...
If I would own a Falcon, I shurely wouldn't use it to run my BBS on :-)

>I will also make QuickBBS ST/TT/FC :-) compatible with the filelocking
>system of Multitos. In theory that would mean that network drivers that use
>the same protocol can also be used for a multiline environment.

That's very nice... I don't plan to use MultiTOS on the BBS machine; but I
currently use the PAMs Hiker network, which seems to use the same filelocking
mechanism...

>I will have a look to see if I can run it inside an own window, would be a
>bit faster then using TOSWiN, which slows things down a lot.

I would be slower on a machine without MultiTOS, though, so I don't think
this would be a very good idea...

>PS I will move from Fido/NeST more to Internet/Usenet. I personally had it
>with the Fidonet type of nets. Internet is more to my liking.

Fed up with FidoNet power games? :-)

>You can get QuickBBS ST support here too now.

Good... Your message doesn't contain a valid address, though (that's why I
don't send this via mail...).

/\|ex.
--
galaxis@traveller.freiburg.sub.org (or ab@traveller.fido.de)
Network_ST 90:400/101*VNet 46:9490/231*KultNet 23:550/5*FidoClassic 2:2476/803
Traveller-Box ++49-761-381571 (HST/DS) - THE Atari BBS in southwest Germany

2722. Re: Scigraph??

Newsgroup: comp.sys.atari.st
Date: 1993-11-30 20:12:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A9221@MS.maus.de>
Source record: 197475

In article <1993Nov29.165911.6629@news.unige.ch>, Mike Morris
(mike@medsun.unige.ch) wrote:
>surprisingly) is still supported? I rang the company the other day,
>and they have died... 8'(

No, they didn't. SciLab is alive, and the current version is Xact 3.x
(the program has been renamed).

2723. Re: US Falcon Prices?

Newsgroup: comp.sys.atari.st
Date: 1993-11-30 20:43:32 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <2dgb9k$3v9@usenet.INS.CWRU.Edu>
Source record: 197598

In a previous article, STIRRE31@MAINE.MAINE.EDU () says:

>There's been a lot of talk about plummeting Falcon prices
>in Europe, but it has not occured here in the States. Why
>have the prices dropped elsewhere and not here? Does
>anyone know if a price drop is expected here? I plan
>on buying a Falcon, but right now the price is a little
>too steep. Oh well, guess I'll just have to save.
>thanks,
>-scott tirrell
>

It could be the fact that the U.S. dollar is weak compared to other
countries enabling Atari to charge a smaller amount for the Falcon030
everywhere else.

--

2724. how to get the 8X8 TOS font?

Newsgroup: comp.sys.atari.st
Date: 1993-11-30 22:12:16 UTC
From: jacob@max.cc.brandeis.edu
Message-ID: <1993Nov30.221216.28261@news.cs.brandeis.edu>
Source record: 197503
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I know there's a way to get the TOS font to be 8X8 instead of 8X16.
Is it a VT52-type escape sequence? Or is it some call? (I use Lattice C)

Thanks
Jacob

ps: please reply in email as I'm not able unfortunately to keep up with
these groups.

2725. Re: VME graphics cards

Newsgroup: comp.sys.atari.st
Date: 1993-11-30 22:23:02 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <2dgh46$euq@charm.magnus.acs.ohio-state.edu>
Source record: 197600

```
>>Crazy Dots II
>> (TKR, Kiel) 1024*768 65MHz 1MB 16.7Mil 898.- DM
>>NOVA VME 32k
>> (Computer- 1024*768 90MHz 1MB 64k 699.-
>> insel)
>>NOVA VME 16M
>> (dito.) 1024*768 90MHz 1MB 16.7M 899.-
>>MatGraph COCO
>> (Matrix) 700*500 28MHz 1MB 256 790.-
>>MEGA-Vision
>>300
>> (Sang) 1024*768 110MHz 1MB 32k 700.-

Man! These costs are absolutely *OUTRAGEOUS*! At this rate there is no way I'll
ever upgrade beyond the ISAC card, it may only do 16 colors at 1024*768, but
then again it costs like $299! (Of course on the PC I would probably get
1024*768 25bit for that price... what a bummer!-(((((

-----------------------------------------------------------------
|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

"To my mind the most frightening book ever published is Lewis F. Richardson's
'Statistics of Deadly Quarrels'. You've probably never heard of it even though
its relevance to the mess you're in is at least as great as that of Darwin's
'On the Origin of Species,' which you learned about in fourth grade. And that's
because it's so completely terrifying only those 'experts' who are adequately
armoured with preconceived contrary ideas which will enable them to disregard
Richardson's work completely ever get to study it."
- Chad C. Mulligan
```

2726. Falcon Accelerators

Newsgroup: comp.sys.atari.st
Date: 1993-11-30 22:41:29 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <CHBtp6.Grs@ecf.toronto.edu>
Source record: 197501

Hi!

Hopefully, someone can help me...
I need to know about all the Falcon accelerators out there, as well as
it's price and distributor.
If you could include their specs as well, I'd be much obliged! :)
I'm thinking of getting a Falcon; however, the base is a tad too slow.. :(
I'm trying to decide whether I should go the NVDI route or just accelerate
the whole kit 'n caboodle.. SO, any help is appreciated!! :)
Oh btw, I'm assuming that all the accelerators allow SIMM memory additions,
right?

Thanks to anyone who replies! :)
AcEzE /.^J
--
********** WHO AM I, YOU SAY? ********** "If time is money, (c)
********** Shahir Al Rashid *aka* AcEzE ********** we're all in debt!" - Me
***** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ***** ----------
* This message brought to you by the Bollocks Bros. * No Fate But What We Make

2727. Re: Atari Show in UK

Newsgroup: comp.sys.atari.st
Date: 1993-11-30 22:57:15 UTC
From: Lexicor@world.std.com
Message-ID: <CHBuFF.1Go@world.std.com>
Source record: 197502

In article <CHB4yq.906@newcastle.ac.uk>,
Craig Graham <Craig.Graham@newcastle.ac.uk> wrote:
>
>There's an Atari Show in Birmingham (UK) on 5th December at the National
>Motorcycle Museam (???).
>
>- These things are never properly advertised are they ???
>
>Craig.
>

Well..the show at Birmingham is a rather specific and small Show...we may as well help it!

add on....

All UK Users come to th Birmingham Show on the 5th of December!!!

It'll be great!

16/32 Systems (and LEXICOR), CGS, Silica, Gasteiner, Compo, Systems Solution are just a few of the many who will be there!!

add off....

Anyway...I think some of th magazines should have mentioned it...i don't know of an AD though..don't expect an AD like on TV or so *grin*. The Future SHow was properly advertised...but it was a Games Show really...

Yat@Lexicor

2728. Re: Where is AEO_SE_J.ZIP ??

Newsgroup: comp.sys.atari.st
Date: 1993-11-30 23:53:35 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Nov30.235335.24177@newshost.lanl.gov>
Source record: 197507

In article 11245@dmu.ac.uk, c2sgy@dmu.ac.uk (SG Yardley) writes:
>I read the transcript of the Atari GEnie conference on the Falcon and they
>mentioned a file called AEO_SE_J.ZIP which contained files(GIFs) on the up
>and coming JAGUAR.
>
>Where is it or is it just restricted to those 3 or 4 people (Americans) with GEnie access
?? A little unfair ?

3 or 4 ??? Oh, puhleeese, give us a break, OK? My heart bleeds for you, really.

-Hutch-

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____

2729. Re: Anyone cracked Cubase 3.01 yet?

Newsgroup: comp.sys.atari.st
Date: 1993-12-01 00:00:28 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Dec1.000028.25786@newshost.lanl.gov>
Source record: 197508

In article 21743@ue.ipc.hiroshima-u.ac.jp, akinobu@ue.ipc.hiroshima-u.ac.jp (Akinobu Watanabe) writes:
>
>I have thousands of dollars worth of software I only bought ONE program before
>trying a 'pirated' version. I am now in Japan, so I don't have any more
>'connections', but when I return to the 'real world'(TM) I will continue to
>try before I buy. Is it ethical? I don't know, and really don't care.

Well, I'm sure that all the other commercial developers that read this newsgroup and the Internet feeds on GEnie will be glad to know that you "really don't care." Maybe THEY won't care so much when it comes time to decide on whether they should keep supporting the Atari platform or not.

>The fact remains that EVERY PROGRAM that I _USE_ I paid for.

And the fact remains that this is _still_ just rationalization hogwash!

-Hutch-

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____

2730. Re: and another bites the dust

Newsgroup: comp.sys.atari.st
Date: 1993-12-01 00:23:44 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Dec1.002344.642@newshost.lanl.gov>
Source record: 197510

In article 2pp@cbnewse.cb.att.com, trek@cbnewse.cb.att.com (wayne.a.booth) writes:
>Looks like apple is re-thinking their strategies. Maybe their machines
>aren't doing as well as some would lead us to believe.
>
>------------------------news service extraction-------------
>
> o Apple Computer, in a departure from its proprietary strategy,
> is about to unveil a Macintosh personal computer that can
> operate as an IBM-compatible machine and use Microsoft's
> popular Windows operating software. [WSJ]

Nope, it's more like they are just covering their behinds, Wayne. :)

Personally, I'd LOVE to have a single box that would allow me to run my favorite Atari, Mac and DOS/Windows programs with no compromises in performance or any compatability. Spectre GCR and the Gemulator were steps in this direction but a far shot from the ideal. This 'Houdini' computer that Apple unveiled at COMDEX is simply a stopgap until their PowerPC introduction in March which will support DOS/Windows emulation at 486 speeds.

Sorry for the digression from Atari topics...

-Hutch- @ Fair Dinkum Tech

2731. Re: Falcon030 floppy?

Newsgroup: comp.sys.atari.st
Date: 1993-12-01 00:28:30 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Dec1.002830.1458@newshost.lanl.gov>
Source record: 197511

In article 2765@bradford.ac.uk, S.P.Taylor@bradford.ac.uk (Steve Taylor) writes:
>James R. Gilbert (cb541@cleveland.Freenet.Edu) wrote:
>
>: The Falcon030 has no floppy port. What do people use, SCSI floppies
>: on the SCSI II port?
>
>Most (normal) people use the internal High Desity Floppy Disk Drive.
>Assuming they have a hard drive model of the Falcon, this is no great problem.

Trust me... developers (and anyone who must necessarily do a lot of floppy disk duplicating) really _miss_ the external floppy drive port. I'd be happy with a DSDD port on the Falcon, actually.

-Hutch- @ Fair Dinkum Tech

2732. 486DX2-66 System For Sale

Newsgroup: comp.sys.atari.st
Date: 1993-12-01 00:34:38 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Dec1.003438.2820@newshost.lanl.gov>
Source record: 197512

Rather than waste everyone's time, suffice it to say that I have a fast honkin' 486DX2-66MHz system with 8Mb RAM, 340Mb HD and all the goodies for sale. Those who want more info just send me an email request.

Cheers,

-Hutch-

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____

2733. Re: Falcon -> STE compatibility

Newsgroup: comp.sys.atari.st
Date: 1993-12-01 00:45:11 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <93334.194511STIRRE31@MAINE.MAINE.EDU>
Source record: 197504

I'm back :) . In Nov. 1993's issue of ST Magazine, there is
an article for Gamefix. Unfortunately, it is a type-in
assembly program :(. Sorry!

2734. Re: How do I create a fastloading floppy?

Newsgroup: comp.sys.atari.st
Date: 1993-12-01 01:49:55 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2dgt83$m5g@golem.wcc.govt.nz>
Source record: 197506

Format the disk 9 sectors per track, 2 sides, 80 tracks.

Make sure you are using a 'twister' or 'skew' format.

If using TOS 1.0 or 1.02 stick 'Pinhead' in the AUTO folder.

Depending on the size of the fax program, compressing it with PFX-Pack
may speed things up! (It usually does, depacking is faster than loading!)

Try to have as few files as possible on the disk, and try to have as much
as possible in the root directory so the ST doesn't have to Change
directories.....

Things won't get much faster than that......

```
/-------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, O O |
| you can be 100% sure that it will! o |
| WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/
```

2735. Re: Anyone cracked Cubase 3.01 yet?

Newsgroup: comp.sys.atari.st
Date: 1993-12-01 01:56:35 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.53837@cix.compulink.co.uk>
Source record: 197505

In article <CHArr1.LMJ@liverpool.ac.uk>, em09@liverpool.ac.uk (Mr. J. Boyes) writes:
>
>When Harman Audio took over from Evenlode as the UK distributer for
>Cubase they put out a series of ads asking people to re-register
>with THEM. Although I have a legitimate copy of Cubase, I had to
>re-register because I bought my copy elsewhere. However they did
>not question my right to register and, for all they knew, I might
>have been a software thief.
>
>Having said that, I have not benefited from this registration. I still
>have the bug I complained about 12 months ago and little sign of any-
>one doing anything about it.
>
Which bug is that and have you got v3.10?

Ofir ogal@cix.compulink.co.uk

2736. Re: Falcon Accelerators

Newsgroup: comp.sys.atari.st
Date: 1993-12-01 02:57:23 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.54058@cix.compulink.co.uk>
Source record: 197509

In article <CHBtp6.Grs@ecf.toronto.edu>, alrashi@ecf.toronto.edu (AL RASHID SHAHIR) writes:
>Hi!
>
>Hopefully, someone can help me...
>I need to know about all the Falcon accelerators out there, as well as
>it's price and distributor.
>If you could include their specs as well, I'd be much obliged! :)
>I'm thinking of getting a Falcon; however, the base is a tad too slow.. :(
>I'm trying to decide whether I should go the NVDI route or just accelerate
>the whole kit 'n caboodle.. SO, any help is appreciated!! :)
>Oh btw, I'm assuming that all the accelerators allow SIMM memory additions,
>right?
>

You should get NVDI regardless, screen acceleration is very good.

Ofir ogal@cix.compulink.co.uk

2737. Re: gcc2.5.3

Newsgroup: comp.sys.atari.st
Date: 1993-12-01 03:24:18 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.93Nov30232418@acae127.cadence.com>
Source record: 197522
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> compiler error when including one of the standard files. Do I need a newer
> g++ library, or is, as I suspect, g++2.5.3 shagged.
>

i just sent out a new libg++/headers. it was fully tested with
gcc 2.5.5. that i also sent. please give them a try.

with gcc 2.3.3 you should have been able to use the old
library/ headers though you would not be able to build the library
itself successfully with it.

cheers,
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

2738. 256 Colors Card ?

Newsgroup: comp.sys.atari.st
Date: 1993-12-01 04:59:20 UTC
From: Laurent_Zimmerli@temptation.alphanet.ch
Message-ID: <Laurent_Zimmerli.08ct@temptation.alphanet.ch>
Source record: 197460

Hello everrrrybody!

I just receive my registred copy of GemView3 (Very nice)
And so I wanna know if it exists a Graphic card -GemView Compatible-
which allows me to see 256 Color on my Atari RGB-Monitor.

I don't need any 'Truecolor' / 32k-colors card,especially for financial
reasons :-((

So...is that kind of card exists ?????

Thanx!

-- Via DLG Pro v0.995

Laurent Zimmerli | E-Mail: paw-pp@alphanet.ch (Mails)
Jacob-Brandt 81 | paw-pp@cultnet.ch (UUCode)
CH-2300 La Chaux-de-Fonds | Fido: 2:301/331
(+41) (0) 39.26.70.37 | CH-VTX: 039.267037
"""""""""""""""""""""""""""|____
There's no shuffle here on the north pole,on this quiet dome. (F242]

2739. Re: VME graphics cards

Newsgroup: comp.sys.atari.st
Date: 1993-12-01 05:34:23 UTC
From: Lexicor@world.std.com
Message-ID: <CHCCtC.Gs5@world.std.com>
Source record: 197514

In article <2dgh46$euq@charm.magnus.acs.ohio-state.edu>,
Pandemonium <dhbutler@magnus.acs.ohio-state.edu> wrote:
>>>Crazy Dots II
>>> (TKR, Kiel) 1024*768 65MHz 1MB 16.7Mil 898.- DM
>>>NOVA VME 32k
>>> (Computer- 1024*768 90MHz 1MB 64k 699.-
>>> insel)
>>>NOVA VME 16M
>>> (dito.) 1024*768 90MHz 1MB 16.7M 899.-
>>>MatGraph COCO
>>> (Matrix) 700*500 28MHz 1MB 256 790.-
>>>MEGA-Vision
>>>300
>>> (Sang) 1024*768 110MHz 1MB 32k 700.-
>
>Man! These costs are absolutely *OUTRAGEOUS*! At this rate there is no way I'll
>ever upgrade beyond the ISAC card, it may only do 16 colors at 1024*768, but
>then again it costs like $299! (Of course on the PC I would probably get
>1024*768 25bit for that price... what a bummer!-(((((

If you mind me asking? what is so outrageous about them? *grin* The Atari is
a small market and the prices are quite steep...compared to PC Platforms...but
then for 299 U$D you get an ISAC Board that does no more than 16Million were
for about 190 U$D more you get a NOVA True Color Board (24bit) that is far
more superior than an ISAC.

The NOVA for Lex. Users is 489 U$D...do NOT forget that the prices quited
above are German DM!!! not U$D!!

Cheerio

Yat

2740. ADMIN: Remove comp.binaries.atari.st and comp.sources.atari.st?

Newsgroup: comp.sys.atari.st
Date: 1993-12-01 06:27:42 UTC
From: koreth@spud.Hyperion.COM
Message-ID: <2dhdgu$4uu@spud.Hyperion.COM>
Source record: 197524
Cross-posted to: news.groups,comp.binaries.atari.st,comp.sources.atari.st,comp.sys.atari.st

About a week and a half ago, I posted an article to comp.binaries.atari.st and comp.sources.atari.st asking for volunteers to replace me as moderator. One person asked for more information, then never replied to my mail, so I can only assume he's not interested.

Which makes me wonder: is it time to kill off both groups?

Even when I have time to moderate it properly, traffic is a trickle, and the various Atari ftp sites get far more submissions than either group. With the availability of mail servers to fetch things from those sites, I'm not sure there's a reason for the groups any more. Certainly the fact that nobody else wants to moderate them is evidence that interest is fairly low.

If the groups aren't removed, I'm not going to have time to moderate them, so they will sit idle. I think it's dumb to have groups that nobody can post to. Removing them entirely seems like a far better solution.

So, I leave it to you to discuss. What should be done? Followups directed to news.groups, where this sort of thing is supposed to be talked about.

-Steve

2741. Re: Tech Specialties' Combo Tower Case

Newsgroup: comp.sys.atari.st
Date: 1993-12-01 07:01:38 UTC
From: domingo@news.delphi.com
Message-ID: <2dhfgi$foh@news.delphi.com>
Source record: 197516

schokmrp@ac.wfu.edu (Rick Schokman) writes:

>G'day fellow Atarians,

Take this as a friendly warning...

> I'm thinking of buying the Combo Tower case ($295) from Tech Specialties
^^^^ ^^^^^^^^^^^
DO NOT BUY FROM THIS COMPANY!!! I purchased some "so-called" CPU cases
from them some years ago. They were total junk. I was completely ripped
off, and I hope NOBODY is ever conned by them again. I am surprised they
are still in business. STAY AWAY form tech specialities!!!

>in the near future. Does anyone have any experiences with this product? Any
>and all information will be greatly appreciated.

Answer your question?

Dom 'ripped off by tech specialities' Alvear

2742. Re: Tech Specialties' Combo Tower Case

Newsgroup: comp.sys.atari.st
Date: 1993-12-01 07:06:07 UTC
From: domingo@news.delphi.com
Message-ID: <2dhfov$g01@news.delphi.com>
Source record: 197517

oyakea@warren1a.its.rpi.edu (Amalaye Oyake) writes:

> Questions:

>1) Where can I get this product ?

See my message to Rick. You don't want to buy this product.

>2) What is there phone number ?

You don't need it. tech specialities is a rip off company with bad
products and even worse service.

>3) What are the advantages of this product ?

There are NONE. The metal is cheap, the paint peels, the motherboard
won't fit correctly and allow access to the ports, I can give you a slew
of other problems, but I won't waste the bandwith on this sad excuse for a
case manufacturer. Please DO NOT BUY FROM tech specialities!!!

Dom

P.S. If anybody wants to know more, I can send them more than 100K of
text documenting the past history of this crappy company.

2743. slm 804 laser

Newsgroup: comp.sys.atari.st
Date: 1993-12-01 07:13:53 UTC
From: ANTBEN@delphi.com
Message-ID: <931201.08033.ANTBEN@delphi.com>
Source record: 197518

does anyone have or know of the printer codes for the slm 804 or will be willing to sell me a copy of the manual?.....212-876 5989...tony.

2744. Re: MULTI WINDOWS/MODEM Questions.

Newsgroup: comp.sys.atari.st
Date: 1993-12-01 07:18:15 UTC
From: mbaffoni@flute.aix.calpoly.edu
Message-ID: <1993Dec01.071815.117282@zeus.aix.calpoly.edu>
Source record: 197519

In article <1993Nov22.153629.4918@bradford.ac.uk>,
Steve Taylor <S.P.Taylor@bradford.ac.uk> wrote:
>Hallvard Tangeres (hallvart@ifi.uio.no) wrote:
>
>: Right now I'm using the computer terminals at the university, using UNIX and
>: X-windows i believe it's called.
>: It is possible to connect via modem to the university, and I was wondering if
>: I could use my STE in the same way as the terminal at school (although a
>: little slower I suppose)?
>
>An X-windows type connection would not be possible over a modem link.
>You are given a simple VT100 terminal, from whatever software you choose
>(I personally like Uniterm 2.0e. Everyone else seems to like CoNnect)

Actually, it is possible, and even livable if you have a fast enough
modem, but in all cases you are talking big $$$ to get X-Windows working, let
alone working nicely. In some cases, you might even have to "purchase" a node
so that you can setup up a SLIP line to feed your terminal (shudder).

>: I would definately like to have several windows, so I can for example
>: "talk" with someone and if I get email, I can get into EMACS and read the
>: mail without dis-connecting the person I'm "talk"ing to. Would this be
>: possible at all, or can I only do "mail" OR "talk", and have to leave
>: one to get to the other.
[cntl-Z and screen descriptions deleted]

Actually, you can use a program called UnixWindows (UW) which allows
you to open as many windows as your computer allows (7 on an unmodified, non
MTOS STe) - but they are still just ADM31 terminals, not X-Window terminals.
In other words, all you get are the command-line and ASCII programs - but no
graphics, and no Xclocks etc.
I have been using UW quite a bit recently for programming, and it has
been pretty stable. I just wish you could a) have VT100+ emulation, b) be
able to switch del<->backspace, c) be able to use resolutions other than
monochrome (which is required - if you don't have a mono monitor for your STe,
don't bother with UW).
That said, it has been amazingly compatible seeing as how it runs on
my TT in fastRAM on my NOVA16M in 800x600 resolution in MTOS. Now _that_ is
some well written software considering it was written in '88 or so.

>: I would also like to read "News" and sometimes download files directly
>: to my STE at home, but this isn't a problem really, as we have MS-DOS
>: compatible disk drives at school, so I can just bring a disk with me when
>: I'm there (so I save the phone cost downloading).
>

>You should be able to read the news, no problem, in exactly the way you do
>on the X-terminals. Kermit is probably the program you will need to use in
>file transfer between the UNIX machine and your ST. In this if nothing
>else, Uniterm excells itself.

Any terminal program will allow you to read news with little or no problem. If you want to download, I would recommend CoNnect first because it has Zmodem built-in and can be made to automatically startup. Zmodem is good because it is not only faster (actually it is just more efficient) but it also has provisions for resuming an interrupted transfer (so you don't waste that hour of downloading just because your roomate picked up the phone at the wrong time). My second choice would be Uniterm, especially since it is FREEware, but it only has Ymodem built-in, with Zmodem accesible from an external program (just a second program that Uniterm runs when downloading). Although Uniterm is good, and fast on the ST line, it isn't as compatible in some features as CoNnect, and I find the downloading (whether Z or Ymodem) is a little slower than CoNnect's.
BTW, CoNnect has on-line help (there are very few things that are manual and not in the help). All you have to do is hit the Help button and you will get a context-sensitive help system for whatever you are doing. If you are in the dialer, the help page will automatically start in the dialing section, and so on. Of course, if you have any questions that the Help doesn't answer (or you need a "human" response), you can always ask me or Wolfgang (the author of CoNnect who usually reads this news base).

>: reccomendations for modems?
>
>Just the faster the better. 9600 baud is probably the fastest your host
>machine will be able to support.

This is not neccessarily true. My university is going to be instaling 14.4s very soon. And who knows what they do in Sweden...

Generally the faster is the better, as most modems are backward compatible, but I would also put some money into the name of the modem - if you stick with Hayes, Supra, or other comapanies that deall in good-quality hardware, you can be sure that they have good customer relations for quality control (I've ownded 3 Supra modems, and when one had a minor fault, they replaced it promptly, with new ROMs, and all with 3 days). Unfortunately customer service will vary from country to country, so companies that give me good service here in the USA, may not be so great in Germany. :)

>: Anybody using such a system as I'm describing? Any help would be greatly
>: appreciated!
>
>I'm using a system very similar to the one you're describing. Except I
>don't need to use a modem. At Bradford Uni, all the Halls of Residence
>have RS232 connections to the UNIX computers, so I just plug in and go.

Sounds cool. I wonder if anyone would notice if I strung a 2.5 mile twisted-pair ethernet line from campus to my apartment....:)

>Steve Taylor. |||
> Long Live / | \, if they don't shoot themselves in the foot.
>

-MikeB

2745. Re: I have Calligrapher...

Newsgroup: comp.sys.atari.st
Date: 1993-12-01 07:33:08 UTC
From: mbaffoni@flute.aix.calpoly.edu
Message-ID: <1993Dec01.073308.124444@zeus.aix.calpoly.edu>
Source record: 197520

In article <2cr912$qsf@news.u.washington.edu>,
Dan Aylward <dud@stein1.u.washington.edu> wrote:
>About six months ago, I was extremely lacking in the word processor
>department. I had a 4 meg TT w/120 meg HD, and all I had was an old
>version of First Word Plus. So I decided to go out and get Calligrapher
>Professional. All I can say is it's the most powerful word processor
>I've seen for the Atari. It's the only one that I know of that comes
>close to comparing to Word or Ami Pro for Windows. It worked great on my
>TT and I used it happily for 3 months.
>
>Then I got a Nova 16m graphics card...
>
>Calligrapher has major problems. It works fine in 640x400 or 640x480
>monochrome, but any color mode or any higher resolution screws it up. As
>a result, I haven't used it much at all; it's too much of a pain to
>switch resolutions every time I want to word process. So I just don't
>word process... :(

Well, as long as you are not using MTOS (or perhaps just MiNT, I am not
sure), you can use the reswitch.prg to automattically switch resolutions for
you whenenver you run Caligrapher (even from a function-key loading). All you
have to do is throw reswitch in the auto folder and edit the reswitch.inf
file.

>I have the latest CodeHead version of Calligrapher; it's free of many of
>the bugs of the Working Title version. It doesn't rely on GDOS anymore,
>and is more multitasking friendly. Working Title is not supporting it
>anymore, but when I called John Eidsvoog a couple weeks ago, he said they
>were working on buying the rights for it and continuing its support.
>
>What I'm wondering is... does anyone have a fairly powerful word
>processor that works flawlessly in any Nova graphic mode? I usually use
>1280x1024 16 colors or 1024x768 256 colors. Would anyone like to trade
>your word processor for Calligrapher? Or maybe just buy it from me? It
>cost me $175 new... all the manuals and everything are in perfect
>shape. I don't know how much it would be now... any offers?

I use AtariWorks, and it is Very solid (with a couple of bugs, such as
its logic for page-setup - the only way you can do envelopes is to set it up
for 8.5x11 with big margins and landscape, or the "feature" which retains the
page-setup from the last usage - so I had a document print out on
envolpe-sized areas of the paper. Other than that, it has worked flawlessly).
It has worked in all resolutions, with all manner of other programs running
(even the original 1stWord (not Plus) that came with my 520ST), in
single-tasking or MTOS, from STram or TTram, and it seems to actually run

faster in MTOS (especially printing).

>Thanks for any enlightenment, indifference, or flames...
>
>Dan Aylward
>dud@u.washington.edu

2746. Re: Good Looking ANSI for Hi-Rez - Help

Newsgroup: comp.sys.atari.st
Date: 1993-12-01 08:22:29 UTC
From: mbaffoni@flute.aix.calpoly.edu
Message-ID: <1993Dec01.082229.147855@zeus.aix.calpoly.edu>
Source record: 197521

In article <1993Nov25.203029.15803@desire.wright.edu>,
Big Guy <cse0947@desire.wright.edu> wrote:
> Is there any Telecomm program out there that will do proper ANSI
>graphics for ST high resolution? Besides K-term, which is great but too
>limited, I have yet to find any other. AnsiTerm for ST medium res is awesome
>but don't know if the author has made a hi-res version. Have tried Stealth,
>T-term2, Storm, Connect, Uniterm 2e, Rufus, Flash, Vanterm 3.8 all to no avail.

I got CoNnect to do ANSI in STHigh. What kind of problems were you
having?

>Any help will be appreciated.
>
>CSE0947@Desire.Wright.Edu (Wright State University, Dayton, OH)
>

-MikeB

2747. Re: Good Looking ANSI for Hi-Rez - Help PT. @2

Newsgroup: comp.sys.atari.st
Date: 1993-12-01 08:37:56 UTC
From: aykrua@acad2.alaska.edu
Message-ID: <1993Dec1.043756.1@acad2.alaska.edu>
Source record: 197536

In article <1993Dec01.082229.147855@zeus.aix.calpoly.edu>, mbaffoni@flute.aix.calpoly.edu (Juxtaposer) writes:
> In article <1993Nov25.203029.15803@desire.wright.edu>,
> Big Guy <cse0947@desire.wright.edu> wrote:
>> Is there any Telecomm program out there that will do proper ANSI
>>graphics for ST high resolution? Besides K-term, which is great but too
>>limited, I have yet to find any other. AnsiTerm for ST medium res is awesome
>>but don't know if the author has made a hi-res version. Have tried Stealth,
>>T-term2, Storm, Connect, Uniterm 2e, Rufus, Flash, Vanterm 3.8 all to no avail.
>
> I got CoNnect to do ANSI in STHigh. What kind of problems were you
> having?
>
>>Any help will be appreciated.
>>
>>CSE0947@Desire.Wright.Edu (Wright State University, Dayton, OH)
>>
>
> -MikeB

2748. Re: PCB Design Software for the ST?

Newsgroup: comp.sys.atari.st
Date: 1993-12-01 09:35:47 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <2dhohjE156@uni-erlangen.de>
Source record: 197523

Craig.Graham@newcastle.ac.uk (Craig Graham) writes:

>Where can I find some of these German PCB layout prg's ?

at every ATARI dealer ;-) I don't know any good PD programs in that area.
--
Harald Schoenfeld (IRC Nick: Equinoxe) | If he's your friend
Harald.Schoenfeld@rzmail.uni-erlangen.de | you don't need enemies

2749. Re: Searching for MolSys!

Newsgroup: comp.sys.atari.st
Date: 1993-12-01 09:58:30 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CHCp1J.8n8@barclays.co.uk>
Source record: 197530

I don't know if it was MolSys or something else but Hisoft in the UK sell a molecular modeller package.

--

```
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-----------------------------------------------------------+
```

2750. Re: Hardcore

Newsgroup: comp.sys.atari.st
Date: 1993-12-01 09:59:39 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CHCp3F.8o8@barclays.co.uk>
Source record: 197529

```
In article <CH812n.H0@cen.ex.ac.uk>, cs93dlh@dcs.exeter.ac.uk (D.L.Hastings) writes:
|> In article <2d8k8o$3l5@golem.wcc.govt.nz> wells_s@ix.wcc.govt.nz (Steve Wells) writes:
|>
|> > Does anyone know if there is an FTP site with the 5-level demo of
|> > 'Hard-Core'!? (A recently released game from Jeff-Minter). I can't
|> > remember if the final release was PD/SW, but if so, is *that* available
|> > anywhere!? It doesn't seem to be on a.a or cs.tu-berlin.de!)
|>
|> Unfortunately, I don't believe the final version was ever released.
|> Which is a crying shame as I think even the demo version is brilliant
|> and runs delightfully fast on my Falcon...
|> {{{ Dan }}}
Where did you get it from?
--
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-----------------------------------------------------------+
```

2751. Re: C and FPU

Newsgroup: comp.sys.atari.st
Date: 1993-12-01 10:00:52 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CHCp5G.8pC@barclays.co.uk>
Source record: 197531

```
In article <CH8A3u.GKw@csn.org>, kfason@csn.org (Kevin Fason) writes:
|>
|> I'm curious if Lattice C has libraries that use the 68882 FPU
|> co-processor. If so are they with it or seperate. If not, what C lauguage
|> does?? thanx.
|>
Lattice has a full set of maths libs including FPU, software or auto detecting.
--
+---------------+-------------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-------------------------------------------------------------+
```

2752. Re: 30/1

Newsgroup: comp.sys.atari.st
Date: 1993-12-01 10:07:54 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CHCpH6.8sp@barclays.co.uk>
Source record: 197535

What you want is on the way. According to n add in an ST mag this month, Titan designs who are doing a realtime color digitiser & a genlock do another product which you get free if you buy the above, that lets you have video in a window. I only scanned the add so there *may* be more to it that that.

--

```
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-----------------------------------------------------------+
```

2753. Re: Falcon030 new casing ?

Newsgroup: comp.sys.atari.st
Date: 1993-12-01 11:08:27 UTC
From: sanders@sci.kun.nl
Message-ID: <CHCsA4.Htv@sci.kun.nl>
Source record: 197527

In <CH9CrA.85H@sci.kun.nl> I wrote:

>In <CH9307.5vH@barclays.co.uk> Iain.Laskey@barclays.co.uk writes:

>>In article <H.eg.0p9ueAfFJoI@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
>>|> In <1993Nov18.162658.29548@dmu.ac.uk>, SG Yardley writes:
>>|> > At the recent FES show in London, a friend swore blind that he saw a lonely
>>|> > Falcon but it was in a 'PC styled' case.
>>|> > Also on the cover of ST Format there is a picture of such a machine. It looks
>>|> > a bit like the old Mega ST casing (not even MSTE !!)
>>|> >
>>|> > Anyone confirm deny this ??
>>|>
>>|> Sounds like wishful thinking to me. Atari's shown no interest in
>>|> improving the Falcon030 since its initial
>>I spoke to Atari UK last week. They told me they were intending to use Jaguar
>>revenue to fund further Falcon development.

>I read an article in the latest Atari ST Nieuws (Dutch) in which there
>was a review of a casing for the Falcon030. It was basically just a
>cover for the keyboard part on which you can place the monitor. The
>diagonal slits remain visible. Price: HFl 299,- or about $156.

>In the same mag, I found the lowest street price for a F030/4/84: HFl 2299,-,
>or about $1200. And a set: F030, 68882, Color monitor, ScreenBlaster
>and some software (Cybermorph and some other thing), for HFl 3333,-,
^^^^^^^^^^
Sorry, got confused with the (extensive) Jag
review in the same mag. It should be Xenomorph.

>about $1740. It's getting more and more interesting, huh?

>Sander SToks
>sanders@sci.kun.nl

2754. Falcon, ST Hard Drive Qs!

Newsgroup: comp.sys.atari.st
Date: 1993-12-01 11:08:43 UTC
From: metalhed@kaiwan.com
Message-ID: <CHCsAK.ArG@kaiwan.com>
Source record: 197525

Hello there!

Short and sweet:
I currently own an ancient (c.1985 EXTERNAL FLOPPY) 520 ST, TOS 1.4, one DS floppy.

First, I'm looking to get a Falcon 030/4-65 in the next 2 months. Anyplace I can get a good mail-order deal? Can get one for $1100+ from a local music shop, on a payment plan, but I know that's a bit steep...

Second, someone please giveme a list of *all* the Falcon's graphics modes, and whicn monitor(s) they're accessable from. Thanks!

Third... As an interim measure, I can get about 60 megs of old MFM or RLL drives from a friend for essentially free. He can also get me *IBM* type hardware (ie, p/s, case, IBM controller cards, et al). What would I need to hook these beasties up to my ST? Hardware AND software, please be specific and complete--I am a total HD novice. Software, please list items available for free via FTP or whatnot, and where. Thanks again!

Atarian to the end,

<---===The /\/\etal]-[ead===--->

2755. Trouble with formatting megafile with new drive

Newsgroup: comp.sys.atari.st
Date: 1993-12-01 11:35:30 UTC
From: soer@els.informatik.rwth-aachen.de
Message-ID: <2dhvi2$bbt@urmel.informatik.rwth-aachen.de>
Source record: 197526

Hi,

I had a megafile 30 till now. But I got a bigger drive, a
Mitsubishi MR 535, that I installed instead. I modified the
WINCAP-file and formatted the drive using HDX 5.0 and set
that the default partition to 15-15-15-15. After Formating
HDX reported <Root sector corrupted, reformat drive!>
I ignoered this message since it appeared after each formatting
I tried. To my surprise I could access to disc and it was
formatted! Why this error message?
The second problem could be caused by the first:
AHDI 6.04 (June 93) reports ACSI-UNIT 0 as unspecified drive.
Why?
I heard about a patch area in the AHDI to specify the drive that
are present. Could a patch there speed up booting since it takes
several second recognize that there are no further drives?

Greetings Lars Soerensen

2756. Printer filtering?

Newsgroup: comp.sys.atari.st
Date: 1993-12-01 11:45:51 UTC
From: niehaus@math.uni-muenster.de
Message-ID: <2di05f$srr@obelix.uni-muenster.de>
Source record: 197528

Hallo! (Sorry for my bad English)
My problem is to find and replace ESC-sequences by an (TSR-)program, that filters the output to the printer port. Exists a PD-version, C-sources or OMIKRON-Basic sources of such programm?

If I could pipe the printer output in a file (how can I do that?) and do the replacement with "sed", I would print the file with the replaced ESC-sequences and get result too. Is that possible?

The third and for me the most difficult way to solve the above mentioned problem is use a debugger and replace the wrong ESC-sequence in the .PRG file. What kind of PD-debugger can I use to handle the problem in that way?

Thanks Bert

2757. MEDUSA (68040) System

Newsgroup: comp.sys.atari.st
Date: 1993-12-01 11:58:01 UTC
From: Chris.Forker@newcastle.ac.uk
Message-ID: <CHCunE.2J1@newcastle.ac.uk>
Source record: 197533
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I would like to get more information on the MEDUSA (68040 TT clone).
I have been waiting for 4 months now for a new TT and it does not appear
that Atari can deliver.

I need to know the following information :-

1) How compatible is the MEDUSA system with other Atari computers.
2) What version of TOS does is use (if any).
3) What are the available configurations / price.
4) What are the performance advantages over a TT.

If anyone has direct or indirect experience/opinions of the MEDUSA system
I would be delighted to hear from you.

- Chris

e-mail: Chris.Forker@newcastle.ac.uk	Computer Systems Manager
voice: +44 91 222-8557	Engineering Design Centre
fax: +44 91 2616059	Newcastle University
	NE1 7RU ENGLAND

2758. Re: From Wolfgang Ley (was: For Wolfgang Ley)

Newsgroup: comp.sys.atari.st
Date: 1993-12-01 12:19:47 UTC
From: bwwl@sun.rz.tu-clausthal.de
Message-ID: <1993Dec1.121947.22474@solaris.rz.tu-clausthal.de>
Source record: 197537

Alexander Bochmann (galaxis@traveller.freiburg.sub.org) wrote:
> Wolfgang Ley (bwwl@sun.rz.tu-clausthal.de) wrote:

> >> +>error: unresolvable: Ley@rz.tu-clausthal.de
> >Your mail-server seem to be buggy. Mail to "rz.tu-clausthal.de" should go
> >to sodom.rz.tu-clausthal.de (there is an MX-record in the nameserver).
> >The address Ley@rz.tu-clausthal.de is an alias to the following address:
> >"bwwl@sun.rz.tu-clausthal.de".

> Anyway, others seem to have the same problem:

> >>> cut >>>
> From: The Post Office <postmaster@subnet.sub.net>
> Sender: mailer-daemon@subnet.sub.net
> Subject: Unresolvable mail address
> Date: Wed, 24 Nov 1993 15:22:07 +0100
> Content-Length: 2179
> A copy of your message is being returned to you because one or more of
> the addresses you specified could not be recognized as addresses that are
> understood by, or reachable from, this system.
> Most likely, you either mistyped something, or you tried to send mail to
> a domain name that has no host directly assigned to it.

Hi!

If your mailer can *only* deliver mail to hosts with directly internet-access
you will have trouble with a lot of email-addresses. Of course the domain-
part of my email-addr "rz.tu-clausthal.de" is not a host. If you are
quering a nameserver for information about this domain you will get a
MX-record (mail-exchanger) pointing to a directly accessible host
"sodom.rz.tu-clausthal.de".

This email-addr *is* working for a lot of people (beacuse i receive a lot
of email ;-)).
My check:

/home/sun/bwwl>host -t mx rz.tu-clausthal.de
rz.tu-clausthal.de MX sodom.rz.tu-clausthal.de

or

/home/sun/bwwl>nslookup
Default Server: solaris.rz.tu-clausthal.de
Address: 139.174.2.5

> set type=mx
> rz.tu-clausthal.de

```
Server: solaris.rz.tu-clausthal.de
Address: 139.174.2.5

rz.tu-clausthal.de preference = 50, mail exchanger = sodom.rz.tu-clausthal.de
sodom.rz.tu-clausthal.de internet address = 139.174.2.6

> error: unresolvable: Ley@rz.tu-clausthal.de
> <<< cut <<<

In this case you should contact your postmaster and get him to configure
his mailer correctly!

Bye,
Wolfgang.
--
------------------------------------------------------------------------
Wolfgang Ley email: Ley@rz.tu-clausthal.de
Teichstrasse 9
D-38678 Clausthal-Zellerfeld "With workstations you can do a lot of
(Germany) nonsense. With PC's not even that..."
Phone: +49 5323 82132
------------------------------------------------------------------------
To obtain public-pgp-key use 'finger bwwl@sun.rz.tu-clausthal.de'
or query a public-key-server for 'Ley@rz.tu-clausthal.de'.
```

2759. Home/Personal Accounting Package

Newsgroup: comp.sys.atari.st
Date: 1993-12-01 12:44:13 UTC
From: rahin@scs.leeds.ac.uk
Message-ID: <1993Dec1.124413.18824@gps.leeds.ac.uk>
Source record: 197532

A quick question,

Is there any GEM-based Home/Personal Accounting Package (PD/SW/Commercial Demo) on the atari.archive or any other FTP sites ?

Another quick question,

Could someone please describe the med-res (or is it low-res ?) boot problem on the STe and its remedy ?

Many thanks in advance.

- Rahin
(rahin@scs.leeds.ac.uk)

2760. Good sites for STe demos

Newsgroup: comp.sys.atari.st
Date: 1993-12-01 12:49:47 UTC
From: Niklas@garbo.uwasa.fi
Message-ID: <1993Dec1.124947.15010@uwasa.fi>
Source record: 197534

Can anyone recommend a good ftp or fsp site for new STe demos???
Could you also please list some of your favourite demos?

--

2761. Re: WOW - Falcon Games...

Newsgroup: comp.sys.atari.st
Date: 1993-12-01 13:59:01 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CHD06E.BEx@barclays.co.uk>
Source record: 197539

In article <2dcgja$100p@info2.rus.uni-stuttgart.de>, higgi@yeti.faveve.uni-stuttgart.de. (Heiko Hartmann) writes:
|> In article <H.eg.9n4MR9LYwbM@nasim.sta.sub.org>,
|> Frank Bartels <knarf@nasim.sta.sub.org> wrote:
|> >Craig.Graham@newcastle.ac.uk (Craig Graham) writes:
|> >>By the way - has anyone managed to get VERTICAL to work yet? I cann't find an
|> >>archive with a working copy on it.
|> >
|> >Same problem. ;(
|>
|> You have to start this game on a RGB/TV-Monitor and with a resolution of
|> 640x480 (16 colors) at minimum! The game seems to have trouble with allocating
|> new memory before switching the resolution...
This annoys me greatly. I have about 150 falcon PD files and of all the demos, 60% or more never seem to want to run. Some need RGB, some need Truecolor, some need VGA but none ever say in the readme file what is needed. Hence most of the stuff never seems towork for me. I try a few liekly res/color combinations and then give up. I haven't got time to keep messing around trying to get some demo going.

So, to all you budding Falcon game/demo/utility authors, if it needs a particular screen/res/colors combination, say so in the docs!
--
+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

2762. Re: Anyone cracked Cubase 3.01 yet?

Newsgroup: comp.sys.atari.st
Date: 1993-12-01 14:36:21 UTC
From: sam_garforth@hursley.ibm.com
Message-ID: <1993Dec1.143621.28675@hursley.ibm.com>
Source record: 197540

In <KENDALL.93Nov26184324@great-gray.owlnet.rice.edu> kendall@great-gray.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
In article <2d0mftINN4aq@dns1.NMSU.Edu> jficklin@nmsu.edu (Jim Ficklin) writes:
)I am always amazed that musicians and/or composures of all people would
)consider stealing someone else's work to be appropriate behavior. Just
)imagine you have finally put together the perfect piece. Wrote it,
)recorded it, it sounds great! Everyone loves it. Everyone HAS IT. But,
)wait, the recording people say they've only sold a very few copies. How
)is it that it is so popular? That everyone seems to be listening to it?
)That everyone seems to have their own copy? Why, they pirated it from
)you! Isn't that neat? Doesn't it make you feel good about all the work
)you did?... all the year's of effort gaining your skills, perfecting your
)technique?... getting to where you could produce something everyone could
)love? Doesn't it just really make you want to do it all over again for
)nothing?
)
)Can't we who make music and use computers see that the people who made the
)software are a lot like us? They study, work, grow, try and try again
)until they finally get it right? Don't they deserve the fruits of their
)labor just as much as we do? Of course! If you like it, if you use it,
)BUY IT!

Home taping is *not* killing music. Home taping is *spreading* music. I write music so that people hear it and possibly to achieve fame, but the more people that hear it the more likely it is that someone will buy it anyway. I also had the same view when I wrote computer games myself. I would be honoured if people pirated my work. (I originally heard this view expressed by Jim Kerr and Chrissy Hynde.)

Incidentally is this the main place to discuss Cubase on the Atari or is it elsewhere?

2763. Korg M1

Newsgroup: comp.sys.atari.st
Date: 1993-12-01 14:40:15 UTC
From: sam_garforth@hursley.ibm.com
Message-ID: <1993Dec1.144015.40543@hursley.ibm.com>
Source record: 197541

Does anyone use a Korg M1 in conjunction with their Atari? Where is the best place to discuss this?

2764. Re: Any Speedo-Fonts in the Public Domain???

Newsgroup: comp.sys.atari.st
Date: 1993-12-01 14:50:10 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CHD2JM.Brz@barclays.co.uk>
Source record: 197550

In article <CH8LD0.Ly1@sdf.lonestar.org>, evanlang@sdf.lonestar.org (Evan Langlois) writes:
|> Is it worth it? Speedo GDOS just doesn't impress me from the sound of
|> it. I hear compatibility is not very good,
Eh? It works fine for me with Timeworks DTP, Wordflair & Wordup. The next version of That's Write will use Speedo. can you be more specific?

|> it does slow printer output
It's quicker! If you compare Speedo output speed against standard GDOS I think you'll find it quicker. A recent magazine article on the subject quoted print speeds from various packages and in all cases, Speedo was quicker.

|> (geez it uses BIOS character-by-character output!), and the number of
|> drivers is limited. Not to mention that Speedo isn't the most popular
|> of formats.
BIOS eh? Sorry for being OS clean. With all the various systems it is expected to run on, I'd have said making it go straight to the hardware was a hard thing to get right for all cases.
As for Speedo not being popular, I have a catalogue here of 300+ Speedo fonts. More amazingly, when I phoned the supplier to order it, they knew all about the Falcon & Speedo GDOS! They are fairly cheap too - 60 fonts in the WP 6.0 kit for 30GBP. That's a hell of a bargain to me. 40% of magazines and 70% of video output use Bitstream fonts so they are hardly a rare item.

|> If only ATARI were to spend some money on programmers to take care of this
|> kinda stuff.
In case you didn't notice, they have been lately. MTOS, the new improved AES with a decent speed are on the way along with TOS 5, Speedo, Atari Works and more have all arrived recently. I'd say Atari are improving in this area. They are a small co. with little spare cash to chuck around on anything but certainties.

--
+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

2765. Re: Falcon, ST Hard Drive Qs!

Newsgroup: comp.sys.atari.st
Date: 1993-12-01 14:52:01 UTC
From: ep93dha@t.hfb.se
Message-ID: <1993Dec1.145201.26974@t.hfb.se>
Source record: 197538

In article ArG@kaiwan.com, metalhed@kaiwan.com (MetalHead) writes:
>Second, someone please giveme a list of *all* the Falcon's graphics modes, and
>whicn monitor(s) they're accessable from. Thanks!

That would be a VERY long list...

/
/ Daniel

2766. Re: Rat Soft BBS... Not what it's cracked up to be.

Newsgroup: comp.sys.atari.st
Date: 1993-12-01 15:21:47 UTC
From: prose@brian.uni-koblenz.de
Message-ID: <2dicqp$8tp@infko.uni-koblenz.de>
Source record: 197543

In article <2d56ov$ftu@access.digex.net> j. hurwitz wrote:

>Give us a break, you are not serious when you say that a BBS will coexsist
>with other software running on a 8 or 16mhz computer. MultiTOS will need a
>50mhz machine to run a BBS and other software at the same time.

That's right. I tried to run my own BBS program under MTOS, but the
computer get's so slow that you're no longer able to work on it.

Greetings, .\ndreas

--
Andreas Edler, 56112 Lahnstein * MAGNUS-Mailboxsystem, Data 02621-40787
eMail privat: aedler@light.de * eMail Uni: prose@informatik.uni-koblenz.de

2767. Re: Ramdisk XFS and MiNT 1.08

Newsgroup: comp.sys.atari.st
Date: 1993-12-01 15:47:10 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Dec1.154710.14374@unix.brighton.ac.uk>
Source record: 197544

It does not show up in /dev/ram. I have checked and it is installing itself
to some degree in that I can get GEM to give me the show info on it but it will
not directory, or allow files to be moved into (and thus out) of it.

I have tried applying the 1.09 diffs to the 1.08 source, but it will not go.

I am using patch, is this right. If I patch loosely it will apply them, but
I then get hundreds of compiler errors.

Anyone want to tell me why/send me a patched source (pretty please :)).

Thanks in advance,

Pads

--

____
Desk File Options

| Info | --
|________| | Michael May (mm68@uk.ac.bton.unix) |
| University of Brighton, Sussex, England |
| These views are my own, so there! |

2768. Jaguars in Jacksonville

Newsgroup: comp.sys.atari.st
Date: 1993-12-01 16:20:22 UTC
From: komives@lamar.ColoState.EDU
Message-ID: <Dec01.162022.70246@yuma.ACNS.ColoState.EDU>
Source record: 197542

Will the new Jacksonville Jaguars of the National Football League
make the atari Jaguar their team mascot?

Will Atari and the team do joint promotion?

Will Atari and the Jacksonville Jaguars prefer to sue one another?

2769. Re: Any Speedo-Fonts in the Public Domain???

Newsgroup: comp.sys.atari.st
Date: 1993-12-01 16:27:31 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <1993Dec1.162731.4993@ibr.cs.tu-bs.de>
Source record: 197545

In article <16538@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison) writes:
|> C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
|>
|> >The format is encrypted, and the only way to decrypt them is to use
|> >Speedo itself, or another program that has licensed ($$$ of your
|> >favourite currency) the encryption keys.
|>
|> Well, that was a stupid thing for Atari to use then, wasn't it.
|>
|> --
|> Warwick
|> _-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library
|> / * <- Computer Science Department, |||||| GEM++ = C++ GEM library
|> _.-._/ University of Queensland, _// || _ Both are Free Software
|> _____ v ___ Brisbane, Australia. ______ |_/ || _| ________________________

Oh no, it wasn't!

You can get 1000+ font from Bitstream (buy them of course).
Some years ago, when Atari decided to use the Bitstream-Format
there was no alternative around:
Adobe hadn't released the Type1 specifications
Noone had ever heard of True Type.

Bitstream fonts were used on various workstations.

Some time later Microsoft decided to define and use TrueType,
Adobe decided to release the Type1 specs, which made TrueType
redundant.

But guess who used TrueType in its GUI and guess who uses this GUI
on his/her computer because shell-commands are too awfull to type
and there was (is?) no standard way to do graphic on that computer.

Now there are million of people using this GUI, porting fonts or
even building new ones.

What do we learn from this:

Never start with something new. Someone else will copy it (modify it)
sell it a million times and you get blamed for not following the
market (not technology!) leader.

Maybe i should have a look at the Bitstream code, steal the
TrueType specification (or are they available in the public domain,
including undocumented features?) and write a TrueType to Bitstream
converter.

--
Axel Kielhorn

The blue wizzard

c0031098@ws.rz.tu-bs.de

2770. Cyberstudio/3DCK and the STE!!!

Newsgroup: comp.sys.atari.st
Date: 1993-12-01 16:34:48 UTC
From: richardson@vaxr.sscl.uwo.ca
Message-ID: <1993Dec1.123448.1@vaxr.sscl.uwo.ca>
Source record: 197454

I have recently acquired a Mega4 STE...very nice by the way...but I have not been able to run a couple of programs. I was wondering if anyone else has had similar problems. One of the progs. is the "3D Construction Kit". I have not gotten ANYWHERE with this on the STE. The other problem is a little strange. Trying to use Cybercad 3D I found I can only get it to work in monochrome. In colour, the program starts fine, but as soon as I try viewing anything, when I get back to the main screen all the boxes and menus etc. are screwed. Has anyone else had similar probs? Any help etc. is appreciated :^)

T.T.F.N.
JR.

+--------------------------------+ +--------------------------------------+
John Richardson		"An animal psychologist is a person
Dept. of Psychology		who pulls habits out of rats!"
University of Western Ontario,		
London, Ontario		- ANON.
CANADA	+-+------------------------------------+
+--------------------------------+ +-*-+- +--------------------------------+
+-------------------------------------+--+	The preceding opinions do not
e-mail: RICHARDSON@VAXR.SSCL.UWO.CA		necessarily reflect those of
		the Dept. of Psychology, or
phone: (519) 657-5102		UWO...unless by coincidence!!
+---------------------------------------+ +--------------------------------+

2771. Re: Searching for MolSys!

Newsgroup: comp.sys.atari.st
Date: 1993-12-01 16:50:11 UTC
From: vctec@westminster.ac.uk
Message-ID: <CHD7yt.BJJ@westminster.ac.uk>
Source record: 197546

In article <CH6DGE.5Kq@ecf.toronto.edu> alrashi@ecf.toronto.edu (AL RASHID SHAHIR) writes:
>In article <A25902@ki.maus.de>,
>Christian Mittendorf <Christian_Mittendorf@ki.maus.de> wrote:
>>Hello!
>>
>>Who knows a program called MolSys? It's used for building and displaying
>>threedimensional molecules. It was written by an english author.
>>
>>In his description he told something about a new version which will
>>support "real" window output, colours and compatibility to MTos.
>>
>>Who could give me some information about this project?
>>
>>Greetings,
>>Christian
>
>I too, am interested in the aforementioned MolSys! Can anyone supply me
>with any info on this particular beast (in any version)? I'm a undergrad
>Chem Eng, so any printing facility for the thing would be incredible too!
>Thanks to anyone who replies!
>
>AcEzE /.^J
>--
>***************** WHO AM I, YOU SAY? ***************** "If time is money, (c)
>*********** Shahir Al Rashid *aka* AcEzE ************ we're all in debt!" - Me
>***** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ***** ------------------------
>* This message brought to you by the Bollocks Bros. * No Fate But What We Make

I have heard of a similar program....I don't know what it is called, but seems
what you need. It is available from ST Club here in the UK, but I don't have
any details on me at the moment.

Mail me personally if you want any further info.

Danny.
--
<===>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

2772. Re: HPLaserjet4L configuration with ATARI ST...

Newsgroup: comp.sys.atari.st
Date: 1993-12-01 16:57:48 UTC
From: vctec@westminster.ac.uk
Message-ID: <CHD8BH.BvG@westminster.ac.uk>
Source record: 197547

In article <sem92w9.754565610@tardis-a1> sem92w9@stud.ee.ethz.ch (course) writes:
>Did anyone write a prog to configure the laserjet 4L with the ATARI ST?
>There is only a MSDOS version available, perhaps you have got some document-
>ation about it, like transmit-protocol, codes and so on.
>Thanks everybody
>
>Mathew
>
I too bought a Laserjet 4L (in the summer) and would like to hear from anyone who has done this, or has any info about what can be done. The software I got was for the PC, and all the settings on the printer can only be done through software. Many phone calls to HP, and Atari dealers in the UK did not help.

If you require any info, I've got all the books that came with it, so please e-mail me if you require any info. Please, I need to run the printer in Econo-mode.

Thanx in advance.

Danny.

--
<===>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

2773. Re: Good sites for STe demos

Newsgroup: comp.sys.atari.st
Date: 1993-12-01 17:01:52 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.93Dec1180152@arthur.crpht.lu>
Source record: 197548

> Can anyone recommend a good ftp or fsp site for new STe demos???
> Could you also please list some of your favourite demos?
Demos can be found on ftp.uni-kl.de:/pub/atari/gfx_demos
My favourite STE demos are: OMEGAFIN and BrainDamage
Have also a look to some ST demos (foggies is the most recent)

Georges.

--
Georges Kesseler
Office: kesseler@crpht.lu
Private: kesseler@restena.lu
IRC: Gunstick

2774. Re: Falcon Accelerators

Newsgroup: comp.sys.atari.st
Date: 1993-12-01 17:50:34 UTC
From: Lexicor@world.std.com
Message-ID: <CHDAwA.H6J@world.std.com>
Source record: 197451

Oki Doki...Ofir is right...NVDI is really very good..although Warp 9 is also good..both are screen accelerators...and both run on Falcon now.

Anyways, concerning the hardpart. From GeSOFT you can get yourself an accelerator that will turn your Falcon into an external system with FastRAM (32bit) as suppoesd to 16bit. It also features a 68030 at 32 Mhz, or was it 50?

From Richter Distributor in Germany you can get a 68030/36 Mhz accelerator that will double the speed of your System...just about. (why its 36 I do not know). Now you can of course include an FPU..but sinec FPU are very specific..it will not lend to the actual speed of the os, but of certain applications say like Phoenix Object Renderer in Phong Shading (which is real intensive).

Lastly, but not least there is an accelerator from the USA by Wizztronics that features a built in Genlock and Recording (Video) setup. It is a complete setup..so you can record realtime 16bit images. It is a 68030/50 with Fastram I think...around 800-900 U$D I believe.

Yat@Lexicor

2775. Re: Home/Personal Accounting Package

Newsgroup: comp.sys.atari.st
Date: 1993-12-01 17:59:11 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2dim1f$28u@mailer.fsu.edu>
Source record: 197452

M A Rahin (rahin@scs.leeds.ac.uk) wrote:
> A quick question,
>
> Is there any GEM-based Home/Personal Accounting Package (PD/SW/Commercial
> Demo) on the atari.archive or any other FTP sites ?

There is a demo of a commercial package on atari.archive (in the Applications directory, I think) that looked pretty neat. Toad has the commercial package for sale, as do others.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2776. Re: Re: QUESTIONS!

Newsgroup: comp.sys.atari.st
Date: 1993-12-01 18:30:34 UTC
From: kebab@cix.compulink.co.uk
Message-ID: <CHDCqy.1MA@cix.compulink.co.uk>
Source record: 197465

>> I mean something that would help in porting a GEM application to a TermCap
>> TOS-based application. Actually, a GEM version of curses also sounds good

I don't know if its what you're looking for, but I've done some library routines that let you painlessly port a TOS app to a Gem app, at least as far as the output side goes. Lets you send strings with embedded VT52 codes to a window. It still needs a bit of work, but I've done enough to use it to convert one of my rather large applications to Gem without any trouble.

Kev

2777. Re: Falcon030 new casing ?

Newsgroup: comp.sys.atari.st
Date: 1993-12-01 18:48:38 UTC
From: Lexicor@world.std.com
Message-ID: <CHDDL3.92B@world.std.com>
Source record: 197453

Oh! Xenomorph was it? which came in that package? Is it possible for you to maybe fish out that actual Advertisement?

Thanks a lot

2778. Re: Korg M1

Newsgroup: comp.sys.atari.st
Date: 1993-12-01 18:50:09 UTC
From: Lexicor@world.std.com
Message-ID: <CHDDnM.9J2@world.std.com>
Source record: 197455

In article <1993Dec1.144015.40543@hursley.ibm.com>,
Sam Garforth <garforth@winvmd.vnet,ibm.com> wrote:
>Does anyone use a Korg M1 in conjunction with their Atari? Where is the
>best place to discuss this?

I used to use a KORG M1 with my Atari...however I don't know if THIS is a place
to discuss the Korg..it certainly is for Atari MIDI Software like CLAB, CUbase
or Pro-24 etc. etc.
C-Lab is now A-Lab right?

Yat

2779. Re: New PC owner :(

Newsgroup: comp.sys.atari.st
Date: 1993-12-01 19:09:38 UTC
From: jhoffman@netcom.com
Message-ID: <jhoffmanCHDEK3.GI1@netcom.com>
Source record: 197456

William Fang (int877w@lindblat.cc.monash.edu.au) wrote:
: John Hoffman (jhoffman@netcom.com) wrote:
: : Hello, I thought I'd pop over here and post a message about my trials and
: : tribulations having bought a new PC 486/33 with windows to replace my MegaST.
: : To all Atari people who might be considering buying a PC and running windows
: : don't plan on doing high speed (19.2K) telecomunications. I've spent the last
: : several weeks trying to get error free comunications without luck. I've use
: : several of the mainstream telecom packages and they all fail. I'm also a Genie

: Are you talking about Windows applications or DOS applications
: under Windows? In the foreground, DOS apps and Windows apps will
: get error free communications. If you want error free background
: transers, you have to pay $$$ for a Windows-only telecommunications
: packages like ProComm Plus, etc. There's no good shareware/freeware
: Windows terminal programs, apart from Unix-Windows (which isn't
: really a comms-package).

I've tested two comercial products Procom for windows and Smarterm 420 for windows. Both products will drop characters at 19.2 when in the foreground. Procomm drop characters when scrolling the screen and Smarterm 420 when doing screen esc sequence processing. In the background doing zmodem file transfers both products work pretty good. Maybe one character dropped for every 100-300Kbyte transfered.

WinQVT is a shareware product that doesn't seem to drop any characters. Unfortunately, it isn't nearly as polished as either of the commercial products I've used. I'm also having font problems with it. All-in-all a very frustrating experience.

Having use an ST forever I really didn't buy a PC to step backwards into a dos cli. I require all the software I use to run in windows. BTW I got more responses from my post over her than in the PC.comm section...

Anyway, until recently I have only looked at comercial products. Fortunately, I have access to several which are used where I work. If I was spending the $100 per pop I'd be a very pissed customer.

John

--
+---+
| John Hoffman | jhoffman@netcom.com | Boring Sigfile |
+---+

2780. Atari Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-12-01 19:14:06 UTC
From: CFB102@psuvm.psu.edu
Message-ID: <93335.141406CFB102@psuvm.psu.edu>
Source record: 197458

I would greatly appreciate if someone could provide the name and phone number of the business where their Jaguar was purchased. All of the Electronic Botiques I have called have not had any in. Same with Toys 'R' Us. I heard that both of these stores will be carrying the Jaguar... some day.
Cale Brownstead
PSU
EE

2781. Re: Cyberstudio/3DCK and the STE!!!

Newsgroup: comp.sys.atari.st
Date: 1993-12-01 19:46:39 UTC
From: Lexicor@world.std.com
Message-ID: <CHDG9s.45v@world.std.com>
Source record: 197457

In article <1993Dec1.123448.1@vaxr.sscl.uwo.ca>,
John Richardson <richardson@vaxr.sscl.uwo.ca> wrote:
>I have recently acquired a Mega4 STE...very nice by the way...but I have not
>been able to run a couple of programs. I was wondering if anyone else has had
>similar problems. One of the progs. is the "3D Construction Kit". I have not
>gotten ANYWHERE with this on the STE. The other problem is a little strange.

3D Construction Kit is more of a 3D Game Maker isn't it?

>Trying to use Cybercad 3D I found I can only get it to work in monochrome. In

If you mean Antics Cyberstudio or Cybersculpt? Cybersculpt should work fine on
a Mega STe...

CAD 3DStudio by T:Hudson for the Atari is very old and made some illegal
thingies just like Cyberpaint *grin*

Anyway....we continued the ANTIC Series with our set of products..if you are
interested then just email me :)

Yat

2782. Re: Atari Show in UK

Newsgroup: comp.sys.atari.st
Date: 1993-12-01 19:48:09 UTC
From: cs93294@assn010.cs.ualberta.ca
Message-ID: <cs93294.754775289@wolfcreek.cs.ualberta.ca>
Source record: 197470

Craig.Graham@newcastle.ac.uk (Craig Graham) writes:

>There's an Atari Show in Birmingham (UK) on 5th December at the National
>Motorcycle Museam (???).

>- These things are never properly advertised are they ???

>Craig.

perhaps after atari gets some more money.. Then again, it probably was advertised to a certain group of people (guess we just don't fall within their targeted area this time)...

--
|\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/| ||| email: cs93294@cs.ualberta.ca |
| L A T E R D U D E S | ||| DAVE the atari fanatic..... |
|<_\<_\<_\<_\/____/_\/_>/_>/_>/_>|_/ | _____

2783. Re: Ever Heard of a new Star Trek game ?

Newsgroup: comp.sys.atari.st
Date: 1993-12-01 19:49:33 UTC
From: cs93294@assn010.cs.ualberta.ca
Message-ID: <cs93294.754775373@wolfcreek.cs.ualberta.ca>
Source record: 197472

elendir@enst.fr writes:

> Hi there,

> I recently saw a demo version of a new Star Trek game (Called Star Trek,
>25th anniversary). But it was running on Mac.
> Did anyone know about a (possible) ST/Falcon version ?

> Thanx.

> Vince.

> PS : It was really great ! (The demo)

>--

well I saw the game running on a PC not too long ago, and actually it is
not too bad, but apparently the game play loses its appeal after awhile.
But, then again, I still wouldn't mind seeing it anyway.. :)

I doubt there will be an ST version mainly because the actual game is
very very large and the ST would probably be too slow to handle it, but
then again, that's what they said about ultima VI..

--
\o/\o/\o/\o/ \o/\o/\o/\o/\o/				email: cs93294@cs.ualberta.ca
L A T E R D U D E S				DAVE the atari fanatic.....
<_\<_\<_\<_\/____/_\/_>/_>/_>/_>	_/	_____________________________

2784. Re: Falcon Accelerators

Newsgroup: comp.sys.atari.st
Date: 1993-12-01 19:53:07 UTC
From: cs93294@assn010.cs.ualberta.ca
Message-ID: <cs93294.754775587@wolfcreek.cs.ualberta.ca>
Source record: 197471

alrashi@ecf.toronto.edu (AL RASHID SHAHIR) writes:

>Hi!

>Hopefully, someone can help me...
>I need to know about all the Falcon accelerators out there, as well as
>it's price and distributor.
>If you could include their specs as well, I'd be much obliged! :)
>I'm thinking of getting a Falcon; however, the base is a tad too slow.. :(
>I'm trying to decide whether I should go the NVDI route or just accelerate
>the whole kit 'n caboodle.. SO, any help is appreciated!! :)
>Oh btw, I'm assuming that all the accelerators allow SIMM memory additions,
>right?

>Thanks to anyone who replies! :)

well, not that it's slow, I've recently changed to one from an ST, so I was
very very impressed. But... if you want to get it accelerated, I've heard of
boards that allow for a new CPU (not an accellerator, a new CPU) at 33 mhz
as well as up to 128 megs of ram (I think was the figure quoted). Apparently
NVDI speeds it up to at least 200 percent (?) so that will help there.. of
course if you have the $ the only way to go is to get both.. <GRIN>

--
\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/				email: cs93294@cs.ualberta.ca
L A T E R D U D E S				DAVE the atari fanatic.....
<_\<_\<_\<_\/____/_\/_>/_>/_>/_>	_/	_____________________________

2785. Re: How do I create a fastloading floppy?

Newsgroup: comp.sys.atari.st
Date: 1993-12-01 20:00:21 UTC
From: Unknown
Message-ID: <CHDGwL.GKq@uc2372c.DaytonOH.NCR.COM>
Source record: 197466

In article <2desjc$hov@news.bu.edu>, selick@csa.bu.edu (Steven Selick) says:
>
>I recently purchased STfax, and would like to create a loader disk that
>will load as quickly as possible - as in before the fax machine on the
>other end hangs up. Any suggestions?

Maybe if you formatted it in "twister" format (various programs like
DC Format allow this)...

Rob

2786. Re: Ramdisk XFS and MiNT 1.08

Newsgroup: comp.sys.atari.st
Date: 1993-12-01 20:23:58 UTC
From: bjgrier@bnr.ca
Message-ID: <1993Dec1.202358.8347@nrtpa038.bnr.ca>
Source record: 197459

In article <1993Nov26.135921.1365@unix.brighton.ac.uk>, mm68@unix.brighton.ac.uk (Allanon) writes:
|> I have just compier v1.08 of MiNT wit the -DONLY030 and -DMULTITOS options, but
|> after a successful compile and install I now find that I cannot use the Ramdisk
|> XFS. The Minix XFS works just fine, so I am thinking that it is maybe a problem
|> with th randisk. Has anyone else experienced problems with this?
|>

I'll guess you are trying to install RAMFS.XFS as a drive ICON.

Because of an error in MiNTs UNIFS code you can install the newest version of
RAMFS as a mounted filesystem but not as a drive ICON. It should not work with
either method. RAMFS.XFS is missing the MEDIACHANGE, and RWABS vector code.
Clone this code from MINIXFS and you should be in business. At least this
works on both my TT and ST.

Brian
--

Disclaimer: The opinions expressed are mine not those of BNR.

_____________________________________|_____________________________________
Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an Amiga. However I have
Research Triangle Park, NC	real work to do. So please get lost!
____________________________________	_____________________________________

2787. video digitizers

Newsgroup: comp.sys.atari.st
Date: 1993-12-01 20:47:32 UTC
From: s1014097@cedarville.edu
Message-ID: <s1014097.9.2CFD02E4@cedarville.edu>
Source record: 197461

I was just wondering, I have a color computereyes for my 1040STf and was wondering if it works on the Falcon or any of the STe's, if not does VIDI ST work on either of them? Or is there a comparable video digitizer for the falcon or the STe available in the US?

Bill

2788. UK source for "Atari Compendium"

Newsgroup: comp.sys.atari.st
Date: 1993-12-01 20:53:43 UTC
From: shenson@nyx10.cs.du.edu
Message-ID: <1993Dec1.205343.6940@mnemosyne.cs.du.edu>
Source record: 197462

I've heard several people speak highly of a book called "The Atari Compendium",
does anyone know a UK source, or failing that Author/Publisher/ISBN ?
What does this book cover, OS, hardware or (I hope) both. My reference
stuff is getting out of date.
PLease respond by email if possible.
Thanks, Steve.

2789. Re: TOS version support (was: Page on Storm)

Newsgroup: comp.sys.atari.st
Date: 1993-12-01 21:21:10 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.59223@cix.compulink.co.uk>
Source record: 197463

In article <2cfa72c0@p2.stacken.ct.se>, patrik_sanfridsson@p2.stacken.ct.se (Patrik Sanfridsson) writes:
>
>IMHO, they should all thank you for such good advice. Everyone ought to upgrade
>to TOS 2.06 with an optional switch for using TOS 1.04 if compatibility with
>old (more like badly written to tell the truth) software is crucial. Or is
>anyone still using MS-DOS 1.0 out there? Or Windoze 1.0? Didn't think so...
>

I agree. The trouble is that TOS is chip based while MSDOS and the rest
are available on disk. Maybe Atari ought to consider releasing TOS
upgrades on disk.

Ofir ogal@cix.compulink.co.uk

2790. Problems with Floppy Drive on 1040STfm

Newsgroup: comp.sys.atari.st
Date: 1993-12-01 21:37:55 UTC
From: gregk@guitar.cpd.tandem.com
Message-ID: <CHDLF9.9p0@tandem.com>
Source record: 197464

Some time ago, I purchased Lemmings 2 from a local Atari dealer. It is copy protected software and did not always load. About every 5th try it loaded okay.

I took it back to the dealer, and they tried it in one of their machines - it successfully loaded every time. They said that the STs are noted for having head problems, and that I may want to buy a new drive. I wasn't too happy about this as I have no problems with any other floppies (including other copy protected floppies such as Dungeon Master). They ordered a new disc for me, tried it in their machine okay, and then replaced my original. This time it didn't load at all on my machine - no matter how many times I tried. I rang them again and they said that I should consider getting a new drive and that my current drive may damage my discs at some stage. The replacement drive is over $160 (can't remember exactly how much).

I left it at that stage - other things became more important.

Has anyone else had a similar experience? I have 90% decided that I will get a new drive, but over $160 seems a lot to me. Any suggestions?

Thanks, Greg.

Greg Kilfoyle
Tandem Computers Inc.
California, U.S.A..

2791. FOR SALE: Atari 1040ST

Newsgroup: comp.sys.atari.st
Date: 1993-12-01 21:55:21 UTC
From: lutz@xvt.com
Message-ID: <1993Dec1.215521.3739@xvt.com>
Source record: 197480
Cross-posted to: comp.sys.atari.st,co.ads,co.general,boulder.general,cu.general,misc.forsale.computers

```
Expanded 1040ST system with:
- 2.5M RAM (Z-ram)
- 40M Supra hard drive
- double-sided 3.5" floppy built-in
- atari color monitor
- atari mouse

Software included:
- TOS, GEM, Basic
- Marc Williams C compiler, and CSD source debugger
- AssemPro 68000 assembler
- ST-Writer, ST-Talk
- assorted public-domain software: llamatron, kermit, prolog,...

This is a great 68000-based machine, ideal for students and musicians.
It can run Mac programs with an adapter (not included).

All in original packaging with manuals and cords. Asking $500 or best
offer for the whole system. Shipping negotiable.

Mark Lutz
email: lutz@xvt.com
home: (303) 665-4925
work: (303) 545-3277
```

2792. Re: Where's the Jaguar?

Newsgroup: comp.sys.atari.st
Date: 1993-12-01 22:08:52 UTC
From: saj@chinet.chinet.com
Message-ID: <CHDMuv.M6w@chinet.chinet.com>
Source record: 197468
Cross-posted to: comp.sys.atari.st,alt.games.lynx

Just to say that I saw a TV ad for Jaguar on a NY station (Friday afternoon, if I remember right). Looked just like any other video game ad, but I guess it's supposed to.
Steve

2793. Re: Populous on the Falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-12-01 22:45:02 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Dec1.224502.24231@newshost.lanl.gov>
Source record: 197476

In article 9993@minster.york.ac.uk, andrew@minster.york.ac.uk () writes:
>I've had conflicting reports about Populous on the Falcon. One
>person says it doesn't work. Another says it does with Backward.

Ohhh, I hope you can confirm that Populous 2 (one of my favorite games of all times) does NOT work on the Falcon with Backwards or any other utility. I only say that because after trying it unsuccessfully on the Falcon, I darn near gave the program away at Glendale this year.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____

2794. Cubase 3 Problem

Newsgroup: comp.sys.atari.st
Date: 1993-12-01 23:09:33 UTC
From: glennd@pioneer.arc.nasa.gov
Message-ID: <1993Dec1.230933.907@news.arc.nasa.gov>
Source record: 197467

I wonder if others have experienced this same problem. I'm using Cubase 3 (on an ST), and external continuous controller messages coming in through the MIDI in port, are remapped to some other MIDI channel when they are merged with Cubase and sent to MIDI out.

e.g.: channel 1 aftertouch --> channel 2
channel 10 aftertouch --> channel 2
etc.

I've also experienced:

channel 16 controller --> channel 1

Is there something wrong with my MIDI port? I know that the ST has a special wiring scheme to enable their MIDI out be a merged port as well, but I've not had problems of this kind in the past. Is there a bug in Cubase? I looked at all the MIDI filter and setup, and input transform sections, and nothing seems out-of-the-ordinary. (I've got THRU on, and "Thru Channel OFF" disabled).

I'm grateful for any rays of illumination.

- Glenn

2795. SLIP software for atari mega?

Newsgroup: comp.sys.atari.st
Date: 1993-12-01 23:12:23 UTC
From: brownj@nbnet.nb.ca
Message-ID: <brownj.17.00133565@nbnet.nb.ca>
Source record: 197477

am looking for slip software and applications

Can anyone help?

2796. External HD for Atari

Newsgroup: comp.sys.atari.st
Date: 1993-12-01 23:16:00 UTC
From: guy.goerres@almac.co.uk
Message-ID: <18752.723.uupcb@almac.co.uk>
Source record: 197439

> .@SUBJECT:Re: External HD for Atari 1040 STE N
> .@FROM :Patrice.Lacouture@aedi.insa-lyon.fr N
> .@MSGID :<2cfm0s$vj@cismsun.univ-lyon1.fr> N
> From: Patrice.Lacouture@aedi.insa-lyon.fr (Patrice.Lacouture)
> Newsgroups: comp.sys.atari.st
> Subject: Re: External HD for Atari 1040 STE
> Date: 18 Nov 1993 11:24:12 GMT
> Message-ID: <2cfm0s$vj@cismsun.univ-lyon1.fr>
>
> In article <1993Nov16.173926.1220@bradford.ac.uk>
> S.P.Taylor@bradford.ac.uk (S.P.Taylor) writes:
> >Eric Lutherer (eric@cimosa.grenoble.hp.com) wrote:
> >: I'd like to know if it is possible to connect a PC Hard Disk (IDE or
> ST506
> >: preferred) to an Atari 1040 STE. If yes how ? Directly to the hard
> disk drive
> >: connector of the machine ? Are they external disks sold by Atari or
> third
> >: parties ?
> >
> >Generally, you cannot connect an IDE drive to an ST (although you can
> with
> >a Falcon!) but a SCSI drive is the normal one to use. All you need
> (apart
> >from Power Supply, Fan, Case etc.) is a DMA-SCSI Host adaptor, such as
> the
> >ICD Link (@ 70UKP), the ICD AdScsi (@ 75 UKP), or any other make. ST
>
> Therefore, you can connect a SCSI -> MFM controller on your SCSI adapter
> (like Adaptec's one) and hook the PC drive to the SCSI adapter through
> it... But that would begin to be expensive for what it's worth...
>
NO, it exists an IDE-adapter for an Atari ST!!!

Hard & Soft (Germany) produces an TOS 2.06 card with an IDE-bus

bye

. QNet3. . ILink . ComNet Luxembourg BBS . Luxembourg . (++352) 466893 .

2797. Re: Jaguars in Jacksonville

Newsgroup: comp.sys.atari.st
Date: 1993-12-01 23:19:05 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <2dj8p9$1kq@usenet.INS.CWRU.Edu>
Source record: 197469

In a previous article, komives@lamar.ColoState.EDU (Robert Komives) says:

>Will the new Jacksonville Jaguars of the National Football League
>make the atari Jaguar their team mascot?
>
>Will Atari and the team do joint promotion?
>
>Will Atari and the Jacksonville Jaguars prefer to sue one another?
>
>

I heard that the NFL decided to take the Jacksonville Jaguars BECAUSE
they heard the nation was exciteed about it--especially 8-16 year olds.
They said that they want to interest kids in football and thought that
this would be one way to do it.

The NFL asked one kid what he wanted to see most next year and he said
a Jaguar! So they decided on the Jaguars! :)

--

2798. External HD for Atari 104

Newsgroup: comp.sys.atari.st
Date: 1993-12-01 23:27:00 UTC
From: guy.goerres@almac.co.uk
Message-ID: <18753.723.uupcb@almac.co.uk>
Source record: 197440

> .@SUBJECT:External HD for Atari 1040 STE N
> .@FROM :eric@cimosa.grenoble.hp.com N
> .@MSGID :<CGL4zK.GIn@hpwin052.uksr.hp.com> N
> Newsgroups: comp.sys.atari.st
> From: eric@cimosa.grenoble.hp.com (Eric Lutherer)
> Subject: External HD for Atari 1040 STE
> Message-ID: <CGL4zK.GIn@hpwin052.uksr.hp.com>
> Date: Tue, 16 Nov 1993 12:50:07 GMT
> Reply-To: Eric_LUTHERER@cimosa.grenoble.hp.com
>
> I'd like to know if it is possible to connect a PC Hard Disk (IDE or
> ST506
> preferred) to an Atari 1040 STE. If yes how ? Directly to the hard disk
> drive
> connector of the machine ? Are they external disks sold by Atari or third
> parties ?
>
There's a IDE-adapter from Hard & Soft to get a IDE-drive connected. It
works on a 1040 STF. IMHO it also works on a STE. For more details :

Hard & Soft Computerzubeh.r
Obere Muensterstrasse 33-35
D-44575 Castrop-Rauxel
Germany
Tel: xx49 / 02305 / 18014
Fax: / 32463

bye

. QNet3. . ILink . ComNet Luxembourg BBS . Luxembourg . (++352) 466893 .

2799. Printing in Deluxe Paint

Newsgroup: comp.sys.atari.st
Date: 1993-12-01 23:39:42 UTC
From: hamo@deakin.OZ.AU
Message-ID: <2dj9vu$9om@sol.ccs.deakin.edu.au>
Source record: 197473

I'm having some problems trying to get my printer to work
properly with the print utility with the Deluxe Paint ST program.
I start printing a picture; but a third of the way through the
process the printer just stops and I get a 'printer not responding'
message. I have a 1040ST with TOS 1.02 and the printer is a
Logitec FT-5002.
Can anyone help me?

Hamo

P.S. I've tried all the printer drivers supplied with the
program and have tried contacting Electronic Arts the last couple
of years about this problem, but have had no replys to any of my
letters.

2800. Re: Jaguars in Jacksonville

Newsgroup: comp.sys.atari.st
Date: 1993-12-01 23:45:11 UTC
From: ilo@dsinet
Message-ID: <2599@dsinet>
Source record: 197491

Robert Komives (komives@lamar.ColoState.EDU) wrote:
: Will the new Jacksonville Jaguars of the National Football League
: make the atari Jaguar their team mascot?

: Will Atari and the team do joint promotion?

: Will Atari and the Jacksonville Jaguars prefer to sue one another?

I think it's more likely that Atari started a trend. I mean they started
the Lynx and the Jaguar. Then, we get the Carolina Panthers. Now the
Jacksonville Jaguars. Wow! Atari's started a feline revolution. :)

--
Il Hwan Oh | This
Network Administrator | Space
Digital Systems International | for
ilo@dsinet.dgtl.com | Rent

2801. Re: How do I create a fastloading floppy?

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 00:19:00 UTC
From: patrik_sanfridsson@p2.stacken.ct.se
Message-ID: <2cfd35b1@p2.stacken.ct.se>
Source record: 197359

> From: mm68@unix.brighton.ac.uk (Allanon)
>
> There are faster loading formatting programs (ie. using interleaving)
> and you can set the fastload bit on machines of a certain TOS level and
> above.
> If you do not havr the fastload bit facility, try something like the
> pinhead program. This stops the system clearing alot of memory that it
> needn't. Thats about all I can think of.

He could also try packing the executables with PFXPAK, it should manage to
unpack faster then it takes to load from disk.

Patrik_Sanfridsson@p2.stacken.ct.se (Max 16KB) /|\ Atari Falcon030
Fido 2:204/419.2 NeST 90:1100/110.2 STacken BBS +46-(0)142-19331

2802. Fax modem software??

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 00:29:12 UTC
From: ai187@Freenet.carleton.ca
Message-ID: <CHDtCp.GHn@freenet.carleton.ca>
Source record: 197474

Is there any to use a standard 9600fax/2400 data modem??

I would prefer it to be Pubic Domain or Shareware.

and where would I get it?

Thanks!

PS - maybe some kind hearted sole would uuencode it and send it to me via email(only if its PD or shareware please Im not interested in Pirated software)

Thanks again!!

--
Andrew Cochran
Ottawa Ontario
Canada
Email- ai187@freenet.carleton.ca

2803. Re: STORM don't work

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 01:40:44 UTC
From: Paul.Civati@mettav.royle.org
Message-ID: <754891804.0@mettav.royle>
Source record: 196939

On 25 NOV 93 at 16:47:42 (-Unknown-) wrote the following:

> I an unable to make the demo of STORM from the Umich archives
dial
> anything. Is there something I should know? I've got a 1040STf.
Any
> suggestions?

I had this with the full 1.00 archive but after using the patch archive to go
to 1.01 everything works
fine.

-Paul-

--
~=~=~=

2804. Re: Problems with Floppy Drive on 1040STfm

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 01:55:35 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <LANCER.93Dec1205535@wpi.WPI.EDU>
Source record: 197479

0{{ "Greg" == Greg Kilfoyle <gregk@guitar.cpd.tandem.com> writes:

Greg> Has anyone else had a similar experience? I have 90% decided
Greg> that I will get a new drive, but over $160 seems a lot to me.
Greg> Any suggestions?

Sure... Floppy drives go bad all the time...

The GOOD news is that your ST contains a standard disk drive! Run (don't walk) to your nearest PC hardware outlet and ask for an internal, left-button (though right will work too if you don't mind cutting your case up a bit), 3.5", PC-compatible floppy drive. It shouldn't matter if it's DD or HD as long as it's double sided. Open your case, replace the existing drive with the new one (it should just be a matter of hooking up the floppy and power cables) and you're set! The drive should run you $45 or less.

Just be happy you don't have to replace the floppy on a 7 year old Mac! Those things sell for $99 and up!

.s.
--
- lancer@wpi.wpi.edu - -
- "It's becoming a subculture. Just as kids were sucked into -
- `Dungeons and Dragons,' they're being sucked into hacking." -
- -Dale L. Herring, Security Director, Thrifty Tel Inc. -

2805. Re: 256 Colors Card ?

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 02:17:34 UTC
From: Lexicor@world.std.com
Message-ID: <CHDyDB.5st@world.std.com>
Source record: 197478

Fact is that that your Atari RGB is not good enough for most standard Graphic Boards. Seriously though...if you have a Mega or a Mega STE i.e. TT thn the only ones available require you to use a VGA or Multisync.

If you are looking for a very cheap color solution...for a 1040 you won't get it under 500 U$D for a 1040 ST.

Or something like this...and it most likely won't run on your Atari RGB.

I know that the CHili Card runs fine...on an Atari RGB..but that is 'coz its got RGB output and it only runs for TT.

So thats a dead issue too.

2806. Mege4 etc. for SALE Summary:

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 03:47:33 UTC
From: Don.Nelson@launchpad.unc.edu
Message-ID: <2djogl$dve@samba.oit.unc.edu>
Source record: 197481

```
Atari Hardware FOR SALE Nov. 27, 1993.

Mega4 with keyboard . . . . . . . . . . . . . $ 250
Mega2 (+2=4MB), ADSpeed 16MHz, . . . . . . . $ 300
Supra HD Drive, 85Mb, ext. disk and Manual $ 85
Custom HD 2 bay under monitor case, power
supply ICD controler, 65Mb Flakey drive, $ 45
Atari SLM804 Laser Printer, disks + manual, $ 300
extra drum and toner cart. . . . . . . . . $ 100
Golden Image Mouse . . . . . . . . . . . . . $ 15
GCR Macintosh Emulator with 128KROMS . . . $ 200
and another, " . . . $ 200
Atari floppy drive, SF314 d/d . . . . . . $ 60
Atari Mono Monitor, SM124, . . . . . . . . $ 80
Comrex, mono green monitor . . . . . . . . $ 25

Light use, very good condition, everything works.
Must sell,

Incredible Bargain $$$ VALUE until Dec. 10.
>>>>>>> Everything for $850 !!! <<<<<<<

After that I will negotiate some individual prices,
and reduce price 10% per week 'til Xmas.
I'm giving the remainder away (12/31/93) for a tax deduction!
Will send COD, you pay shipping.

Don Nelson
5024 Orange Grove Road, Hillsborough, NC 27278
e-mail, don.nelson@laUNChpad.unc.edu
phone, 919-942-2764 or 919-315-4331(work)

--
The opinions expressed are not necessarily those of the University of
North Carolina at Chapel Hill, the Campus Office for Information
Technology, or the Experimental Bulletin Board Service.
internet: laUNChpad.unc.edu or 152.2.22.80
```

2807. Re: SKIP THE 040!

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 04:15:28 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <754805402.1@mettav.royle>
Source record: 196937

It was none other than -Unknown- that wrote on the 24 Nov 93 that ,

-> I've got a suggestion for Atari--if they read this group.
DON'T
-> CREATE A FALCON 040. Skip right to the 68060 or PPC604 chip
from
-> Motorola!
WEll Bob Gleadow was quoted in one of the UK glossies ,from a four page article in a German Magazine ,as saying that they would 'actively' support any independant developer who wished to produce such a machine (060) as well as anyone who was interested in starting production of some of the older line's (Mega STE's etc).

Does anyone know if GE soft were given the licence to include TOS in
there
TT clone (Eagle) ?

Graham

* Origin: Graham's Point at the Tavern (100:1011/0.8)

2808. Re: Gui Go?

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 04:27:36 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2djqro$9ss@mailer.fsu.edu>
Source record: 197486

Tamminen Eero (t150315@lehtori.cc.tut.fi) wrote:
> I have found a text only version of Go named Gnugo. I would like to know
> if there's a mousecontrollable implementation of Go.

> I want to Go !-)

There are at least two.

Go Bang - nifty freeware from the Netherlands. You can play the computer.
Seems stable.

Go Board - Freeware or shareware, not sure. You cannot play the computer.
Allows playing between two people via modem. Has strange
handicap features that pro go players would probably understand.

I assume that both of these are available from atari.archive.umich.edu. If
you can't find one, let me know and I can upload it.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2809. Re: Anyone cracked Cubase 3.01 yet?

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 04:40:58 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <H.eg.e3oE1AIpSQo@harvee.billerica.ma.us>
Source record: 197402

In <1993Nov30.133829.24344@dmu.ac.uk>, SG Yardley writes:
>[Lots of edit ...]
[edited even more]>
>> I myself buy what I use. I've even registered shareware stuff like
>> Connect and Superboot, because I thought the authors did a good job.
>>
>> --
>> ---> Kendall Gelner (kendall@rice.edu)
>
>So you are saying you have to get a pirated copy of XXXXX software to see if you
>like it ?????

if I can not live with a program for about 20 hours of use, I will not be able
to judge its value to me. *all* of the prepay-commerical programs I have
bought are now shelfware (except for my ICD link driver). everything else
(Diamond Back, flight simulator, MWC, wordwriter to name a few) has been
replaced by free/shareware or I do without.

>What are magazine reviews for ????

selling advertising.

>What is c.s.atari.st partly for ????

flaming, ranting, sharing of opinion. 1/2 :-)

>There is no excuse for piracy !!!!

then why can't I return a package after I use it and judge it unacceptable.
no-returns is just another form of piracy.

--- eric
--
HOME: esj@harvee.billerica.ma.us HAM ka1eec
WORK: esj@temerity.polaroid.com 617.386.4687
source of the public's fear of the unknown since 1956

2810. Re: Anyone cracked Cubase 3.01 yet?

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 04:54:06 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <H.eg.5NA7DIV6Uh_@harvee.billerica.ma.us>
Source record: 197403

In <1993Dec1.000028.25786@newshost.lanl.gov>, John Hutchinson writes:
>In article 21743@ue.ipc.hiroshima-u.ac.jp, akinobu@ue.ipc.hiroshima-u.ac.jp (Akinobu Watanabe) writes:
>>
>>I have thousands of dollars worth of software I only bought ONE program before
>>trying a 'pirated' version. I am now in Japan, so I don't have any more
>>'connections', but when I return to the 'real world'(TM) I will continue to
>>try before I buy. Is it ethical? I don't know, and really don't care.
>
>Well, I'm sure that all the other commercial developers that read this newsgroup
>and the Internet feeds on GEnie will be glad to know that you "really don't care."
>Maybe THEY won't care so much when it comes time to decide on whether they should
>keep supporting the Atari platform or not.

hey, the try before buying attitude is not limited to just the ST world. I've
cost unix software vendors hundreds of thousands of dollars because I
refuse to spend money on software I haven't lived with. trying before
buying attitudes like mine and Akinobu's are spreading through the software
consumer world and making life miserable for software vendors everywhere.
consumers are realising that most software is not worth the asking price.

>>The fact remains that EVERY PROGRAM that I _USE_ I paid for.

I do this too and I pay for support on gnu software!
>
>And the fact remains that this is _still_ just rationalization hogwash!

it is just rationalization hogwash for those that don't pay
for what they use.

if software was handled like other consumer products, there would be
more software tried and a lot less software sold.

--- eric
--
HOME: esj@harvee.billerica.ma.us HAM ka1eec
WORK: esj@temerity.polaroid.com 617.386.4687
source of the public's fear of the unknown since 1956

2811. Help!

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 05:07:17 UTC
From: admbuell@sage.cc.purdue.edu
Message-ID: <CHE686.2F7@mentor.cc.purdue.edu>
Source record: 197482

I need help trying to figure out what happened to my copy of the public domain terminal program Uniterm. I keep getting a TOS error #35 and I don't know what's wrong. It was working fine until tonight. Please mail any advice or suggestions to the address below.

Thanks in advance!

-John Buell

--
*John D. Buell * "Dada ist schoen wie die Nacht, die einen *
*admbuell@sage.cc.purdue.edu * jungen Tag in ihren Armen wiegt." *
Freshman Engineering Student *
*Purdue University * -Hans Arp *

2812. Macread uploaded to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 05:21:47 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2dju1b$bt1@mailer.fsu.edu>
Source record: 197488

I just uploaded Macread to atari.archive. It should show up in /Newitems
in a few days.

Macread allows one to read HFS formatted Mac floppies, hard disks, and Syquest
cartridges while in native ST mode. It is freeware. It is a precursor to
MacSee, a commercial program with a nicer GEM interface and more features.
Note that Macread is fully functional, not a hamstrung demo.

The doc files that come with the program tell an interesting story.
Apparently, a guy paid a programmer to write the program, then gave it to
a company to market as a commercial item. The company sold the program
without his permission, and without paying him, so he released the program
to the public domain. The letter he wrote to the company is included in
the docs, and makes entertaining reading.

BTW, to whom do I email with a description of the program? Jeff Weiner?
Howard Chu?

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2813. Atari Jaguar info....

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 05:41:54 UTC
From: ron@cybernet.cse.fau.edu
Message-ID: <Jo2wDc4w165w@cybernet.cse.fau.edu>
Source record: 197484

I hate to break in on the Atari ST forum, but if anyone
can refer me to the proper USENET forum for discussion of the
ATARI JAGUAR I'd appreciate it.

Just as a bit of FYI on Jaguar versus the competition....

```
-----------------------------------------------------------------
Hardware | Jag | 3DO | SNES | Genesis
-----------------------------------------------------------------
System Arch. 64-bit 32-bit 16-bit 16-bit
Rendering Speed
in millions of
pixels per sec >850 64 1 1
# colors/screen 16.8 mil 16.8 mil 256 col 64 colors
# processorts 5: 4: 2: 2:
GPU ARM60 65C816 MC68000
DSP DSP DSP Z80
Object Graphic
Blitter (^2)
MC68000
Object proc. Yes No No No
16-bit CD sound Yes Yes No No
S-video Yes Yes Yes No
RGB Yes No No No
```

This comes from a flyer they were handing out at Comdex
at the IBM OEM booth showing off the Jaguar. Please
copy and spread around as much as possible because it
looked like a VERY HOT machine.

Also if anyone knows where I can order one mail order please
send me mail. I know they are only being test marketed in
New York City and San Francisco at this point but I would
like to get one since I live in Florida. But I need to get
one from a mail order place located in one of those cities
probably....

Mail me: ron@cybernet.cse.fau.edu

Thanks!!!!!

-Ron

2814. Hard drive for old ST and compatibility

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 07:49:01 UTC
From: CXIR <CXIR@MUSICA.MCGILL.CA>
Message-ID: <02DEC93.03042503.0072@VM1.MCGILL.CA>
Source record: 197487

Hi! I am trying to keep alive a couple of old Atari STs, a 1040 and a 520, which I used to use for my work, mostly using WordPerfect 4.1 for Atari ST. Now I'm trying to keep them going for a friend. A big help would be a hard drive, now much cheaper than they were when I bought these babies back in 1986 and 1988. Can one just connect a modern IBM compatible hard drive to the 1986 vintage Atari ST? - I believe there was an adaptor necessary - are they available, and how much do they cost now? Can one upgrade an old single sided floppy drive up to the new high density drive level? Would it only be possible to control a high density drive from the newer versions of TOS?

Thanks for any help you can give,
Yours, Ian

* *
* Ian Ritchie, Ph.D. * Internet: CXIR@MUSICA.MCGILL.CA *
* voice phone: (514)-482-6308 * fax: (514)-398-6665 (at McGill Religious *
* * Studies Faculty). *
* s-mail: * *
* 5709 Sherbrooke St. W. #4, * or: McGill University, *
* Montreal, Quebec, * Religious Studies Faculty, *
* Canada, H4A 1W9. * 3520 University Street, *
* * Montreal Quebec, *
* * Canada, H3A 2A7. *
* *

2815. Re: Desktop icons (Was: Re: New files uploaded to ftp.cs.ruu.nl)

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 08:19:56 UTC
From: mbaffoni@flute.aix.calpoly.edu
Message-ID: <1993Dec02.081956.132466@zeus.aix.calpoly.edu>
Source record: 197489

In article <1993Nov30.055648.3278@gumby.cc.wmich.edu>,
Mark O'Bryan <obryan@gumby.cc.wmich.edu> wrote:
>In article <H.eg.IpRjzeonk0_@semprini.waterloo-rdp.on.ca>
cherborth@semprini.waterloo-rdp.on.ca writes:

>For several years now, at least one resource editor out of Germany
>(Interface) has supported an extended RSC file type using long integer
>offsets in the header, thus eliminating the 64k limit. Both the new AES
>in MultiTOS, and Geneva directly support this larger RSC file size.

Cool. But this is only with the extended mode of accessing the icons,
right? Or does this mean you can access more than 256 32x32 monochrome icons?

>> > b) make importing of icons an easy, if not intuitive, process?
>
>Icon Juggler, from John Eidsvoog at CodeHead makes it easy. But, of
>course, it's not included with the system, so users have to go looking
>for it.
[stuff deleted]
>This reminds me that there's a commercial CPX/DA called the NewDesk Icon
>Editor from SDS that does a pretty nice job not only of assigning and man-
>aging icons, but also modifying and creating new ones. I haven't used it
>myself (I don't run NewDesk), but have seen positive reviews. You might
>want to check it out.

This may be true...for all TOS except MTOS, which is my preferred
environment. If CodeHead or SDS made one for MTOS and the color icons, then
more power to them - I'd probably actually plunk down the cash for something
like that. But, from what I heard at the Glendale faire, MTOS icon editors/
managers aren't likely to be out anytime soon from either company...

>--
>Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
>Western Michigan University
>Kalamazoo, MI 49008

-MikeB

2816. Re: Problems with Floppy Drive on 1040STfm

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 08:29:23 UTC
From: Gordie Meyer ATARI UNITED cofounder <BIBLINSKI@delphi.com>
Message-ID: <931202.12563.BIBLINSKI@delphi.com>
Source record: 197490

$160 for a replacement drive is ridiculous. I see you work at Tandem, so I'll assume you might be able to either handle a swap-out yourself, or know someone who can. Double-sided drive mechs are going for less than $50, I think. If you look around, you might even find one that will accept the funky little parallelogram button Atari used. Be warned, however, that it might not be a simple matter of plug and play. Atari swapped some of the lines feeding the drives, so be sure you're connecting the right ones up. Including the power!

For the $160, I assume they want to sell you a complete drive mech, including case and power supply. If it's only your mech that's bad, you don't need to replace all the rest.

```
--
..|'''.| '|| || > Gordie Meyer
.|' ' .... ... .. .. || ... .... > P.O. Box 1982
|| .... .| |. ||' '' .' '|| || || .|' > Ames, IA 50010-1982
'|. || || || || |. || || ||' > USA
''|...'| '|..|' .||. '|..'||. .||. '|..|' > biblinski@delphi.com
==> This sig idea flagrantly stolen. So sue me. > ATARI UNITED!
```

--
..|'''.| '|| || > Gordie Meyer
.|' ' .... || ... . > P.O. Box 1982
|| .... .| |. ||' '' .' '|| || || .|' > Ames, IA 50010-1982
'|. || || || || |. || || ||' > USA
''|...'| '|..|' .||. '|..'||. .||. '|..|' > biblinski@delphi.com
==> This sig idea flagrantly stolen. So sue me. > ATARI UNITED!

2817. Re: 256 Colors Card ?

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 09:40:47 UTC
From: avg@cwi.nl
Message-ID: <CHEIvz.9EK@cwi.nl>
Source record: 197492

Laurent_Zimmerli@temptation.alphanet.ch (Laurent Zimmerli) writes:

>Hello everrrrybody!

>I just receive my registred copy of GemView3 (Very nice)
>And so I wanna know if it exists a Graphic card -GemView Compatible-
>which allows me to see 256 Color on my Atari RGB-Monitor.

>I don't need any 'Truecolor' / 32k-colors card,especially for financial
>reasons :-((

>So...is that kind of card exists ?????

Could go for the Spektrum 1 or Crazy Dots cards. At least the Spectrum can handle any resolution from say 320x400 up to 1152x900 in 256 colours. Of course, having an Atari monitor, you won't be able to get much further than 800x600 (possibly interlaced as well) until you buy a more decent multiscan. Tubes that can do 1024x768 at 70Hz non-interlaced should be under 2000 DM.
--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 799
1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740

2818. Re: Any Speedo-Fonts in the Public Domain???

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 09:49:39 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <CHEJAr.5x6@cs.bham.ac.uk>
Source record: 197493

In article <1993Dec1.162731.4993@ibr.cs.tu-bs.de> c0031098@ws.rz.tu-bs.de (Axel Kielhorn) writes:
>In article <16538@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison) writes:
>|> C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
>|>
>|> >The format is encrypted, and the only way to decrypt them is to use
>|> >Speedo itself, or another program that has licensed ($$$ of your
>|> >favourite currency) the encryption keys.
>|>
>|> Well, that was a stupid thing for Atari to use then, wasn't it.
>|>
>
>Oh no, it wasn't!
>
>You can get 1000+ font from Bitstream (buy them of course).
>Some years ago, when Atari decided to use the Bitstream-Format
>there was no alternative around:
>Adobe hadn't released the Type1 specifications
>Noone had ever heard of True Type.
>
>Bitstream fonts were used on various workstations.
>
>Some time later Microsoft decided to define and use TrueType,
>Adobe decided to release the Type1 specs, which made TrueType
>redundant.
>
>But guess who used TrueType in its GUI and guess who uses this GUI
>on his/her computer because shell-commands are too awfull to type
>and there was (is?) no standard way to do graphic on that computer.
>

Actually, TrueType was designed by Apple and licensed (at least, they have an Agreement) to the dreaded Microsoft.

Many PC magazines have made the same error...

>Maybe i should have a look at the Bitstream code, steal the
>TrueType specification (or are they available in the public domain,
>including undocumented features?) and write a TrueType to Bitstream
>converter.
>

A Speedo renderer is in the X11R5 distribution, and the TrueType specification is also freely available. Go for your life!

Please upload your tt2spd.prg to a.a when you have finished it :-)

2819. Falcon Game : Llamazap

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 09:56:44 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CHEJMK.FLz@newcastle.ac.uk>
Source record: 197499

Well - Atari does it again.

Last week I decided it was time to buy some Falcon games - so top of the list was Jeff Minter's latest & greatest Llamazap.

So I phone up Llamasoft - the nice lady there say's

"Ahh yes - Llamazap. Jeff finished writing that 4 MONTHES AGO."
"It's being marketed by Atari - contact them."

Now then - this tied up with screen shots I'd seen with Atari Corp. on the title page.

So I phoned up Atari UK.

Me - "Hello I'd like to buy..."

Atari - "You want ours sales dept."

I get transferred.

Me - "Hello I'd like to buy Llamazap for my falcon please."

Atari - "Sorry, thats not by us. We've never heard of it. Llama-what? Jeff who?"

Click. End of phone call.

Sigh....will I ever play this game? Has anyone else persuaded Atari to sell them a copy ?

Bugger.......

Craig.

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 4883098
Stevenage,England.|| Snail-mail: 2 Sun Street, Suniside, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

2820. Re: Hard drive for old ST and compatibility

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 10:01:14 UTC
From: kunzmann@iacrs1.unibe.ch
Message-ID: <kunzmann.6.2CFDBCEA@iacrs1.unibe.ch>
Source record: 197497

In article <02DEC93.03042503.0072@VM1.MCGILL.CA> CXIR <CXIR@MUSICA.MCGILL.CA> writes:
>Newsgroups: comp.sys.atari.st
>Path:
>aragorn.unibe.ch!scsing.switch.ch!xlink.net!sol.ctr.columbia.edu!math.ohio-state
>.edu!cs.utexas.edu!uunet!newsflash.concordia.ca!sifon!VM1.MCGILL.CA
>From: CXIR <CXIR@MUSICA.MCGILL.CA>
>Subject: Hard drive for old ST and compatibility
>Message-ID: <02DEC93.03042503.0072@VM1.MCGILL.CA>
>Lines: 25
>Sender: usenet@MUSICA.MCGILL.CA
>Organization: McGill University
>Date: Thu, 2 Dec 1993 07:49:01 GMT

>Hi! I am trying to keep alive a couple of old Atari STs, a 1040 and a
>520, which I used to use for my work, mostly using WordPerfect 4.1 for
>Atari ST. Now I'm trying to keep them going for a friend. A big help
>would be a hard drive, now much cheaper than they were when I bought
>these babies back in 1986 and 1988. Can one just connect a modern IBM
>compatible hard drive to the 1986 vintage Atari ST? - I believe there
>was an adaptor necessary - are they available, and how much do they cost
>now? Can one upgrade an old single sided floppy drive up to the new
>high density drive level? Would it only be possible to control a high
>density drive from the newer versions of TOS?

>Thanks for any help you can give,
>Yours, Ian

>* *
>* Ian Ritchie, Ph.D. * Internet: CXIR@MUSICA.MCGILL.CA *
>* voice phone: (514)-482-6308 * fax: (514)-398-6665 (at McGill Religious *
>* * Studies Faculty). *
>* s-mail: * *
>* 5709 Sherbrooke St. W. #4, * or: McGill University, *
>* Montreal, Quebec, * Religious Studies Faculty, *
>* Canada, H4A 1W9. * 3520 University Street, *
>* * Montreal Quebec, *
>* * Canada, H3A 2A7. *
>* *

In the september issue of c't (a german computer magazin) you can find the
descripton if an IDE-adapter for Atari ST. With this adapter you also can
install TOS 2.06, which is needed to boot from the harddisk. The adapter costs
45 DM (platine and GAL).
You can order it from:

eMedia GmbH
Postfach 61 01 06
30601 Hannover
BRD
Fax: 0511/ 53 52 147
Tel : 0511/53 72 95 (Time: daily 0900-1230)

Bye

Andy

2821. GSZRZ 3.5

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 10:33:08 UTC
From: ewj8218@u.cc.utah.edu
Message-ID: <2dkg94$f4g@u.cc.utah.edu>
Source record: 197498

Does anybody know an ftp sight where I can get Michael Ziegler's GSZRZ version 3.5?

2822. How can I use a bigger buffer for the serial line ?

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 10:57:30 UTC
From: Frank.Moehle@arbi.informatik.uni-oldenburg.de
Message-ID: <1993Dec2.110336.20272@arbi.Informatik.Uni-Oldenburg.DE>
Source record: 197500
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,de.comp.sys.st

Hail to you, world of the net.

I have a big problem that comes in a little question :

i want to use a bigger output-buffer (about 5kb) for the serial line on my ST, and
i want to do it with PureC 1.0 and Tos 1.04.

Is there a system call to set a new buffer ? I tried with "Iorec", but i only got
bombed.

Frank
--
==
CS Student | I may be late,
Real : Frank Moehle, 26121 Oldenburg, Germany | but I'm worth
Inhouse : moesel@diamant | waiting for.
UUCP : moehle@uniol +-----------------
DOMAIN : Frank.Moehle@arbi.informatik.uni-oldenburg.de
------------------------------>Fascinating.<--------------------------------
**** It`s how you DO it, not how you don't. ****

2823. text pc formats?

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 11:20:53 UTC
From: lmuniz@vub.ac.be
Message-ID: <3767@rc1.vub.ac.be>
Source record: 197401

i have asked many people about programs that convert the wordperfect 5.1
and the word for windows formats to some of the atari formats (tempus word?,
calamus?, wordplus?), but noone knew of any. Is ther anyone here who knows a
pd/shareware prog for this? It seems strange to me that such a big problem
hasn't been dealt with.
I hoped to get along with the RTF format, but obviously there are MANY
RTF formats: the papyrus rtf does not work with the tempus word rtf, but the papyrus does
take the tempus rtf.
Any information about: the various rtf formats,
the wp format,
the word for windows format
would be appreciated.

i(it's not that i LIKE working on a pc, but like most of the people, i have no
sts at my working place)

2824. Printer filtering?

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 12:19:00 UTC
From: mike.hill@cccbbs.UUCP
Message-ID: <4568.264.uupcb@cccbbs.UUCP>
Source record: 197361

```
EN>.@SUBJECT:Printer filtering?
EN>.@FROM :niehaus@math.uni-muenster.de
EN>.@MSGID :<2di05f$srr@obelix.uni-muenster.de>
EN>From: niehaus@math.uni-muenster.de (Engelbert Niehaus)
EN>Newsgroups: comp.sys.atari.st
EN>Subject: Printer filtering?
EN>Date: 1 Dec 1993 11:45:51 GMT
EN>Message-ID: <2di05f$srr@obelix.uni-muenster.de>
EN>Reply-To: niehaus@math.uni-muenster.de
EN>
EN>Hallo! (Sorry for my bad English)
EN>My problem is to find and replace ESC-sequences by an (TSR-)program, t
EN>filters the output to the printer port. Exists a PD-version, C-sources
EN>or OMIKRON-Basic sources of such programm?
EN>
EN>If I could pipe the printer output in a file (how can I do that?) and
EN>replacement with "sed", I would print the file with the replaced ESC-
EN>and get result too. Is that possible?
EN>
EN>The third and for me the most difficult way to solve the above mention
EN>is use a debugger and replace the wrong ESC-sequence in the .PRG file.
EN>of PD-debugger can I use to handle the problem in that way?
EN>
EN>Thanks Bert
EN>
Barrell is a TSR program that should be on the internet. It will allow
you to capture printer output to a file.

Codeheads Print Spooler that comes with Codehead Utilities (Commercial)
also does this.

Mike Hill
cccbbs!mike.hill@uceng.uc.edu
m.hill13@genie.geis.com

---
. WinQwk 2.0 a#0 . Unregistered Evaluation Copy
```

2825. Re: QUESTIONS!

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 12:19:00 UTC
From: mike.hill@cccbbs.UUCP
Message-ID: <4569.264.uupcb@cccbbs.UUCP>
Source record: 197362

```
"D>.@SUBJECT:Re: Re: QUESTIONS!
"D>.@FROM :kebab@cix.compulink.co.uk
"D>.@MSGID :<CHDCqy.1MA@cix.compulink.co.uk>
"D>Newsgroups: comp.sys.atari.st
"D>From: kebab@cix.compulink.co.uk ("Kevin Donovan")
"D>Subject: Re: Re: QUESTIONS!
"D>Message-ID: <CHDCqy.1MA@cix.compulink.co.uk>
"D>Date: Wed, 1 Dec 1993 18:30:34 GMT
"D>
"D>>> I mean something that would help in porting a GEM application to a
"D>>> TOS-based application. Actually, a GEM version of curses also soun
"D>
"D>I don't know if its what you're looking for, but I've done some librar
"D>routines that let you painlessly port a TOS app to a Gem app, at least
"D>far as the output side goes. Lets you send strings with embedded VT52
"D>to a window. It still needs a bit of work, but I've done enough to use
"D>to convert one of my rather large applications to Gem without any trou
"D>
"D>Kev
"D>

Why not post your library on and FTP site. It sounds quite interesting.

Mike Hill
cccbbs!mike.hill@uceng.uc.edu
m.hill13@genie.geis.com

---
. WinQwk 2.0 a#0 . Unregistered Evaluation Copy
```

2826. WINX 2.2 Arrows look strange---bug or feature?

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 12:36:28 UTC
From: avg@cwi.nl
Message-ID: <CHEr0t.C25@cwi.nl>
Source record: 197404

I just downloaded WINX 2.2 from uni-paderborn, and found the following:

Between the uparrow, downarrows and the slider there are small, flat
boxes. If I select an arrow, this box gets selected instead. I suspect
that the arrow button is a daughter object of the box.

Picture:

```
+-----+
| up- |
| arr |
|-----|
| | <---- curious selectable box
|-----|
|. . .|
| . . |
|+---+|
|| || <---- slider
|| ||
|+---+|
| . . |
|. . .|
|-----|
| | <---- another curious selectable box
|-----|
|down-|
| arr |
+-----+
```

Has anyone had the same problem? Until now, I used a WINX 2.0 beta.
I did change the WINX.INF file to the new format. It doesn't seem to
be a problem with other DAs.

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 799
1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740

2827. Re: (Now) Thinking about OkiLaser 400's (too)

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 13:32:20 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.5JcFI8zwQIs@semprini.waterloo-rdp.on.ca>
Source record: 197360
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1993Nov29.044300.25183@bsu-ucs>, 01mbmccabe@leo.bsuvc.bsu.edu writes:
> Well, after a short discussion with a close relative, I am now considering an
> OkiLaser 400 (as well as the Cannon BJ200).
>
> I would appreceiate any reflective comments about pros/cons/compatibility/et
> al.

Have you considered the HP DeskJet 500? I've had mine for a couple of
years, and have never had problems finding drivers or utilities to use
with it. The output from something like PageStream or SpeedoGDOS
(normal GDOS can use a LaserJet II driver if you can't find a DJ driver;
the same is true for any other programs) is great, and it's a reliable
printer (I've never had a problem, and I've probably printed 3000-5000
pages).

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2828. FOR SALE: Atari Hardware&Software

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 13:55:41 UTC
From: (unknown)
Message-ID: <1993Dec2.135541.7717@NCRTimes.stpaul.ncr.com>
Source record: 197405
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

For Sale:

* 1 meg, Atari 1040STe w/Rimik

* Magnavox ICM-435 14" color display w/stereo sound and tilt/swivil stand
(only 4 months old)
* Supra 45 meg Hard Drive w/DMA and SCSI thru ports

* Rimik Beatle Mouse

* Epyx 500 XJ Precision joystick

* Fitted 1040ST Dust Cover

Included & Pre-installed software (just some of the many, many titles):

* NeoDesk 3.0 w/NeoDesk CLI
* Word Writer 2.0
* Deluxe Paint ST
* Dungeon Master
* Their Finest Hourt
* Copy II ST
* DEGAS Elite
* Flash
* DB Master
* GFA BASIC 3.5e Upgrade
* Gunship
* STar Wars
* Joust
* Neochrome Master
* Arkanoid II
* Guild of Theives
* Major Motion
* A-Copy 1.2
* Tetris
* and over 100 additional games, applications, and disk utilties including some r are and
one-of-a-kind programs (never commercially released, ect)
* Atari ST Internals book
* ST Gem Programmer's Reference book

All items are in great condition.

I'm asking $675 (US funds) or best reasonable offer for the whole thing. I'll even pay
shipping (in the continental US) if I can sell it prior to Dec. 10, 1993.

This is a great system folks - reliable, cheap, and even more compatible with existing software than the Mega STe and Falcon.

Please direct all decent offers and/or inquires to me at my e-mail address:

feldak79@snyoneva.cc.oneonta.edu

Thanks,

Ari Feldman

2829. Re: UK source for "Atari Compendium"

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 14:11:34 UTC
From: whern@bnr.ca
Message-ID: <1993Dec2.141134.12934@bnr.ca>
Source record: 197412

In article <1993Dec1.205343.6940@mnemosyne.cs.du.edu> shenson@nyx10.cs.du.edu (Stephen Henson) writes:
>I've heard several people speak highly of a book called "The Atari Compendium",
>does anyone know a UK source, or failing that Author/Publisher/ISBN ?
> What does this book cover, OS, hardware or (I hope) both. My reference
>stuff is getting out of date.
>Please respond by email if possible.
>Thanks, Steve.
>

[Steve, I've sent you this message by e-mail but I thought I ought to post it here as well for the benefit of other Atari owners.]

I spoke to the Compendium's author, Scott Sanders, last weekend about the availability of the book in the UK. According to him, Hisoft will be distributing it in the UK.

The book is mostly a reference to the software aspects of the ST/TT/Falcon. There are some chapters on parts of the hardware but they are pretty terse. There's no way that you could learn how to program the ST from the Compendium but that wasn't what it was intended for.

I thoroughly recommend anyone doing any programming on the Atari to get a copy - it's the best one-stop guide available.

William Hern.
Desktop Discussions columnist,
ST Applications.

2830. Re: Gui Go?

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 14:21:08 UTC
From: doucet@ripolin.laas.fr
Message-ID: <2dktkk$i39@hal.cerfacs.fr>
Source record: 197408

In article 9ss@mailer.fsu.edu, boyd@gauss.math.fsu.edu (Mickey Boyd) writes:
)) Tamminen Eero (t150315@lehtori.cc.tut.fi) wrote:
)) > I have found a text only version of Go named Gnugo. I would like to know
)) > if there's a mousecontrollable implementation of Go.
))
)) > I want to Go !-)
))
)) There are at least two.
))
)) Go Bang - nifty freeware from the Netherlands. You can play the computer.
)) Seems stable.
))
)) Go Board - Freeware or shareware, not sure. You cannot play the computer.
)) Allows playing between two people via modem. Has strange
)) handicap features that pro go players would probably understand.
))
)) I assume that both of these are available from atari.archive.umich.edu. If
)) you can't find one, let me know and I can upload it.
))
)) --
)) **
)) * Mickey Boyd *
)) * Systems Administrator *
)) * Florida State University Mathematics Department *
)) * email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
)) **

I've tried these two progs and I must say Mickey Boyd's answer about Go Bang
is not quite exact:

- Go Bang is Not a GO game, only a 5-in-a-row game also known (with somewhat
different rules) as Renju, Gomoku or Pente. It plays quite well IMHO, but this
is not GO.

- Go Board IS a Go program but it doesn't play: it only can help you in playing
with someone else, or playing games found in magazines; rules are OK, but I must
say I haven't tried the KO rules, not to mention the SEKI ones.

I know there exist at least two commercial programs that really play GO:

- GO Player, from Oxford Softworks; it can be found as part of a compilation that
also includes chess, bridge and some others... I have it.

- <another Go game> whose name I can't remember by now, but I'm sure someone from
the c.s.a.st readers will surely give it. You guess I haven't got this one...

Hope that helps.

_ ______ _____
| | ____| ___ \ doucet@laas.fr
| | |___ | | | |
_ | | ___|| | | | Jean-Etienne Doucet
| |___| | |____| |___| | LAAS - CNRS
_____/|______|______/ Toulouse, France.

2831. Re: Desktop icons (Was: Re: New files uploaded to ftp.cs.ruu.nl)

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 14:22:53 UTC
From: error@stack.urc.tue.nl
Message-ID: <2dktnt$lsb@tuegate.tue.nl>
Source record: 197406

mbaffoni@flute.aix.calpoly.edu (Juxtaposer) writes:

>b) make importing of icons an easy, if not intuitive, process?

Very good suggestion. I have been thinking of a good way to install
icons myself. Suppose I were a commercial software developer and wanted
people to use my icons with my programs. After all it is extra value for
any program if it comes with special icons.
It would be best if they included an option in the installl program to
also install the programs icons in the iconfile of
teradesk/newdesk/neodesk.

Erlend.

--

2832. Re: Dungeon Master 2 will be coming out for...

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 14:29:42 UTC
From: mr2@irz.inf.tu-dresden.de
Message-ID: <2dku4m$360@irz301.inf.tu-dresden.de>
Source record: 197407

In article <754573377.9631@minster.york.ac.uk>,
andrew@minster.york.ac.uk writes:
>box just in case DM2 doesn't come out for the ST. No doubt it will be
>486DX only, with 8 Meg ram and 90Meg HD as minimum!! Bloody IBM's!

As far as the beta-version goes,you'll need a 486DX/33 with 4meg and
5-10meg HD-space.This may change a bit because they're redoing the pics
from 16colors to 256colors (VGA).This should increase HD-space up to 20meg.
I hope for increasing needed HD-space they'll increase the speed too.This
version i've seen was LAME.Looked a bit like DM version 1.5 :/

Matthias
--
.------------------+---.
| Matthias Rauhut \ TCP/IP-Mail: mr2@irz.inf.tu-dresden.de |
| \ IRC:st-guru |
| / |
| / BT-MUSE3056:Helmut |
+------------------+---+
| My profession? .GIF-hunter as a full-time-job,what else? |
| Only a dead GIF is a good GIF! - God bless True Color! |
`--'

2833. Re: Any Speedo-Fonts in the Public Domain???

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 14:36:07 UTC
From: error@stack.urc.tue.nl
Message-ID: <2dkugn$lue@tuegate.tue.nl>
Source record: 197410

evanlang@sdf.lonestar.org (Evan Langlois) writes:

>Is it worth it? Speedo GDOS just doesn't impress me from the sound of
>it. I hear compatibility is not very good, it does slow printer output
>(geez it uses BIOS character-by-character output!), and the number of
>drivers is limited. Not to mention that Speedo isn't the most popular
>of formats.

Speedo is definately worth a lot. I can use it with any GDOS using program and it doesn't hurt any of my other non-gdos using programs. The reason it uses BIOS output (don't know if character by character) is that this allows... RIGHT compatibility. Speedo works great with GEMspooler 3.1 a harddisk spooling program, which frees up quite some time for me.

>I's like to see someone create either a new GDOS that used a more popular
>font format, or a font converter like yuo mentioned to be able to convert
>fonts from a popular format to Speedo.

No, what I would think to be even better is a solution like the one Atari found for monitors. On the Falcon one can use practically any monitor. If oly Atari put out extra modules/scalers for other font types, then it would be easy for those who needed it to buy the extra postscript scaler, truetype scaler, agfa scaler etc. etc. So users can use whatever they like and can afford.

Erlend.
--

2834. Re: Falcon030 new casing ?

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 14:42:08 UTC
From: error@stack.urc.tue.nl
Message-ID: <2dkus0$luk@tuegate.tue.nl>
Source record: 197411

aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:

>In <2ct7vh$of6@tuegate.tue.nl> error@stack.urc.tue.nl (Erlend Nagel) writes:

>[review of the Mega Falcon case]

>Is it a permanent thing? or can one then put the Falcon back into its
>original case at a later date if necessary?

The case involves some case cutting, but you can have it done under
guarantee by an atari dealer, or you can order a pre-cut case so you can
always restore your Falcon (the kit is for ST and STE too) to its
original state (if you would like to type on the normal Falcon keyboard
again of course).

Erlend.

--

2835. Re: WINX 2.2 Arrows look strange---bug or feature?

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 14:48:43 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <CHEx58.Cqx@cs.bham.ac.uk>
Source record: 197409

```
In article <CHEr0t.C25@cwi.nl> avg@cwi.nl (A.V. Groenink) writes:
>
>
>
>I just downloaded WINX 2.2 from uni-paderborn, and found the following:
>
>Between the uparrow, downarrows and the slider there are small, flat
>boxes. If I select an arrow, this box gets selected instead. I suspect
>that the arrow button is a daughter object of the box.
>
>Picture:
>
>
> +-----+
> | up- |
> | arr |
> |-----|
> | | <---- curious selectable box
> |-----|
> |. . .|

This little box appears between the arrows when a (global?) option is
used to join the arrow widgets together (a la NeXT). It shouldn't
appear otherwise... What TOS version are you running? Are you using
the latest GEMRAM? Are you sure it isn't a conflict (WINX and GR are
*very* fussy)

--Chris
```

2836. ICONS & STuff

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 15:53:52 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <2dl32g$kj3@charm.magnus.acs.ohio-state.edu>
Source record: 197413

Has anybody made NeoDesk icons that match (in form at least) the icons used on the Falcon?

On another note, I got a STacy today. Somehow I expected a portable to be smaller than my ST. Imagine my surprise.

Anybody got an ST Book for sale?

–
--
Vice | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
President | P.O.BOX 29103 | 8-bit
of: | COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *

2837. Re: Anyone cracked Cubase 3.01 yet?

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 16:23:31 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.63751@cix.compulink.co.uk>
Source record: 197414

In article <H.eg.e3oE1AIpSQo@harvee.billerica.ma.us>, esj@harvee.billerica.ma.us (Eric S Johansson) writes:
>
>>What are magazine reviews for ????
>
>selling advertising.
>

This is NOT true. When I review a program for ST Review I can write exactly what I think about it. My conclusion box or scorebox have never been 'tweeked' by my editor.

Of course as a reviwer I don't like hurting software authors, but sometimes they leave you no choice. And I get my share of complaints from software and hardware publishers who are not happy with my reviews sometimes. Some refuse to let me review more of their products. My editor insists that I write what I think about a program and trusts my judgement.

Ofir ogal@cix.compulink.co.uk

2838. Help - ST as Midi Sequencer

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 16:33:02 UTC
From: Simon Chambers <SCHAMBER@ESOC.BITNET>
Message-ID: <93336.163302SCHAMBER@ESOC.BITNET>
Source record: 197420

I'd like to use an Atari as a Midi Sequencer. Could you help with
these questions -

1. Is a 1040 good enough or do I need a Mega ST, or something else.

2. Which Atari will still be supported in 18 months time.

3. Is a hard disk necessary.

Thank you for any replies.

2839. Re: Korg M1

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 16:40:18 UTC
From: erkamp@titan.arc.ab.ca
Message-ID: <CHF2B7.KLA@arc.ab.ca>
Source record: 197432

In article <1993Dec1.144015.40543@hursley.ibm.com>, sam_garforth@hursley.ibm.com (Sam Garforth) writes:
>Does anyone use a Korg M1 in conjunction with their Atari? Where is the
>best place to discuss this?

I haven't used an M1 but I do have a DX7 and other MIDI devices. I would suggest that the best place would probably be rec.music.makers.synth.

Bob Erkamp A L B E R T A
--> It Could Happen <-- R E S E A R C H
erkamp@arc.ab.ca C O U N C I L

2840. Re: Hardcore

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 16:43:04 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <CHF2Ft.AFG@cen.ex.ac.uk>
Source record: 197415

In article <CHCp3F.8o8@barclays.co.uk> Iain.Laskey@barclays.co.uk writes:

> |> > Does anyone know if there is an FTP site with the 5-level demo of
> |> > 'Hard-Core'!? (A recently released game from Jeff-Minter). I can't
> |> Unfortunately, I don't believe the final version was ever released.
> |> Which is a crying shame as I think even the demo version is brilliant

> Where did you get it from?

Some BBS or other, it was so long ago (early 92) I forget which one.
If you want it, I can mail it to you, or if I can find out how to upload
to an ftp site I may well do that.
BTW - to run it on a Falcon you will need Backwards v1.43. This is important
as version 2 and later do not have line-F emulation and so it crashes with
11 bombs. Same with Llamatron.
{{{ Dan }}}

2841. Re: UK source for "Atari Compendium"

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 16:46:03 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Dec2.164603.26494@unix.brighton.ac.uk>
Source record: 197426

Phone HiSoft, they are seeling it. 39.95 UK Pounds. It covers pretty much the whole system Atari range from ST to Falcon and tos upto 5.0!

I thoroughly recommend it.

Pads

--

```
_______________________________________________________________________________
Desk File Options
-------------------------------------------------------------------------------
| Info | ----------------------------------------
|________| | Michael May (mm68@uk.ac.bton.unix) |
| University of Brighton, Sussex, England |
| These views are my own, so there! |
----------------------------------------
```

2842. Spectre printing

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 16:49:56 UTC
From: michael@tapestry
Message-ID: <2dl6bkINNbhv@ymir.cs.umass.edu>
Source record: 197418
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Does anyone know of a good HP Deskjet/Laserjet driver for a Mac?
I recently got an Epson Action Laser II, which emulates a Laserjet IIP,
and the Mac driver for it that I got off the net yields less than great
output (HPDJ-31).

michael@cs.umass.edu

2843. Re: Cyberstudio/3DCK and the STE!!!

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 16:50:51 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <CHF2ss.AyH@cen.ex.ac.uk>
Source record: 197417

In article <1993Dec1.123448.1@vaxr.sscl.uwo.ca> richardson@vaxr.sscl.uwo.ca (John Richardson) writes:

> similar problems. One of the progs. is the "3D Construction Kit". I have not
> gotten ANYWHERE with this on the STE. The other problem is a little strange.

Strange, I had it running on my Falcon a while back! Until I sold it because it was far too slow for anything I wanted to do with it.
{{{ Dan }}}

2844. Re: Hardcore

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 16:54:39 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2dl6kf$c67@mailer.fsu.edu>
Source record: 197422

D.L.Hastings (cs93dlh@dcs.exeter.ac.uk) wrote:
> In article <CHCp3F.8o8@barclays.co.uk> Iain.Laskey@barclays.co.uk writes:

> > |> > Does anyone know if there is an FTP site with the 5-level demo of
> > |> > 'Hard-Core'!? (A recently released game from Jeff-Minter). I can't
> > |> Unfortunately, I don't believe the final version was ever released.
> > |> Which is a crying shame as I think even the demo version is brilliant
>
> > Where did you get it from?

> Some BBS or other, it was so long ago (early 92) I forget which one.
> If you want it, I can mail it to you, or if I can find out how to upload
> to an ftp site I may well do that.

If you would like to email it to me, I can stick it on atari.archive for
you <whine whine> :-).

--

* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *

2845. Re: Populous on the Falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 16:54:56 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <CHF2zK.B7t@cen.ex.ac.uk>
Source record: 197419

In article <1993Dec1.224502.24231@newshost.lanl.gov> hutch@bellman.lanl.gov (John Hutchinson) writes:

> Ohhh, I hope you can confirm that Populous 2 (one of my favorite games of
> all times) does NOT work on the Falcon with Backwards or any other utility.
> I only say that because after trying it unsuccessfully on the Falcon, I darn
> near gave the program away at Glendale this year.

I have successfully run Populus II on my Falcon many times, using Magi,
but I can see no reason why it shouldn't run under backwards.
{{{ Dan }}}

2846. Re: Gui Go?

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 16:56:21 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2dl6nl$c67@mailer.fsu.edu>
Source record: 197423

Jean-Etienne Doucet (doucet@ripolin.laas.fr) wrote:
> In article 9ss@mailer.fsu.edu, boyd@gauss.math.fsu.edu (Mickey Boyd) writes:
>)) Go Bang - nifty freeware from the Netherlands. You can play the computer.
>)) Seems stable.
>
> I've tried these two progs and I must say Mickey Boyd's answer about Go Bang
> is not quite exact:
>
> - Go Bang is Not a GO game, only a 5-in-a-row game also known (with somewhat
> different rules) as Renju, Gomoku or Pente. It plays quite well IMHO, but this
> is not GO.

Oops, you are correct. That's what I get for stockpiling games that I "might
get around to learning" :-).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2847. Re: WINX 2.2 Arrows look strange---bug or feature?

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 16:57:55 UTC
From: avg@cwi.nl
Message-ID: <CHF34K.Hsx@cwi.nl>
Source record: 197450

C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:

>This little box appears between the arrows when a (global?) option is
>used to join the arrow widgets together (a la NeXT). It shouldn't
>appear otherwise... What TOS version are you running? Are you using
>the latest GEMRAM? Are you sure it isn't a conflict (WINX and GR are
>*very* fussy)

Sure, that's it. I remember I had the arrows joined before I Changed to
2.2. BTW, I use ROMRAM. What a relief. I was afraid I was just going to
have to get used to it.

Has anyone noticed the funny instructions for installing:

...
- Entferne GEMRAM usw.
...

And then the package doesn't contain a new copy! Similar instructions tell
you to remove things from the AUTO folder which are not in the distribution.
Luckily I used ROMRAM not GEMRAM so I skipped that step :-)

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 799
1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740

2848. Re: Atari Show in UK

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 16:59:03 UTC
From: vctec@westminster.ac.uk
Message-ID: <CHF31K.79n@westminster.ac.uk>
Source record: 197416

In article <CHBuFF.1Go@world.std.com> Lexicor@world.std.com (Yat W Siu) writes:
>In article <CHB4yq.906@newcastle.ac.uk>,
>Craig Graham <Craig.Graham@newcastle.ac.uk> wrote:
>>
>>There's an Atari Show in Birmingham (UK) on 5th December at the National
>>Motorcycle Museam (???).
>>
>>- These things are never properly advertised are they ???
>>
>>Craig.
>>
>
>Well..the show at Birmingham is a rather specific and small Show...we may as
>well help it!
>
>
>add on....
>----------
>
>All UK Users come to th Birmingham Show on the 5th of December!!!
>
>It'll be great!
>
>16/32 Systems (and LEXICOR), CGS, Silica, Gasteiner, Compo, Systems Solution
>are just a few of the many who will be there!!
>
>add off....
>-----------
>
>Anyway...I think some of th magazines should have mentioned it...i don't know
>of an AD though..don't expect an AD like on TV or so *grin*. The Future SHow
>was properly advertised...but it was a Games Show really...
>
>
>Yat@Lexicor

What about the Atari Show in the North....Haydock park near Manchester on Dec 12. Anyone going there?

I am going to go, but haven't yet bought my ticket. Also, i will not be able to go near the beginning of the show :-(only being able to make it there about 4 pm. Hopefully, not everything will be finished by then. Are there usually any special offers at these shows? I'm interested in Accelerators (which I've heard are quite rare at the mo for the STe) and a STe Tower Case.

Hopefully, the Tower will be selling at half price (I know wishfull thinking)

Danny.
--
<==>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

2849. Re: Populous on the Falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 17:03:42 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Dec2.170342.16679@bradford.ac.uk>
Source record: 197424

John Hutchinson (hutch@bellman.lanl.gov) wrote:

: Ohhh, I hope you can confirm that Populous 2 (one of my favorite games of
: all times) does NOT work on the Falcon with Backwards or any other utility.
: I only say that because after trying it unsuccessfully on the Falcon, I darn
: near gave the program away at Glendale this year.

Whoops! Pop II works fine on the 030 with some Backwards options set.

Maybe you could darn near ask for it back???

ByeBye,

Steve Taylor.

2850. Portfolio

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 17:04:32 UTC
From: dwm003@acad.drake.edu
Message-ID: <1993Dec2.110432.1@acad.drake.edu>
Source record: 197421

I need help:
What went wrong with the Atari Portfolio? I heard that it was a good little device, why did it fail?
Also, what is the address of Atari???
Thanks!!

2851. Re: Falcon030 floppy?

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 17:23:28 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Dec2.172328.18930@bradford.ac.uk>
Source record: 197425

John Hutchinson (hutch@bellman.lanl.gov) wrote:

: Trust me... developers (and anyone who must necessarily do a lot of
: floppy disk duplicating) really _miss_ the external floppy drive port.
: I'd be happy with a : DSDD port on the Falcon, actually.

Why can they not just put an image of the concerned disk into RAM or onto the Hard Drive, and then dump it from there?

Something like FCopy Pro or MSA should be able to do this no problem.

Just a thought...

Steve Taylor.

2852. converting BBC disks to ATARI

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 17:42:18 UTC
From: spb@liverpool.ac.uk
Message-ID: <CHF56J.yz@liverpool.ac.uk>
Source record: 197363

Does anyone know of any software that will allow me to read a BBC disk
on my Atari?, I have a BBC program with pages of data statements which
I need to convert to run on my ATARI.

Thanks in advance.

Ste.

2853. Re: "ASCII picture" program?

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 17:48:55 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Dec2.174855.21919@bradford.ac.uk>
Source record: 197433

Hallvard Tangeres (hallvart@ifi.uio.no) wrote:

: I've seen a lot of these really neat pictures that are made up of ASCII
: characters, but are drawings!

: Is there some program like this for the Atari ST available, and if it is,
: where can I get it?

There is a PD/shareware program called 'The Ancient Art of Ascii' which I saw reviewed in the PD section of one of the UK glossy magazines. I can't remember where from though.

If you are really bothered, repost, and I'll look it up for you.

Steve Taylor.

2854. FOR SALE: Atari ST computer

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 17:52:15 UTC
From: cfuhrman@csugrad.cs.vt.edu
Message-ID: <2dla0f$a97@csugrad.cs.vt.edu>
Source record: 197427

For Sale:

Atari 520STfm Computer
Motorola 68000 (8Mhz) CPU
512K Memory
3.5" 720K Floppy Drive
Atari 1224sc Color Monitor (I think that's what it's called...)
Atari Mouse.

Some (but not much) software:
PC Ditto (the software version, not the add-on card)
STWriter (July, '86)
MicroEmacs
German Tutoring program
Checkmate Chess program.
vt52 emulator.
Ultima 5 (Game)
Monopoly (Game. Can only play against computer, not other players.)
Pile Up (Tetris clone)
plus some other games I can't think of right now...

Asking $250 obo.

SPECIAL NOTE:

I don't have the computer physically here at Virginia Tech. It's
at home in Woodbridge, Va. I'll be going home to Woodbridge on the 15th
of December, so I can arrange for anyone to look at the computer then.
If you're interested, please respond by e-mail before the 14th as I do not
have net access at home. I'd prefer if the buyer were in the Washington
D.C. area as I'd rather not have to go through the hassle of shipping the
computer.

--
Christopher Fuhrman |"I don't believe you've met my young friend
cfuhrman@csugrad.cs.vt.edu | Ace, an expert in calorification,
Computer Science Major | incineration, carbonization, and inflam-
Virginia Tech Hokie! | mation." -The Doctor "Happiness Patrol"

2855. Re: Icon editor for Teradesk

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 17:53:29 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Dec2.175329.22406@bradford.ac.uk>
Source record: 197434

Troy Carpenter (psurge@cs.utexas.edu) wrote:
: Is there an icon editor available for teradesk? There are many nice icons
: in the resouce file, but I don't need all of them and would like to customize
: some.

I would recommend the MAKEICON/ICONJUGL combination which I have mentioned
before, in preference to using a Resource File Editor such as Otto's, if
this is the only task you wish to accomplish.

This is assuming TeraDesk uses the 'standard' icon Resource file format.

: "You're so open minded that your brain leaked out" - Steve Taylor

That name sounds remarkably like mine. I would just like it to be known
that it has absolutely nothing to do with me. Please send more details of
this imposter! :-)

Steve Taylor.

2856. Re: .DFT files

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 17:57:33 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Dec2.175733.22689@bradford.ac.uk>
Source record: 197435

Michael Olin (molin@cxc1.cl.msu.edu) wrote:
: Can anyone tell me what .DFT files are? Somebody (or several somebodies)
: has been uploading them to atari archive with absolutely no docs or
: text files explaining them...

Draft???
Diamond Format???
Dual Format???
* Format???

Just a few ideas off the top of my head. I don't expect to be right.
If I were you/bothered, I would download them and see....

Steve Taylor.

2857. Re: TOS Icon editor?

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 18:01:35 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Dec2.180135.22955@bradford.ac.uk>
Source record: 197436

Rob S. Rice (rrice@netnews.upenn.edu) wrote:

: IS there a color/monochrome PD/Shareware icon editor that would
: work on a Mega 4 STE color system running TOS 2.6? I uploaded
: huge numbers of icon resource files to Michigan and John
: Eidsvoog's ICONJUGL program that allows people to use them, but
: I can't draw or convert my own. I'd like to. Am I missing

Again, the program you need to create your own icons is MAKEICON, which I have seen many times on FTP sites. Or a Resource Construction Set such as ORCS (Otto's). will do mono icons such as those you use on your MegeSTE.

But at the moment, a commercial package, Interface or Zoom is needed to edit colour icons from TOS 3.x and 4.x.

Steve Taylor

2858. Re: Atari Jaguar info....

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 18:02:00 UTC
From: d88-dme@dront.nada.kth.se
Message-ID: <1993Dec2.180200.23700@kth.se>
Source record: 197431

In <Jo2wDc4w165w@cybernet.cse.fau.edu> ron@cybernet.cse.fau.edu (Ron Bassett) writes:

>I hate to break in on the Atari ST forum, but if anyone
>can refer me to the proper USENET forum for discussion of the
>ATARI JAGUAR I'd appreciate it.

>Just as a bit of FYI on Jaguar versus the competition....
[List of features]

Well, that is an impressive list of features, but one thing that is
missing is; what are the different screen resolutions?
Somehow it always seems like the marketing deptartments leave these things out.
It is very irritating and sometimes it is almost like it is a secret.
What good is a gazillion colours if you only got 32x32 (well I suppose
they got more than that)? Yeah, I know there is quite a difference between
320x200 in 16 and 320x200 in 16 million colours.
My point is why do they keep the resolution to themselves?
I mean it is not like it should be a big deal? The TV resolution limits
the maximum resolution.
--
email: d88-dme@nada.kth.se irc: DeNiM work: dnm@findata.se

2859. Re: How do I create a fastloading floppy?

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 18:17:08 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Dec2.181708.24510@bradford.ac.uk>
Source record: 197437

Steven Selick (selick@csa.bu.edu) wrote:
: I recently purchased STfax, and would like to create a loader disk that
: will load as quickly as possible - as in before the fax machine on the
: other end hangs up. Any suggestions?

I don't know your exact problem, but perhaps an Autobooting Ramdisk such as RDE would solve it????

Give me more details of the exact problem, and I'll try to work out a solution. I ran a system for years with only a single floppy drive, and a 250K ramdisk.

All the other suggestions I have heard (e.g. Twister/Skewed format) should help greatly.

Steve Taylor.

2860. Re: MEDUSA (68040) System

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 18:17:49 UTC
From: vctec@westminster.ac.uk
Message-ID: <CHF6tq.AGy@westminster.ac.uk>
Source record: 197429
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <CHCunE.2J1@newcastle.ac.uk> Chris.Forker@newcastle.ac.uk (Chris Forker - Nav Arch-) writes:
>
>I would like to get more information on the MEDUSA (68040 TT clone).
>I have been waiting for 4 months now for a new TT and it does not appear
>that Atari can deliver.
>
>I need to know the following information :-
>
> 1) How compatible is the MEDUSA system with other Atari computers.
> 2) What version of TOS does is use (if any).
> 3) What are the available configurations / price.
> 4) What are the performance advantages over a TT.
>
>If anyone has direct or indirect experience/opinions of the MEDUSA system
>I would be delighted to hear from you.
>
>
>- Chris
>
>
>| e-mail: Chris.Forker@newcastle.ac.uk | Computer Systems Manager |
>| voice: +44 91 222-8557 | Engineering Design Centre |
>| fax: +44 91 2616059 | Newcastle University |

Me too.

danny.

--
<===>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

2861. Re: Gui Go?

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 18:23:34 UTC
From: dwallace@wam.umd.edu
Message-ID: <2dlbr6$91r@cville-srv.wam.umd.edu>
Source record: 197430

Another thing that Go fans might enjoy is a service on the net called IGS - the Internet Go Server. There is a fully graphic mouse-driven client for the ST that lets you telnet to this server and play Go realtime against other people all over the world. I forget the address of the ftp where you can get the client, but you can obtain the rec.games.go faq via ftp from rtfm.mit.edu, or by reading the rec.games.go newsgroup for a while; this lists the locale of the archive site, as well as the addresses to get to the server. Overall, it's very neat, and have only had two problems with it. The first is that I find I need to manually telnet to the go server BEFORE running the ST-end client; the docs say otherwise, but it bombs on me if I don't log onto the server first. The other problem is that I can hardly ever find someone as new to the game as I am, so I always get beaten! :-)

2862. Supra SCSI -> ST-DMA problems...

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 18:31:15 UTC
From: fdomingu@rainbow.UWaterloo.ca
Message-ID: <CHF7G4.D1M@watserv1.uwaterloo.ca>
Source record: 197351
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'm currently tyring to install a Supra Corp DMA - SCSI controller for a friend in combination with an Imprimis (180meg) SCSI drive with not much luck. I have disconnected the controller from the Supra Box and applied the +5V to the board then connected it to the drive and computer. When the controller is off (ie no power and not connected to the SCSI port of the Hard Drive), the drive will spin when powered up, however, when I power back up another time with the controller hooked up to the drive, it will not spin up (the drive light does turn on).
In all cases, that the Supra controller is powered, the Green LED does light up.

The whole board is composed of pretty basic TTL, but, I have noticed that 3 traces have been cut intentionally and rewired on the circuit side of the board.

On the bottom it says....
SUPRA CORP
(c) 1987
30-0014-5

If anyone has had any problems or can give any suggestions as to what I might be able to do or try please email and I can create a summary.

Francisco Dominguez

fdomingu@zeus.uwaterloo.ca

2863. Re: Home/Personal Accounting Package

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 18:33:29 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Dec2.183329.26665@bradford.ac.uk>
Source record: 197438

M A Rahin (rahin@scs.leeds.ac.uk) wrote:

: Could someone please describe the med-res (or is it low-res ?) boot problem
: on the STe and its remedy ?

Certain STE's (I think it's TOS 1.6) do not boot in medium res in the
usual fashion. There is a number, at the end of a line in the DESKTOP.INF
file which is 1 for Low, 2 for Medium, 3 for High.

Assuming you are not using a Hi-res monitor or emulator, the STE will boot
in Lo-res if this number is 1 or 2, and Med-res if this number is 3
(because it cannot do hi-res).

Therefore, You can either...

1) Use a PD autoboot program which fixes the fault
2) Edit your DESKTOP.INF file, turning the 2 into a 3
3) Write your own Boot program which looks at the digit in the DESKTOP.INF
file, and if it is a 2, turns it into a 3.

Steve Taylor.

2864. Re: How can I use a bigger buffer for the serial line ?

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 18:42:32 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Dec2.184232.27247@bradford.ac.uk>
Source record: 197443
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,de.comp.sys.st

Frank Moehle (Frank.Moehle@arbi.informatik.uni-oldenburg.de) wrote:
: i want to use a bigger output-buffer (about 5kb) for the serial line on
: my ST.

AstraSoft, in the UK (those who wrote DeskTracker for the Falcon) have a
small program to do this. I do not have their address at hand, but
Re-post if you want and I'll look it up for you.

Steve Taylor.

2865. Re: Atari Show in UK

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 18:47:34 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Dec2.184734.27652@bradford.ac.uk>
Source record: 197444

Denesh Bhabuta (vctec@westminster.ac.uk) wrote:

: >>There's an Atari Show in Birmingham (UK) on 5th December at the National
: >>Motorcycle Museam (???).

: What about the Atari Show in the North....Haydock park near Manchester on Dec
: 12. Anyone going there?

I was going to go to the one in Birmingham, but inside sources tell me
that the Manchester one will be as good, and as I live much nearer, that's
where I'll be going.

Steve Taylor.

2866. Re: Fax modem software??

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 18:48:16 UTC
From: Robert.Anisko@daytonoh.ncr.com
Message-ID: <CHF88H.Hrv@uc2372c.DaytonOH.NCR.COM>
Source record: 197352

In article <CHDtCp.GHn@freenet.carleton.ca>, ai187@Freenet.carleton.ca (Andrew Cochran) says:
>
>Is there any to use a standard 9600fax/2400 data modem??
>I would prefer it to be Pubic Domain or Shareware.
>and where would I get it?

Hmm, I've been looking into FAX software as well. So far I have at least noticed/heard mention of:

Straight Fax 2.0 : commercial : send/receive fax, etc
Coma : shareware : (send version "crippled" for demo), not familiar with it's features
{future?} CoNnect term program (I believe fax is to be/or is supported, but since the latest version I've found is only in german (where's the english RSC file? :-) I'm not sure of it's particular fax options...

I've heard relatively good things about Straight Fax, so if you have around $80-90U.S. you might check it out...

Rob

...just for your curiousity, there is a program called "Modem Tester" from Toad Computers (it's shareware or PD, I forget) that will "test" your modem and determine some various fax-specific things about it (is it class 1 or 2, buffer size, etc) - at least one version is available at atari.archive.umich.edu (I think there's a newer version out, however)...

2867. Re: Anyone cracked Cubase 3.01 yet?

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 18:55:50 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2dldnm$8nm@golem.wcc.govt.nz>
Source record: 197441

Listening to mag' reviews as an excuse to buy things is not a good idea.

Some mag's have given a program 85% whilst others have given it 60%,
it's better to try before you buy! If you copy something for the sole
intention of 'trying' it and killing it if you aren't going to buy it,
I don't see anything wrong with that! Everyone gets what they should
get in the end!

```
/-------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, O O |
| you can be 100% sure that it will! o |
| WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/
```

2868. Re: Dungeon Master 2 will be coming out for...

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 18:57:53 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2dldrh$8nm@golem.wcc.govt.nz>
Source record: 197442

```
It's a shame PC authors haven't heard of data compression.....
(20meg for a Dungeon-Master game? Even in 640*480*256 or whatever, that's
still crazy!)

/------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, O O |
| you can be 100% sure that it will! o |
| WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/
```

2869. questions

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 19:36:38 UTC
From: s1014097@cedarville.edu
Message-ID: <s1014097.10.2CFE43C6@cedarville.edu>
Source record: 197446

I have a PC speed (the old 8MHZ one) and I can't get it to work in my 1040ST. I have properly seated it and the software is configured correctly but the program locks up when it is loading.. Anyone have any suggestions?

I also was wondering if there is any software that will print out and produce the 3D optical illusions that they sell as posters in many of the malls here in the US..(anyone know what they are called?) I had heard there was a program out for the Mac, but have heard nothing of the subject recentally...

Bill

2870. Re: 256 Colors Card ?

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 19:46:12 UTC
From: Lexicor@world.std.com
Message-ID: <CHFAx1.4Bt@world.std.com>
Source record: 197445

>>I just receive my registred copy of GemView3 (Very nice)
>>And so I wanna know if it exists a Graphic card -GemView Compatible-
>>which allows me to see 256 Color on my Atari RGB-Monitor.
==========

Atari RGB Monitor are you most
likely meaning the SCC1224 Monitor?

Hi Annius!

I don't think he meant the PTC1426, which is probably the Monitor you are
thinking of. Also what is needed to know is whether this is for an ST or
a Mega or a TT.

The PTC1426 Atari Monitor is sort'a old VGA and can only handle 800x600
Interlaced. Both the SPektrum and the Crazy Dots will not work on a SCC1224.

It would help if we knew for what Computer System (ST or Mega or VME TT, MEGA)
it was.

>Could go for the Spektrum 1 or Crazy Dots cards. At least the Spectrum can
>handle any resolution from say 320x400 up to 1152x900 in 256 colours. Of
>course, having an Atari monitor, you won't be able to get much further than
>800x600 (possibly interlaced as well) until you buy a more decent multiscan.
>Tubes that can do 1024x768 at 70Hz non-interlaced should be under 2000 DM.

Don't forget the Matrix Boards and the NOVA Boards *smirk* also in th USA
Monitors that can do 1024x768 non-interlaced go lot cheaper than
2000 DM....besides....that isn't quite what is a cheap alternative *smile*

Cheers

2871. Re: MEDUSA (68040) System

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 19:52:17 UTC
From: Lexicor@world.std.com
Message-ID: <CHFB76.60q@world.std.com>
Source record: 197447
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

If anyone wants more info on the MEDUSE T40, then fell free to email me.

The MEDUSA T40 is a 68040/64 Clone based on TOS 3.06, the machine is
available through us as well as through Medusa Systems in Switzerland.

If you want..I'll post it here instead *smile*

Yat

2872. WordUp?

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 19:57:08 UTC
From: dhbutler@magnus.acs.ohio-state.EDU
Message-ID: <199312021955.OAA20145@magnusug.magnus.acs.ohio-state.edu>
Source record: 197448

Hi all,

Does anyone out there have a copy of Wordup 3.0 they wish to sell? I've
been trying to find this for quite some time without any luck. TOAD had it
"new" for like $69, but I'm not willing to pay that much for a program that is
no longer supported, but I would love to buy a used copy from someone.

Thanks!

|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

"To my mind the most frightening book ever published is Lewis F. Richardson's
'Statistics of Deadly Quarrels'. You've probably never heard of it even though
its relevance to the mess you're in is at least as great as that of Darwin's
'On the Origin of Species,' which you learned about in fourth grade. And that's
because it's so completely terrifying only those 'experts' who are adequately
armoured with preconceived contrary ideas which will enable them to disregard
Richardson's work completely ever get to study it."
- Chad C. Mulligan

2873. Re: Spectre printing

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 20:01:17 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <2dlhid$l92@charm.magnus.acs.ohio-state.edu>
Source record: 197449
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2dl6bkINNbhv@ymir.cs.umass.edu> michael@tapestry (Michael) writes:
>Does anyone know of a good HP Deskjet/Laserjet driver for a Mac?
>I recently got an Epson Action Laser II, which emulates a Laserjet IIP,
>and the Mac driver for it that I got off the net yields less than great
>output (HPDJ-31).

Purchase MacPrint, it works flawlessly and costs about $89.00, which is about
right for Mac printer-drivers.

|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

"To my mind the most frightening book ever published is Lewis F. Richardson's
'Statistics of Deadly Quarrels'. You've probably never heard of it even though
its relevance to the mess you're in is at least as great as that of Darwin's
'On the Origin of Species,' which you learned about in fourth grade. And that's
because it's so completely terrifying only those 'experts' who are adequately
armoured with preconceived contrary ideas which will enable them to disregard
Richardson's work completely ever get to study it."
- Chad C. Mulligan

2874. Re: Portfolio

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 20:29:46 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <93336.152946STIRRE31@MAINE.MAINE.EDU>
Source record: 197353

Atari dealers still advertise the Portfolio. I think it
failed because it couldn't compete with other similar
devices made by better-known companies such as Sharp.
I don't remember Atari's address right now, but their
phone # is (408) 745-2000.
-scott tirrell

2875. Looking for Children's SW from Europe

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 21:16:08 UTC
From: rost@tecrus.enet.dec.com
Message-ID: <CHFF8E.IyC@ryn.mro4.dec.com>
Source record: 196762

My children have been using a 520STfm system for a few years now but are outgrowing the preschooler-level software (one is 6, the other 8). With the rather awful SW situation in the US, there are simply no educational titles to buy, period. The only educational titles I know of from Europe are the "Fun School" series from the UK. I have two of these, and while they are OK, I'm looking for other titles.

I'd like to hear about titles that any of you are familiar with that are suitable for 6-12 year olds and are in *English*. Also, if anyone knows any US sources for these.

Otherwise, it's off to shop for a Mac for the kids to use 8^(

Brian Rost @tecrus.enet.dec.com

508-568-6115

****
* *
* The above does not reflect the opinions of *
* my employer. *
* *
* If music is outlawed, only outlaws will be *
* musicians. *
* *
****

2876. Re: Atari Jaguar info....

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 21:20:13 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2dlm6d$6is@darkstar.UCSC.EDU>
Source record: 197354

In <1993Dec2.180200.23700@kth.se> d88-dme@dront.nada.kth.se (David Menday) writes:

>Well, that is an impressive list of features, but one thing that is
>missing is; what are the different screen resolutions?
>--
>email: d88-dme@nada.kth.se irc: DeNiM work: dnm@findata.se

Max res on the Jaguar is 768 x 480 x 32 (24) bit. There is some
rumor that it might be difficult to animate at this rez due to bus
contention, and most screenshots are at about 320 x 240 x 24bit, though
I have seen some higher. All Jag games seem to be 24 bit as well, I haven't
heard about anyone using less than that in a game. Read Rec.Games.Video.Misc
for more info.

~Chris

2877. Re: Falcon Game : Llamazap

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 21:22:14 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2dlma6$6jg@darkstar.UCSC.EDU>
Source record: 197355

In <CHEJMK.FLz@newcastle.ac.uk> Craig.Graham@newcastle.ac.uk (Craig Graham) writes:

>Well - Atari does it again.

>Last week I decided it was time to buy some Falcon games - so top of the
>list was Jeff Minter's latest & greatest Llamazap.

Well, I think it is waiting on the commercial sale of the new Joypads
(same as Jaguar pads) The developer docs say to support only those and not the
old style joysticks in games, and they aren't avauilable yet, so there is
an understandable shortage of new Falcon games... Oh well...

The demo version I played last year used the new Joypad.

~Chris
>Craig.

>Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
>BAe Space Systems || Phone : (UK) 091 4883098
>Stevenage,England.|| Snail-mail: 2 Sun Street, Suniside, Newcastle, England.
>-----------------/__\---
> SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

2878. Re: Fax modem software??

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 21:28:48 UTC
From: winnipg@sys6626.bison.mb.ca
Message-ID: <Pi0XDc1w165w@sys6626.bison.mb.ca>
Source record: 197305

ai187@Freenet.carleton.ca (Andrew Cochran) writes:

>
>
> Is there any to use a standard 9600fax/2400 data modem??
>
> I would prefer it to be Pubic Domain or Shareware.
>
> and where would I get it?
>
> Thanks!
>
> PS - maybe some kind hearted sole would uuencode it and send it to me via ema
>
> Thanks again!!
>
>
> --
> Andrew Cochran

In 2nd last AEO it was mentioned that their was a new pd/s fax program
out there somewhere. It might be on a.a.u.e. I remember seeing a
description of the program that said it would only allow you to see only
so many lines of a fax. So it's crippleware. But, it was by an english
author and that's something new.

2879. Re: questions

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 21:51:00 UTC
From: lannie@ins.infonet.net
Message-ID: <2dlo04$534@insosf1.infonet.net>
Source record: 197357

In article <s1014097.10.2CFE43C6@cedarville.edu>, s1014097@cedarville.edu (William Augustine) writes:
>
>I have a PC speed (the old 8MHZ one) and I can't get it to work in my
>1040ST. I have properly seated it and the software is configured correctly
>but the program locks up when it is loading.. Anyone have any suggestions?
>
>I also was wondering if there is any software that will print out and
>produce the 3D optical illusions that they sell as posters in many of the
>malls here in the US..(anyone know what they are called?) I had heard there
>was a program out for the Mac, but have heard nothing of the subject
>recentally...
>
>Bill

I also have the same exact problem with a PC Ditto II board. Could someone please give us help on this. It is old, I know, but I want it usefull!
Lannie

2880. Got my Jag

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 21:52:22 UTC
From: bill@main.morris.org
Message-ID: <1993Dec2.165239.75@main.morris.org>
Source record: 197356

Well, Ive had my Jag for about 10 minutes now, but I thought I would post to the net and gloat about it first :-)

Anyways, I got the *last* one at an EB near me...

But, for the 5 minutes I played the game (cybermorph?), its pretty cool, altho games like these, flight simulations, get me totally disoriented. So far so cool, tho!

I do wanna say, I *HOPE!!* Atari doesnt put this to the undeserved death that the Lynx seems to have gotten.

Well, Im sure your all gonna run out and buy one now, and I am sure that others have posted Jag stuff (my news system is hosed: its about three days behind in batches...), so now I think its time to read the manual...

2881. re: Supra SCSI -> ST-DMA problems...

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 21:53:55 UTC
From: lannie@ins.infonet.net
Message-ID: <2dlo5j$538@insosf1.infonet.net>
Source record: 197358
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I had the same problem with an ICD board. The power supply was too wimpy.
I put in another, and it worked fine.

2882. Re: Dungeon Master 2 will be coming out for...

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 22:23:03 UTC
From: cs93294@assn012.cs.ualberta.ca
Message-ID: <cs93294.754870983@wolfcreek.cs.ualberta.ca>
Source record: 197369

Now we all know that DM2 is coming out for the PC clones and not for atari.
However I for one have sent my complaint to the guys making it at the
internet address posted up here awhile ago. This message is just a reminder.

Have you sent your complaint? Try to convince them in the merits of making
a version for the falcon.

--
\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/				email: cs93294@cs.ualberta.ca
L A T E R D U D E S				DAVE the atari fanatic.....
<_\<_\<_\<_\/____/_\/_>/_>/_>/_>	_/	_____________________________

2883. Re: Falcon -> STE compatibilit

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 22:38:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A57517@SL.maus.de>
Source record: 197335

In article 93334.194511STIRRE31@MAINE.MAINE.EDU STIRRE31 writes:

S>In Nov. 1993's issue of ST Magazine, there is an article for Gamefix.
^^^^ Uh, well: ST-Computer to be more exactly
;-)

S>Unfortunately, it is a type-in assembly program :(

... And IMO it doesn't do anything else but Magi oder Backward.

Bye
Stefan

===
Stefan_Damerau@sl.maus.de
!!No Mail >16kB please!!

2884. Re: Any Speedo-Fonts in the Public Domain???

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 22:50:37 UTC
From: alex@falcon.demon.co.uk
Message-ID: <754872637snz@falcon.demon.co.uk>
Source record: 197320

In article <CH8LJM.M3t@sdf.lonestar.org> evanlang@sdf.lonestar.org writes:

>The ATARI platform has tons of people wasting energy trying to crack
>sharware keys and crack Cubase <grin>. Why not put that energy into
>discovering whatever font encryption is being used. Then its a matter of
>encrypting the fonts so that they can be decrypted,
>
>Or, you could hack Speedo so that it could use either the normal ATARI fonts
>or the ones with X11. You said that X11 came with all the source right?

Its a 3 hour or so job, any programmer worth the $$$ they get paid should
be able to do it in that sort of time given the X11 source & a copy of the
Speedo binary...

--
Alex Kiernan, alex@falcon.demon.co.uk

This is a private account, all opinions expressed are my own - I cannot
speak for my employer; he can do that himself...

2885. Re: Any Speedo-Fonts in the Public Domain???

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 22:51:48 UTC
From: alex@falcon.demon.co.uk
Message-ID: <754872708snz@falcon.demon.co.uk>
Source record: 197321

In article <SCHULZ.93Nov30163224@t524e0.telematik.informatik.uni-karlsruhe.de>
schulz@t524e0.telematik.informatik.uni-karlsruhe.de writes:

>Or we should "persuade" Atari to release a Speedo that will handle
>both encrypted and plain fonts.

As far as Bitstream are concerned 'plain' fonts are retail key fonts, which
Speedo understands just fine now (which is why the WP6.0 packs work).

--
Alex Kiernan, alex@falcon.demon.co.uk

This is a private account, all opinions expressed are my own - I cannot
speak for my employer; he can do that himself...

2886. Bombs & such on an inherited 520ST

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 23:16:07 UTC
From: John VanDyk <jvandyk@iastate.edu>
Message-ID: <CHFKMv.BML@news.iastate.edu>
Source record: 197365

A friend of mine just inherited an Atari 520ST, 2 floppy drives and a small monitor.

We hooked it up and turned it on, holding our collective breaths...and Drive A came on, then after about 10 seconds a row of bombs appeared on the screen.

We opened it up. It's a Revision B motherboard and it has a 2.5 meg Z-RAM upgrade installed. Upon further trials, sometimes, after Drive A has spun for about 40 seconds, the desktop came up, but bombed when we put a TOS disk in the drive and clicked on the drive.

Any help from anyone is appreciated. Is this thing shot?

Is it normal for the drive to spin when you turn on the computer? The manual seemed to think we would get some sort of "hello" screen.

John K. VanDyk "Wait 'til you see the full effect...
jvandyk@iastate.edu ...with the hump!" --Inspector Clouseau

2887. Re: FOR SALE: Atari Hardware&Software

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 23:21:53 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CHFKwI.IuI@utnetw.utoledo.edu>
Source record: 197376
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

Ari Feldman () wrote:
: For Sale:

: * 1 meg, Atari 1040STe w/Rimik
: ...

Just browsing through this... didn't catch what 8-bit equipment you might be selling with this. Or was this for the ST-only group? Oh-well. Better luck next post!

-Tim

2888. Re: Falcon Game : Llamazap

Newsgroup: comp.sys.atari.st
Date: 1993-12-02 23:36:39 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2dlu67$c1a@mailer.fsu.edu>
Source record: 197364

Christopher Taylor Oates (aspect@cats.ucsc.edu) wrote:
> Well, I think it is waiting on the commercial sale of the new Joypads
> (same as Jaguar pads) The developer docs say to support only those and not the
> old style joysticks in games, and they aren't avauilable yet, so there is
> an understandable shortage of new Falcon games... Oh well...

What do the joypads look like? Do the Falcon joystick ports have additional
capabilities over standard ST ports?

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2889. Need HELP with ROM problem!

Newsgroup: comp.sys.atari.st
Date: 1993-12-03 00:53:51 UTC
From: dhbutler@magnus.acs.ohio-state.EDU
Message-ID: <199312030052.TAA27454@magnusug.magnus.acs.ohio-state.edu>
Source record: 197366
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Help!

Many many moons ago I switched my old Mega 4 from a 2-chip set of TOS 1.02 to a six chip set of TOS 1.04. I followed the instructions according to Atari, required the removal of the 74LS11 chip, changing the position of w-2 or w-3 on the board, and running a jumper across w-4. recently Ive been having problems with a video-card conflict, and the only thing I can find wrong is that the diagram on the circuit board makes it look as if the jumper specified by Atari should have been a resistor of some type (the design running between the front and rear of W-4 is the same as the design where resistors are installed elsewhere on the board). Im not a electronics genius (I can solder, install accelerator boards and such, but I have to have *instructions*), so Ive got no idea how to figure out exactly what sort of resistor, if any, should be put here. Anyone want to lend me some helpful advice?

Thanks!

|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

"It's supposed to be automatic but actually you have to press this button."

- John Brunner

2890. Re: Jaguars in Jacksonville

Newsgroup: comp.sys.atari.st
Date: 1993-12-03 01:10:47 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenCHFpy0.GD8@netcom.com>
Source record: 197375

In article <Dec01.162022.70246@yuma.ACNS.ColoState.EDU> komives@lamar.ColoState.EDU (Robert Komives) writes:
>Will the new Jacksonville Jaguars of the National Football League
>make the atari Jaguar their team mascot?
>
>Will Atari and the team do joint promotion?
>
>Will Atari and the Jacksonville Jaguars prefer to sue one another?

How about a football game on the Jaguar featuring the Jacksonville Jaguars?

Er, then again, maybe not. :-)

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

2891. Re: Disk drives, monitor and ST520 for sale

Newsgroup: comp.sys.atari.st
Date: 1993-12-03 01:56:28 UTC
From: ETAT@delphi.com
Message-ID: <931202.75388.ETAT@delphi.com>
Source record: 197367

I'll take the SF314 if you still have it. Or have we discussed this before?

2892. Re: Mege4 etc. for SALE Summary:

Newsgroup: comp.sys.atari.st
Date: 1993-12-03 02:02:59 UTC
From: ETAT@delphi.com
Message-ID: <931202.75779.ETAT@delphi.com>
Source record: 197368

Hey, I would be happy to take the Hard Drive for $85 if it works. Maybe some other stuff...gotta check with Santa! Thanks....Etat@delphi.com

2893. Re: Anyone cracked Cubase 3.01 yet?

Newsgroup: comp.sys.atari.st
Date: 1993-12-03 02:09:14 UTC
From: rvenable@helix.nih.gov
Message-ID: <1993Dec2.210914@helix.nih.gov>
Source record: 197372

In article <H.eg.e3oE1AIpSQo@harvee.billerica.ma.us>, esj@harvee.billerica.ma.us (Eric S Johansson) writes:
|> In <1993Nov30.133829.24344@dmu.ac.uk>, SG Yardley writes:
|> >[Lots of edit ...]
|> [edited even more]>
*** still more editing ***
|> >So you are saying you have to get a pirated copy of XXXXX software to see if you
|> >like it ?????
|>
|> if I can not live with a program for about 20 hours of use, I will not be able
|> to judge its value to me. *all* of the prepay-commerical programs I have
|> bought are now shelfware (except for my ICD link driver). everything else
|> (Diamond Back, flight simulator, MWC, wordwriter to name a few) has been
|> replaced by free/shareware or I do without.
*** edit edit edit ***
|> then why can't I return a package after I use it and judge it unacceptable.
|> no-returns is just another form of piracy.

I tend to agree; selling buggy software with no refund is piracy by the software companies, and I am certainly a victim. MetaComco and MichTron come to mind; Lattice C version 3 and Fleet Street Publisher were pure crapola, but that's old news. Now, I don't condone or practice piracy, but I do think that "try before buy" is a reasonable idea, and not just some b*llsh*t demo version. Reviews are helpful, but 'Fleet Street' got some good reviews, and all I got was a program that crashed more than Launchpad McQuack (very bad pilot; Disney character).

So basically, I don't think software developers have any more right to the moral high ground on the issue of piracy than do potential customers; if the the software is high quality, and reasonably priced, I might buy it. I wish developers would pursue program bugs with the same relentlessness they seem to lavish on guarding against piracy; perhaps I wouldn't feel so victimized by the piracy of software companies themselves.

--
Rick Venable (301) 496-1905 |=| "Eschew
FDA/CBER Biophysics Lab HFM-419 |=| Obfuscation"
Bethesda, MD 20892 USA |=|
rvenable@helix.nih.gov |=| -- the Phantom Nerd

2894. Re: Falcon030 floppy?

Newsgroup: comp.sys.atari.st
Date: 1993-12-03 02:20:52 UTC
From: warwick@cs.uq.oz.au
Message-ID: <16630@uqcspe.cs.uq.oz.au>
Source record: 197370

hutch@bellman.lanl.gov (John Hutchinson) writes:

>Trust me... developers (and anyone who must necessarily do a lot of floppy disk
>duplicating) really _miss_ the external floppy drive port.

Couldn't you just hold the image of the disk to duplicate in memory, then
dump out multiple copies? I don't see how 2 drives helps - unless you have
some neat program to write multiple disks at once - and in that case, why
stop at 2 - you could set up multiple SCSI floppy drives.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library
/ * <- Computer Science Department, |||||| GEM++ = C++ GEM library
_.-._/ University of Queensland, _// || _ Both are Free Software
_____ v ___ Brisbane, Australia. ______ |_/ || _| ________________________

2895. Re: Gui Go?

Newsgroup: comp.sys.atari.st
Date: 1993-12-03 02:29:01 UTC
From: warwick@cs.uq.oz.au
Message-ID: <16631@uqcspe.cs.uq.oz.au>
Source record: 197371

t150315@lehtori.cc.tut.fi (Tamminen Eero) writes:

>I have found a text only version of Go named Gnugo. I would like to know
>if there's a mousecontrollable implementation of Go.

I have a ST-Low port of GNU Go. But GNU Go is quite weak apparently.
I'm looking at porting Amigo (an Amiga Go program which has also been
ported to X11) to use GEM (using GEM++).

BTW, GNUChess GEM port is done - I'm just waiting to see if a GCC 2.5.x
compiler will appear that will compile properly for the 68000 (rather than
just 68030). If not, I'll switch back to 2.4.5 and distribute it.
Unfortunately, GEM GNU Chess will have a LOT of trouble fitting into a
512K machine (370K free), as the 100K or so extra for the GUI combined
with the tables GNU Chess needs pushes it over the edge.

If you want specific sizes of GEM GNUChess, let me know, I'm thinking
of doing binaries for:

1M 68000
2M 68000
2M 68030
4M 68030
8M 68030 (this is maximal, I think)

Of course, source will be available, so you could build any size you want.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library
/ * <- Computer Science Department, |||||| GEM++ = C++ GEM library
_.-._/ University of Queensland, _// || _ Both are Free Software
_____ v ___ Brisbane, Australia. ______ |_/ || _| ________________________

2896. Re: Atari Jaguar info....

Newsgroup: comp.sys.atari.st
Date: 1993-12-03 02:34:04 UTC
From: rjung@netcom.com
Message-ID: <rjungCHFtss.Ay8@netcom.com>
Source record: 197378

In article <1993Dec2.180200.23700@kth.se> d88-dme@dront.nada.kth.se (David Menday) writes:
>Well, that is an impressive list of features, but one thing that is
>missing is; what are the different screen resolutions?
>What good is a gazillion colours if you only got 32x32 (well I suppose
>they got more than that)? Yeah, I know there is quite a difference between
>320x200 in 16 and 320x200 in 16 million colours.
>My point is why do they keep the resolution to themselves?

The reason there are no screen resolutions listed for the Jaguar is that it's programmable. That's right, kids -- you want 320 x 200? Got it. You want 720 x 580? No problem. You want 16 x 16 (for whatever silly reason you insist on)? Bingo.

Rob Nicholson of Handmade Software says that the stock Jaguar can go up to 800 columns as-is, and even higher if additional hardware is added. Instant adaptability to HDTV, yes?

--R.J.
B-)

////////////////////////////////////|\\
Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
-----------------------------------+-----------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were chosen because you are the class clown and frankly, you're expendable."

2897. Re: (Now) Thinking about OkiLaser 400's (too)

Newsgroup: comp.sys.atari.st
Date: 1993-12-03 02:51:00 UTC
From: rvenable@helix.nih.gov
Message-ID: <1993Dec2.215100@helix.nih.gov>
Source record: 197373
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
In article <H.eg.5JcFI8zwQIs@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
|> In <1993Nov29.044300.25183@bsu-ucs>, 01mbmccabe@leo.bsuvc.bsu.edu writes:
|> > Well, after a short discussion with a close relative, I am now considering
an
|> > OkiLaser 400 (as well as the Cannon BJ200).
|> >
|> > I would appreceiate any reflective comments about
pros/cons/compatibility/et al.
|>
|> Have you considered the HP DeskJet 500? I've had mine for a couple of
|> years, and have never had problems finding drivers or utilities to use
|> with it. The output from something like PageStream or SpeedoGDOS
|> (normal GDOS can use a LaserJet II driver if you can't find a DJ driver;
|> the same is true for any other programs) is great, and it's a reliable
|> printer (I've never had a problem, and I've probably printed 3000-5000
|> pages).
|>
|> --
------------------==========================================------------------
|>
cherborth@semprini.waterloo-rdp.on.ca
|> Chris Herborth

I'll second that; the HP DeskJet is very nice, very cheap these days,
and they switched ink formulations to get rid of the "don't get it wet"
problem (smeared easily if you got it wet after the ink had dryed). With
Tim Gallivan's excellent 'ghostscript' port, you can even print PostScript
files on it with ease, and there are several other nice utilities on
atari.archive.umich.edu like HP_R_SAVE (prints small but crisp screen dumps).
You can even buy ink cartridges in other colors besides black!

--
Rick Venable (301) 496-1905 |=| "Eschew
FDA/CBER Biophysics Lab HFM-419 |=| Obfuscation"
Bethesda, MD 20892 USA |=|
rvenable@helix.nih.gov |=| -- the Phantom Nerd
```

2898. Re: Falcon Game : Llamazap

Newsgroup: comp.sys.atari.st
Date: 1993-12-03 03:11:25 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2dmaot$b4c@darkstar.UCSC.EDU>
Source record: 197374

In <2dlu67$c1a@mailer.fsu.edu> boyd@gauss.math.fsu.edu (Mickey Boyd) writes:

>What do the joypads look like? Do the Falcon joystick ports have additional
>capabilities over standard ST ports?

The Falcon Joystick ports are the same as the unused Enhanced STE joystick
ports. Basically, analog Joysticks and 4 controllers or so can be plugged
in. I don't know the exact specs, but the Jaguar controller looks like a chubby
lynx without a screen. Joypad on the left, three buttons on the right, and
a 12 key keypad in the center.

~Chris
>--
>***
>* Mickey Boyd *
>* Systems Administrator *
>* Florida State University Mathematics Department *
>* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
>***

2899. Re: Fax modem software??

Newsgroup: comp.sys.atari.st
Date: 1993-12-03 04:53:54 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2dmgp2$bq5@golem.wcc.govt.nz>
Source record: 197377

In article <CHDtCp.GHn@freenet.carleton.ca>, ai187@Freenet.carleton.ca (Andrew Cochran) writes:
>
>
>Is there any to use a standard 9600fax/2400 data modem??
>
>Andrew Cochran

Why not try COMA 140, its at cs.tu-berlin.de has built in English text,
with out using a seperate RSC file....

Its cripleware, only lets you send one page or some thing like that..

Roger..... sheppard_r@kosmos.wcc.govt.nz

2900. Re: GSZRZ 3.5

Newsgroup: comp.sys.atari.st
Date: 1993-12-03 05:02:45 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2dmh9l$bq5@golem.wcc.govt.nz>
Source record: 197379

In article <2dkg94$f4g@u.cc.utah.edu>, ewj8218@u.cc.utah.edu (Eric.Jolley) writes:
>Does anybody know an ftp sight where I can get Michael Ziegler's GSZRZ
>version 3.5?
>

You won't as it not PD.....

You will have to send him 30DM for it..

I found one Big problem with it, if you are not using it with the 3 Terminal programs that support it, then its a wast of time....

It needs a shell and I have not found one as yet......

Roger..... sheppard_r@kosmos.wcc.govt.nz

2901. Re: Jaguars in Jacksonville

Newsgroup: comp.sys.atari.st
Date: 1993-12-03 06:25:27 UTC
From: komives@lamar.ColoState.EDU
Message-ID: <Dec03.062527.81291@yuma.ACNS.ColoState.EDU>
Source record: 197380

In article <ekrimenCHFpy0.GD8@netcom.com> ekrimen@netcom.com (Ed Krimen) writes:
>In article <Dec01.162022.70246@yuma.ACNS.ColoState.EDU> komives@lamar.ColoState.EDU
(Robert Komives) writes:
>>Will the new Jacksonville Jaguars of the National Football League
>>make the atari Jaguar their team mascot?
>>
>>Will Atari and the team do joint promotion?
>>
>>Will Atari and the Jacksonville Jaguars prefer to sue one another?
>
>How about a football game on the Jaguar featuring the Jacksonville Jaguars?
>
>Er, then again, maybe not. :-)
>
Yes, there could be at least a 3-team league in the game.
The Jacksonville Jaguars
The Atlanta Falcons, and the old
ST Louis Cardinals
>
>--
> Ed Krimen
> ekrimen@netcom.com
> AEO.5 (GEnie)

2902. Hermes and UUCP vs. dialup SLIP

Newsgroup: comp.sys.atari.st
Date: 1993-12-03 06:48:18 UTC
From: bhawker@midi.ham.almanac.bc.ca
Message-ID: <H.eg.Of3yAkkqfAc@midi.ham.almanac.bc.ca>
Source record: 197400

I have been negotiating with an Internet server in my city for a UUCP feed directly to my home. I am trying out Hermes at the moment. The sysop would prefer to give me dialup SLIP access provided that Hermes can handle a TCP/IP stack.

Does anyone know if this is possible with Hermes? What would have to be set or changed within Hermes to make this work? Pardon my ignorance if this is the normal method of interchanging packets between UUCP sites, but if not, I'd like an explanation of the difference if anyone knows.

You may reply via email if this is of no interest to the net. Thanks for the help!

Bruce
--
****
| Bruce Hawker ||| Email:bhawker@midi.ham.almanac.bc.ca |
| Nanaimo, BC, Canada / | \ Or: bhawker@crc.sd68.nanaimo.bc.ca |
********** ATARI POWERED **********

2903. Re: Jaguar mailorder

Newsgroup: comp.sys.atari.st
Date: 1993-12-03 07:07:41 UTC
From: jscharrl@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <2dmojt$3ad@news.belwue.de>
Source record: 197381
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

an53758@anon.penet.fi wrote:
> Followup-To:comp.sys.atari.advocacy
>
> !The Jaguar 64bit game machine has arrived! It is packed with a
> action strategy game called Cybermorph (similar to Rescue on
> Fractalus) that is fun and absorbing. Keep a watch out for
> DOOM from id Software and 3D Aliens versus Predator too.
>

Ok, but has anyone an idea when the German version will be released? I
don't think the NTSC-version will work on PAL (snif).

Bye,
Jochen

2904. Atari ST Software For Sale

Newsgroup: comp.sys.atari.st
Date: 1993-12-03 07:34:53 UTC
From: bmaraldo@watserv1.uwaterloo.ca
Message-ID: <CHG7q6.75r@watserv1.uwaterloo.ca>
Source record: 197302

Hi. I am selling a pile of Atari software. All this stuff comes on the original disks and is supplied with the original manuals, unless otherwise noted. If you want a package of stuff from list, we can work out a deal. Minimum order will be $15US (+$3 shipping). Here goes:

Minix 1.5 (10 disks and bindered manual) $40
Tempus II (text editor) $10
MiTerm (terminal program) $5
K-Roget (awesome .acc thesaurus) $20
Alice Pascal $10
VIP Pro (good spreadsheet) $10
Masterplan (spreadsheet) $10
Mark Williams C w/csd (standard lang) $35
Super Librarian (MIDI sound librarian) $35
Calamus 1.09N w/font editor (the best dtp package) $100
Word Writer ST (standard word proc) $15

Macro Desk $10 General Store $5
NEOchrome $5 Equation Builder $5
Why Wait $5
DATAretrieve $5 Magical Anagrams $5
Flash 1.6 + Kermit .acc $15 Magical Math II $5
Planetarium $5 Magical Math III $5

Tetris (disk only) $5 Silent Service $5
Wayne Gretzky Hockey $10 LCS Wanderer $5
Motor Massacre $5
Team Yankee $10

Crystal Desk Acc. $5
Hyperpaint 2.0 $20 Boulder Dash Cons. Kit $5
Learning C on the ST (book) $5

EasyDraw $40
Spectrum 512 $5 MacroManager $5
dbMan $25 Wholly Macro! $5
Barbarian $10
Star Raiders $5 Gone Fishn' $15
--
-------- Unit 36 Research ---------
"Alien Technology Today"
bmaraldo@watserv1.UWaterloo.ca
{uunet!clyde!utai}!watserv1!bmaraldo

2905. Re: Got my Jag

Newsgroup: comp.sys.atari.st
Date: 1993-12-03 07:59:40 UTC
From: Gordie Meyer ATARI UNITED cofounder <BIBLINSKI@delphi.com>
Message-ID: <931203.10780.BIBLINSKI@delphi.com>
Source record: 197382

Look for major coverage in the next Die Hard Game Fan. 2 page ads for both the Jag _and_ the Lynx!

And, according to the latest ST Informer's Lynx Lair column, there are 24 titles under development for the Lynx scheduled to arrive in '94.

--
..|'''.| '|| || > Gordie Meyer
.|' ' .... || ... . > P.O. Box 1982
|| .... .| |. ||' '' .' '|| || || .|' > Ames, IA 50010-1982
'|. || || || || |. || || ||' > USA
''|...'| '|..|' .||. '|..'||. .||. '|..|' > biblinski@delphi.com
==> This sig idea flagrantly stolen. So sue me. > ATARI UNITED!

2906. Re: 256 Colors Card ?

Newsgroup: comp.sys.atari.st
Date: 1993-12-03 09:00:35 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <2dmv7jlNNg67@tom.rz.uni-passau.de>
Source record: 197383

In article <Laurent_Zimmerli.08ct@temptation.alphanet.ch>
Laurent_Zimmerli@temptation.alphanet.ch (Laurent Zimmerli) writes:
>Hello everrrrybody!
>
>I just receive my registred copy of GemView3 (Very nice)
>And so I wanna know if it exists a Graphic card -GemView Compatible-
>which allows me to see 256 Color on my Atari RGB-Monitor.

No chance. You will have to buy a SVGA monitor.

>I don't need any 'Truecolor' / 32k-colors card,especially for financial
>reasons :-((
>
>So...is that kind of card exists ?????

Yes, for 490 DMs (for all those other guys out there: 1 US$= 1.7 DM).
This includes NVDI ET4000, VGA graphics board, adaptor, sHARDware fee.
Add some $$ for shipping etc.

For further information, you should contact:

Stephan_Skrodzki@ka.maus.de (Stephan Skrodzki)

grin yet another flooded mailbox in the MAUSnetz.

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) -

- Star Trek: Our Generation -
- To boldly kill rats where no man has killed rats before.... -

2907. Re: WINX 2.2 Arrows look strange---bug or feature?

Newsgroup: comp.sys.atari.st
Date: 1993-12-03 10:03:02 UTC
From: avg@cwi.nl
Message-ID: <CHGEL3.4yK@cwi.nl>
Source record: 197393

>C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:

>>This little box appears between the arrows when a (global?) option is
>>used to join the arrow widgets together (a la NeXT). It shouldn't
>>appear otherwise... What TOS version are you running? Are you using
>>the latest GEMRAM? Are you sure it isn't a conflict (WINX and GR are
>>*very* fussy)

avg@cwi.nl (that's me) writes:

>Sure, that's it. I remember I had the arrows joined before I Changed to
>2.2. BTW, I use ROMRAM. What a relief. I was afraid I was just going to
>have to get used to it.

Hm. Joining the arrows or having them 'getrennt' doesn't seem to make
a difference anyway. Except that there is only one `curious box' if
they are joined (i.e., right between the two arrows).

Does anyone know where I can get an *old* version (i.e. 2.0) of WINX?
I threw the old binary away... :-)

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 799
1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740

2908. Z80 simulator for ST?

Newsgroup: comp.sys.atari.st
Date: 1993-12-03 10:21:46 UTC
From: ae-a@minster.york.ac.uk
Message-ID: <754914106.16365@minster.york.ac.uk>
Source record: 197165

I have heard that there are many cross assemblers available for the ST to assemble Z80 code. Is there a Z80 simulator anywhere. Not just an emulator, but a program that shows the status of the chip, etc (it does not have to run real-time). Also, will this program simulate other devices in the Z80 family (eg the PIO)?
I am currently working on building a Z80 based computer, and during my holliday, I will not have access to it, but I can use my 1040STE. If no such program exists, could someone tell me how to use the ZX81 or ZX Sprctrum emulators to just simulate a Z80.

Thanks in advance.

AE.

2909. Re: Falcon Speed (386)

Newsgroup: comp.sys.atari.st
Date: 1993-12-03 10:31:24 UTC
From: andrew@minster.york.ac.uk
Message-ID: <754914684.16592@minster.york.ac.uk>
Source record: 197164

In article <1993Nov30.180123.24670@unix.brighton.ac.uk>,
Allanon <mm68@unix.brighton.ac.uk> wrote:
>No, they said that the 386 would be upgradable to a 486 at a later date if
>the user wanted. The 286 is just a 286..no upgade possible.
>

Is the 386 emmulator available yet and what is the foreseen compatiblity
with a run-of-the-mill 386PC? Will it emulate an SVGA card
and some kind of sound card (Adlib/SoundBlaster)? What about using CDROM's?

I currently have access to PC computers but I dread buying one for myself.
Having a dual purpose machine like a Falcon/386 is much nicer since I don't
have to upset myself with IBM architectures when programming and yet
I can run PC software that people want me to try out, in terms of usability.

-Andrew

2910. Re: Home/Personal Accounting Package

Newsgroup: comp.sys.atari.st
Date: 1993-12-03 10:33:47 UTC
From: rahin@scs.leeds.ac.uk
Message-ID: <1993Dec3.103347.5495@gps.leeds.ac.uk>
Source record: 197384

In article <1993Dec2.183329.26665@bradford.ac.uk> S.P.Taylor@bradford.ac.uk (Steve Taylor) writes:
>M A Rahin (rahin@scs.leeds.ac.uk) wrote:
>
>: Could someone please describe the med-res (or is it low-res ?) boot problem
>: on the STe and its remedy ?
>
>Certain STE's (I think it's TOS 1.6) do not boot in medium res in the
>usual fashion. There is a number, at the end of a line in the DESKTOP.INF
>file which is 1 for Low, 2 for Medium, 3 for High.
>
>Assuming you are not using a Hi-res monitor or emulator, the STE will boot
>in Lo-res if this number is 1 or 2, and Med-res if this number is 3
>(because it cannot do hi-res).
>

Thanks for the explanation. My problem however, is slightly different.
I needed to boot in low-res, prepared and saved the appropriate desktop.
But, when I boot, the machine boots in med-res, with same pixel
sized windows as for the low-res and the disk & trashcan icons placed at the
same pixel position as that in the low-res. The windows and icons in this
med-res desktop are effectively placed on the left hand side of the screen.
I'll check the desktop.inf file and see waht I can do.

While I'm at it, does anyone know why Getrez() function returns 0 for
both monochrome and colour monitors on a STE ? The same function used to
return different values for mono and colour monitors for the STFM (TOS 1.0)
I used to have. I am using HSC latest version available at atari.archive.

- Rahin
(rahin@scs.leeds.ac.uk)

2911. Re: GEM GNUChess (was Re: Gui Go?)

Newsgroup: comp.sys.atari.st
Date: 1993-12-03 10:47:16 UTC
From: rahin@scs.leeds.ac.uk
Message-ID: <1993Dec3.104716.8354@gps.leeds.ac.uk>
Source record: 197385

In article <16631@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:

>BTW, GNUChess GEM port is done - I'm just waiting to see if a GCC 2.5.x

Will this run on Mono monitors unlike the earlier one which only runs
on colour monitors ?

Thanks a lot for the work.

```
>--
>Warwick
> _-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library
> / * <- Computer Science Department, |||||| GEM++ = C++ GEM library
> \_.-._/ University of Queensland, _// || \\_ Both are Free Software
>_____ v ___ Brisbane, Australia. ______ |_/ || \_| ________________________
```

- Rahin
(rahin@scs.leeds.ac.uk)

2912. Re: "ASCII picture" program?

Newsgroup: comp.sys.atari.st
Date: 1993-12-03 11:09:57 UTC
From: ae-a@minster.york.ac.uk
Message-ID: <754916996.17510@minster.york.ac.uk>
Source record: 197166

In article <2d7ipu$fpg@yrsa.ifi.uio.no>,
Hallvard Tanger&#65533;s <hallvart@ifi.uio.no> wrote:
>
>I've seen a lot of these really neat pictures that are made up of ASCII
>characters, but are drawings!
>Someone showed me that it could be done in UNIX, but it seemed quite complicated
>with all the commands.
>It took a GIF file (or whatever) and converted it to a picture made up of ASCII
>characters.
>Is there some program like this for the Atari ST available, and if it is,
>where can I get it?
>Thanks.
>
>Hallvard

I have heard of a PD program called something like
'The art of ascii'. If anyone knows where I can FTP this, or a similar
program that converts standard pictures (eg PI1s, PI3s, GIFs, etc) to
ascii text.

AE.

2913. Re: SLIP software for atari mega?

Newsgroup: comp.sys.atari.st
Date: 1993-12-03 11:27:03 UTC
From: thuerman@ibr.cs.tu-bs.de
Message-ID: <1993Dec3.112703.10415@ibr.cs.tu-bs.de>
Source record: 197389

brownj@nbnet.nb.ca writes:

>am looking for slip software and applications

Have a look into the directory /pub/atari/telecom/tcpip on the ftp server ftp.tu-clausthal.de.

Urs

2914. Civilization Again

Newsgroup: comp.sys.atari.st
Date: 1993-12-03 11:37:14 UTC
From: lpzssm@unicorn.nott.ac.uk
Message-ID: <2dn8da$arq@unicorn.ccc.nottingham.ac.uk>
Source record: 197386

A Few Questions about Microprose's "Civilization" :

1) Has anyone tried packing some of the files ? On a floppy system it seems that getting disks A&B together would be a real help, but its a lot of files so I'd like to know if anyone else has found a packer that works first.

2) I only seem to be able to get drive B recognized for game saves, is there a way to get B used for Civ files too ?

3) A while back there were some bug reports floating around which (inevitably) I didn't attend to much as I didn't have the game then. Can anyone tell me what they were and possible fixes ?

4) The manual is very confusing about making specialists - it tells how to make an entertainer into a taxman, but nothing seems to make an entertainer. Hints anyone ?

Thanks for any help.

Sam

2915. MEGA ST Upgrade problems..

Newsgroup: comp.sys.atari.st
Date: 1993-12-03 11:38:05 UTC
From: sheppard_r@jethro
Message-ID: <2dn8et$ddh@golem.wcc.govt.nz>
Source record: 197388
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

MEGA ST2 UPGRADE PROBLEMS....

Well I managed to get a cheap MEGA ST2, I like the case style..

Have been using a 1040STFM with 2.5 megs and TOS 1.4, with a external
240 meg Quantum, near new....

I have not had any problem with this system at all...

I have just fitted TOS 1.4, AdSpeed, ICD Micro Host and Auto Overscan to
the Mega...

Now the problems start...

The main one at the moment is that Neodesk will crash, even with Overscan
disabled, and Adspeed set for 8 mhz by software..

I can fix it with a new copy of the Neodesk RSC file for the res, that I
am using, but after I turn the computer off and restart again, it will
crash at the end of the loading of the EXE file...?? Buss or Address error...

None of these Neodesk files are writen to, so what is going wrong..??

The Hard disks worked 100% on the 1040STFM and no errors are found with
CleanUp...

I will leave the other many problems to later...

What is the latest version of Auto Overscan...?? mine is 3.0zh...

Thanks.....

Roger..... sheppard_r@kosmos.wcc.govt.nz

2916. Re: Need HELP with ROM problem!

Newsgroup: comp.sys.atari.st
Date: 1993-12-03 11:38:24 UTC
From: thuerman@ibr.cs.tu-bs.de
Message-ID: <1993Dec3.113824.10923@ibr.cs.tu-bs.de>
Source record: 197390
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

dhbutler@magnus.acs.ohio-state.EDU (Pandemonium) writes:

>Help!

>Many many moons ago I switched my old Mega 4 from a 2-chip set of TOS 1.02 to a
>six chip set of TOS 1.04. I followed the instructions according to Atari,
>required the removal of the 74LS11 chip, changing the position of w-2 or w-3 on
>the board, and running a jumper across w-4. recently Ive been having problems
>with a video-card conflict, and the only thing I can find wrong is that the
>diagram on the circuit board makes it look as if the jumper specified by Atari
>should have been a resistor of some type (the design running between the front
>and rear of W-4 is the same as the design where resistors are installed
>elsewhere on the board). Im not a electronics genius (I can solder, install
>accelerator boards and such, but I have to have *instructions*), so Ive got no
>idea how to figure out exactly what sort of resistor, if any, should be put
>here. Anyone want to lend me some helpful advice?

Jumpers are correct. No resistors instead. I've done the same thing
without having instructions of atari, but I've found the same things
to change by looking at the board and figuring out how the circuit
works. I've described the whole thing in the German magazine ST-Computer
published by MAXON, edition January 1990 (or was 1991?).

Urs

2917. Re: Icon editor for Teradesk

Newsgroup: comp.sys.atari.st
Date: 1993-12-03 11:48:38 UTC
From: error@stack.urc.tue.nl
Message-ID: <2dn92m$rt6@tuegate.tue.nl>
Source record: 197396

S.P.Taylor@bradford.ac.uk (Steve Taylor) writes:

>I would recommend the MAKEICON/ICONJUGL combination which I have mentioned
>before, in preference to using a Resource File Editor such as Otto's, if
>this is the only task you wish to accomplish.

I installed orcs with the .rsc filetype under Teradesk. Now all I have
to do to make/modify icons in any program is to double click on its rsc
file.

>This is assuming TeraDesk uses the 'standard' icon Resource file format.

Almost. Standard icons will work, but also extra wide icons will work.
Iconjuggler will choke on these bigger icons. So take care and make
backups before you start modifying the teradesk icons file with
iconjuggler.

Erlend.

--

2918. Mega STe / AppleTalk connection possible ?

Newsgroup: comp.sys.atari.st
Date: 1993-12-03 11:49:02 UTC
From: mkite@lincoln.gpsemi.com
Message-ID: <CHGJHr.60B@lincoln.gpsemi.com>
Source record: 197387
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

A while back, when someone was trying to sell a Mega STe they posted a "features list" which I know was a bit flawed, but they stated that the LAN socket on a Mega STe was "LocalTalk" compatible. Does this mean that this port can be used to network a Mega with Macs/Newtons ? or am I missing the point ?

Also, if this networking is possible, is there any software support for this, or information about what would be required to make this work ?

Martin
--

==
== Martin Kite == G.E.C. Plessey Semiconductors, Lincoln, England ==
== -- ==
== Internet e-mail - mkite@lincoln.gpsemi.com ======================
========================== (from Janet - mkite@com.gpsemi.lincoln) ==
==

I just work for G.P.S., I ain't got no authority - you know how it goes ...

2919. Re: Sozobon questions

Newsgroup: comp.sys.atari.st
Date: 1993-12-03 11:56:42 UTC
From: error@stack.urc.tue.nl
Message-ID: <2dn9hq$rtj@tuegate.tue.nl>
Source record: 197397

dwallace@wam.umd.edu (He whose name must not be spoken...) writes:

>- My main area of puzzlement is with the floating point library; I am

As I use Heat 'n Serve C (a friendlier sort of Sozobon) quite often I think I can answer your questions.

*NOTE: to subcribers to the HsC mailinglist. The mailinglist is malfunctioning for unknown reasons. I hope I can find an error somewhere, but so far everything looks okay, but does not work.

The most important thing to remember when compiling a program using floating points is to give the cc program the -f flag. On other C compilers this is a -lm flag, but Sozobon expects -f for floating point using programs. This will link in the float library functions.

> version of this program for the ST? (incidentally, the program compiled
> fine under Ultrix on my net account with no modifications...)

Well there shouldn't be many difficulties, but I assume the loader/linker ocmplains about undefined symbols. Using the mintlibs for Sozobon will solve the problem I think, or you must find out what functions are undefined and use replacements for them. More specific information on the problems would be very helpful in finding a solution.

Erlend.

--

2920. Re: Gui Go?

Newsgroup: comp.sys.atari.st
Date: 1993-12-03 12:02:55 UTC
From: error@stack.urc.tue.nl
Message-ID: <2dn9tf$rvc@tuegate.tue.nl>
Source record: 197398

doucet@ripolin.laas.fr (Jean-Etienne Doucet) writes:

><another Go game> whose name I can't remember by now, but I'm sure someone from
>the c.s.a.st readers will surely give it. You guess I haven't got this one...

The program that comes to mind is Goliath. It was world champion GO for
computers several times and is also from the Netherlands. Possibly it is
no longer sold.

Erlend.

--

2921. Re: UK source for "Atari Compendium"

Newsgroup: comp.sys.atari.st
Date: 1993-12-03 12:07:41 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <CHGKCt.H84@cs.bham.ac.uk>
Source record: 197391

In article <1993Dec2.164603.26494@unix.brighton.ac.uk> mm68@unix.brighton.ac.uk (Allanon) writes:
>Phone HiSoft, they are seeling it. 39.95 UK Pounds. It covers pretty much the
>whole system Atari range from ST to Falcon and tos upto 5.0!
>
>I thoroughly recommend it.
>

The book is biased towards the Lattice bindings, if that matters to anyone...

It actually documents opening different GDOS devices properly! Even MEMORY.SYS ;-)

--Chris

2922. 16-bit text with Speedo problem

Newsgroup: comp.sys.atari.st
Date: 1993-12-03 12:17:34 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <CHGKtB.HD1@cs.bham.ac.uk>
Source record: 197392

Lattice 5.6 comes with complete bindings for Speedo (which are also documented in the Compendium naturally). But the explanations of how to write 16-bit wide text strings totally mystifies me!

Speedo fonts have lots of different encoding schemes: the default on is Atari ASCII, whic is 8-bit. Other encodings use the Bitstream character set, which is 16-bit.

Has anyone been able to build a BICS string (and write it!) containing spaces (which are encoded as 0, just to be difficult)?

Any suggestions welcome... I'm disassembling the VDI bindings at the moment to figure out what's going on :-(

--Chris

2923. Re: Any Speedo-Fonts in the Public Domain???

Newsgroup: comp.sys.atari.st
Date: 1993-12-03 12:45:06 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.pyf8BWo7bk_@semprini.waterloo-rdp.on.ca>
Source record: 197314

In <16538@uqcspe.cs.uq.oz.au>, Warwick Allison writes:
> C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
>
> >The format is encrypted, and the only way to decrypt them is to use
> >Speedo itself, or another program that has licensed ($$$ of your
> >favourite currency) the encryption keys.
>
> Well, that was a stupid thing for Atari to use then, wasn't it.

Is anyone keeping a list?

--
------------------==----------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2924. Re: GCC object file utility

Newsgroup: comp.sys.atari.st
Date: 1993-12-03 12:51:06 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.QkOBm&xof8M@semprini.waterloo-rdp.on.ca>
Source record: 197315

In <1993Nov29.140227.8104@govonca.gov.on.ca>, Phil Mills writes:
> I'm interested in a program which would allow me to create a
> valid object file from any data file. As input, I would expect
> to specify a file name and a symbol name. The output would be
> a ".o" file that enabled the linker to resolve my symbol name
> when it was used as an extern in other modules.

Do you mean you want a utility to take any file, and convert it into
something that will let you include it in a C program as data?

I've got a dinky program here that I wrote that converts a binary file
into C; thus, it will work with any C compiler.

If this is what you're after, let me know; I'll try to dig up the
source.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2925. Re: Populous works well on the Falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-12-03 13:16:56 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <2dne88$esh@vishnu.jussieu.fr>
Source record: 197394

I'm really sorry, but PopulousII works fine with Backward 2.23, option compatibility best, and even perhaps with 030/BLiTTER at 16....

MB.

2926. Re: Dungeon Master 2 will be coming out fo

Newsgroup: comp.sys.atari.st
Date: 1993-12-03 13:24:30 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <2dneme$esh@vishnu.jussieu.fr>
Source record: 197395

(Stuart David A) writes:
> Now we all know that DM2 is coming out for the PC clones and not for atari.
> However I for one have sent my complaint to the guys making it at the
> internet address posted up here awhile ago. This message is just a reminder.
>
> Have you sent your complaint? Try to convince them in the merits of making
> a version for the falcon.
>
>
> --
> |\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/| ||| email: cs93294@cs.ualberta.ca |
> | L A T E R D U D E S | ||| DAVE the atari fanatic..... |
> |<_\<_\<_\<_\/____/_\/_>/_>/_>/_>|_/ | _______________________________|

Could you please send this address, please. I would love to get DM2 too.

MB.

_____
- -- -------_______ Marc BOURLON
__________ o__ Universite Pierre et Marie Curie
__/ _____\ Paris 6
__________/ _____/ ` DESS de Genie Logiciels Applicatifs
_ ____ __________ __
__// /_/__
/__ \ __ E-mail: bourlon@gla.ecoledoc.ibp.fr
// \\\ /_/ /
V /// ____
Z/ /___/

2927. Re: Home/Personal Accounting Package

Newsgroup: comp.sys.atari.st
Date: 1993-12-03 13:40:21 UTC
From: hoosier@rider.cactus.org
Message-ID: <4440@rider.UUCP>
Source record: 197304

S.P.Taylor@bradford.ac.uk (Steve Taylor) writes:
]
]Therefore, You can either...
]
]1) Use a PD autoboot program which fixes the fault
]2) Edit your DESKTOP.INF file, turning the 2 into a 3
]3) Write your own Boot program which looks at the digit in the DESKTOP.INF
]file, and if it is a 2, turns it into a 3.

Does anyone know where there might be a file on the net which describes the contents of the DESKTOP.INF file? I have figured out part of it on my own, but the rest would require considerable trial and error (emphasis on error). Posting such infomation here might be useful as well.

Thanks.

--
Gerald P. (Jerry) Dunham DoF #1.5 hoosier@rider.cactus.org
Atarian ordinaire dunham@mpd.tandem.com

I'm so open minded that my brains fell out.

2928. Re: Dungeon Master 2 will be coming out for...

Newsgroup: comp.sys.atari.st
Date: 1993-12-03 13:45:25 UTC
From: Robert.Anisko@daytonoh.ncr.com
Message-ID: <CHGovq.F66@uc2372c.DaytonOH.NCR.COM>
Source record: 197312

In article <2dldrh$8nm@golem.wcc.govt.nz>, wells_s@ix.wcc.govt.nz (Steve Wells) says:
>
>It's a shame PC authors haven't heard of data compression.....
>(20meg for a Dungeon-Master game? Even in 640*480*256 or whatever, that's
>still crazy!)

Though they've probably thought of it already, here's an idea for Falcon developers in this situation: store the pictures (backgrounds?) as Jpegs, and just have the DSP decompress them almost realtime. If ya got the hardware, take advantage of it. (even a 486/33 could do this in reasonable speed). This would save a tremendous amount of disk space (not as fast as a simple bitmap, but with the DSP, it shouldn't be a problem)...

Rob

2929. Re: SKIP THE 040!

Newsgroup: comp.sys.atari.st
Date: 1993-12-03 13:47:29 UTC
From: seibert@Informatik.TU-Muenchen.DE
Message-ID: <1993Dec3.134729.23204@Informatik.TU-Muenchen.DE>
Source record: 197399

In article <H.eg.Mk6RmEtFwM6@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

|> They ought to use a PPC601 and have a 603-based laptop.
|>
|> They ought to release a FalconTT in a real case.
|>
|> I don't think they'll ever release another computer.

They will. Wait for the CeBit.
You are a pessimist and don't tell me you are a realist.

--
==========
seibert@informatik.tu-muenchen.de ist
Ewald Seibert, Herschelstr.1 85057 Ingolstadt, 0841-86480
Dont't blame ATARI for things, the GURU told you from the ARABIAN NIGHTS

2930. Re: WINX 2.2 Arrows look strange---bug or feature?

Newsgroup: comp.sys.atari.st
Date: 1993-12-03 14:43:35 UTC
From: haegar@wembley.uni-paderborn.de
Message-ID: <2dnjan$4hc@wembley.uni-paderborn.de>
Source record: 197301

avg@cwi.nl (A.V. Groenink) writes:

>Between the uparrow, downarrows and the slider there are small, flat
>boxes.

These boxes are so called 'scroll-boxes'. If you have GEM 3.x
(>TOS 2.0 I think), you can use these boxes to scroll the window
up and down. To do so, click on the box and without releasing the
mousebutton, move the arrow up. With increasing difference between the
mousearrow and the box, the window will scroll faster.
In the same fashion, you can scroll down if you move the mousearrow
below the box.

If you don't have GEM 3.x (or above) you can disable these boxes in your
WINX.INF file (in the local section):

* = 10- # Lokale Schalter fuer Programme, deren Name auf kein

Greetings
Thorsten
--
Internet : Thorsten_Boehm @ uni-paderborn.de
Mausnet : Thorsten Boehm @ pb.maus.de

2931. ST520 for sale

Newsgroup: comp.sys.atari.st
Date: 1993-12-03 15:02:19 UTC
From: becker@vela.acs.oakland.edu
Message-ID: <2dnkdr$r69@oak.oakland.edu>
Source record: 197303

I have the following for sale:

Original Atari ST520 with 512k RAM
Atari SF 354 Single Sided floppy drive
Future Systems GTS 100 Double Sided floppy drive
Atari SC 1224 Color monitor

All equipment is in good condition.

I don't have much software, but here's the list:
Timeworks PartnerST
Timeworks WordWriterST
Timeworks SuperCalcST
SimCity
PacMania
Accolade Hardball
Accolade Mean18
StarTrek - The Rebel Universe
Dr.T KCS 1.5
Dr.T Copyist
a couple of ComputeST magazine floppies
a couple of other games (I forget what)

I'm asking $300 for the lot, but will negotiate. You pay shipping. If
you are a church, non-profit org or Michigan school, I am willing to
donate the system in exchange for a tax deduction.

--- .sig ---
Anthony M. Becker * " ."
Office of Computer Services * - Marcel Marceau
Oakland University **********
Rochester, Michigan 48309 * "The opinions expressed by my employer are not
phone: 313/370-2117 * necessarily my own."

2932. Portfolio

Newsgroup: comp.sys.atari.st
Date: 1993-12-03 15:08:48 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <754959789.AA02019@byte.bbs.no>
Source record: 197323

>What went wrong with the Atari Portfolio? I heard that it was a good
>device, why did it fail?

Bacause it has only 40x7 screen and not 80x25 as all others :-(

Lars-Erik 0sterud / E-mail: Lars-Erik.Osterud@byte.bbs.no
Atari Developer / ABK-BBS: +47 67132659 V.32bis Data+Fax
SysOp ABK-BBS /

2933. BBS-software

Newsgroup: comp.sys.atari.st
Date: 1993-12-03 15:08:52 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <754959789.AA02020@byte.bbs.no>
Source record: 197324

```
< MiniBBS > ShareWare BBS-system for the Atari ST. It will run OK
"""""""""""" even on a 520 with 1 disk-drive. System has Xmodem,
Ymodem and Zmodem file-transfers and it's possible to
pack new mail with ARC or LHARC and download it to save
time (and money) when calling. Ask for ReadMail ST !!
System also handles incoming Telefaxes on faxmodems !!
-------------------------------------------------------------------------
Lars-Erik 0sterud Voice: +47 67 13 15 71
Blinken 37 c ABK-BBS: +47 67 13 26 59 300-14400 MNP5/V42
N-1349 Rykkinn TeleFax: +47 67 13 26 59 4800-14400 Group 3
Norway ____ ______ ____________________________________
/___ / The norwegian ST Contact us
_____________ ____/ / Klubben, user association at ABK-BBS

-- ReadMail ST
```

2934. Re: Populous works well on the Falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-12-03 16:04:02 UTC
From: doucet@ripolin.laas.fr
Message-ID: <2dno1i$skh@hal.cerfacs.fr>
Source record: 197308

```
In article esh@vishnu.jussieu.fr, bourlon@gla.ecoledoc.ibp.fr (Marc BOURLON) writes:
)) I'm really sorry, but PopulousII works fine with Backward 2.23, option
)) compatibility best, and even perhaps with 030/BLiTTER at 16....
))
)) MB.
))
))

I don't understand why are you sorry because of Pop II running well on Falcon ?
You don't like it or what ?
BTW, are there new news about Civilization on F030 ?

-----------------------------------------------------------------
__ _____ _____
__| | ___| \ doucet@laas.fr (Jean-Etienne Doucet)
| | | ___| | |
\_____|_____|_____/ LAAS-CNRS / Toulouse / France
```

2935. Re: SCSI 2 hard disks ...

Newsgroup: comp.sys.atari.st
Date: 1993-12-03 16:14:26 UTC
From: vctec@westminster.ac.uk
Message-ID: <CHGvs3.C4z@westminster.ac.uk>
Source record: 197307

Don't know about you guys, but I think that my Quantum LPS 240-S connected to my STe is fast.

OK, it's not as fast as a SCSI 2 is supposed to be ie 10 Mb/s (The LPS is a SCSI2 mech), but it's a whole lot faster than what I had for a while.

The Seagate ST157N I had, I do not know about, but I had an old Quantum Prodrive for a couple of weeks, and Rate HD from ICD gave me a transfer rate of 655 k/s....29 ms

The LPS gives me 1418 k/s....18 ms... more than twice as fast.

Someone also mentioned about ICD's Rate HD not giving correct results. What program can I use then?

Also, a rumour I heard....please don't hold me to it...but are ICD still in business? ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

Danny.

--
<==>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

2936. Emulating ST High

Newsgroup: comp.sys.atari.st
Date: 1993-12-03 16:15:43 UTC
From: David L Watson <dw4g+@andrew.cmu.edu>
Message-ID: <sgzqMju00VpEM0woAJ@andrew.cmu.edu>
Source record: 197310

I have the 19" TT monitor that only does TT high (I think it's the 195). Is there a program that will tell the TT to just use a portion of the screen so it thinks it's running in ST High?

I'm also interested in any info anybody has about software using the LAN port for networking on a Mac network.

David Watson

2937. Laser C Shell

Newsgroup: comp.sys.atari.st
Date: 1993-12-03 16:23:36 UTC
From: thopman@herman.cs.uoguelph.ca
Message-ID: <2dnp68$4vn@nermal.cs.uoguelph.ca>
Source record: 197309

I have Laser C, and I recently upgraded to a machine with TOS 1.4 in it. Laser C has an editor/shell I really like, but it does tricky things with GEM, and requires patches wheneve a new TOS version comes out. Mine is several (make that many) years old, and has been patched only to TOS 1.2. There's a program with Laser C that'll let me patch it, but I need some numbers to put in. Can anyone help me with this?

Thanks

THeo

2938. Atari Hardware for sale

Newsgroup: comp.sys.atari.st
Date: 1993-12-03 16:28:20 UTC
From: CROWDER#M#_ELAINE@MSGATE.CORP.APPLE.COM
Message-ID: <CROWDER#M#_ELAINE-031293082544@17.1.7.47>
Source record: 197306

A friend of mine has the following Atari hardware for sale:

Atari 520ST (512K) = $45.00

Single sided floppy drive = $25.00

Double sided floppy drive = $35.00

SC1224 monitor = $75.00

Non-Atari hardware for sale:

Brother dot matrix printer = $50.00
(parallel or serial connection capabilities)

If interested please email me at CROWDER#M#_ELAINE@MSGATE.CORP.APPLE.COM

2939. Re: Rat Soft BBS killed Atari devlopment

Newsgroup: comp.sys.atari.st
Date: 1993-12-03 17:22:13 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Dec3.172213.1778@newshost.lanl.gov>
Source record: 197313

In article <2cf696e6@troed.ct.se>,
Rickard Troedsson <rickard_troedsson@troed.ct.se> wrote:
>
>That "report" contained more errors than facts. (I assume you're talking about
>the IAAD absolutely non-biased one ..)
>
>RATSoft has nothing to do with illegal activity.

I won't get into arguing about RATSoft, but facts are facts! The Rats Nest did in fact have scads of pirated software during the IAAD research. Proven fact. I suggest you go find another 'cause' to support as this is a dead issue.

And if you are going to claim the IAAD report contained errors or misinformation of any kind, please be much more specific about your accusations. A LOT of very hard work, time and expense went into the research and writing of that report for the specific purpose of educating the public. The ONLY people that have come out against it so far are the avowed pirates who were caught in the act.

Are IAAD members (or any software developer) somewhat biased concerning piracy?

YOU DARN WELL BET THEY ARE!

miffed,

-Hutch-

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____

2940. CLab/Emagic (was Re: Korg M1)

Newsgroup: comp.sys.atari.st
Date: 1993-12-03 18:24:04 UTC
From: tjl@siva.bris.ac.uk
Message-ID: <CHH1s4.LAn@info.bris.ac.uk>
Source record: 197316

```
In article <CHDDnM.9J2@world.std.com>, Lexicor@world.std.com (Yat W Siu)
writes:
|>
|>In article <1993Dec1.144015.40543@hursley.ibm.com>,
|>C-Lab is now A-Lab right?
|>
|>Yat
|>
No, C-Lab is now Emagic.
--
-----------------------------------------------------+---------------+
Tim Llewellyn - OpenVMS, Soukous and Cricket Addict | Read at your |
Physicist Programmer, Bristol Uni Particle Physics. | own risk. |
HEPNET/SPAN 19716::TJL Internet tjl@siva.bris.ac.uk | Std disclaimer|
Pet Hates: Case Sensitivity! Unix. Tremolo systems. | implicit |
-----------------------------------------------------+---------------+
```

2941. Re: Civilization Again

Newsgroup: comp.sys.atari.st
Date: 1993-12-03 18:58:23 UTC
From: wells_s@jethro
Message-ID: <2do28f$g46@golem.wcc.govt.nz>
Source record: 197318

On this subject, some of the locals have been testing it, one managed to create about 300 cities. The other managed to get 106% on the top (Emperor!?) Level, (Future tech #48)

Real limit-testing stuff!

(After the 300 cities, it says 'your beaurocrats (sp?) can't handle any more cities - you will have to destroy some first' when you try to create another one!)

/--\
| If there's a 50/50 chance of something going wrong, O O |
| you can be 100% sure that it will! o |
| WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand _/ |
\- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/

2942. Re: Help - ST as Midi Sequencer

Newsgroup: comp.sys.atari.st
Date: 1993-12-03 19:02:26 UTC
From: erkamp@titan.arc.ab.ca
Message-ID: <CHH3K4.ECI@arc.ab.ca>
Source record: 197325

In article <93336.163302SCHAMBER@ESOC.BITNET>, Simon Chambers <SCHAMBER@ESOC.BITNET>
writes:
>I'd like to use an Atari as a Midi Sequencer. Could you help with
>these questions -
>
>1. Is a 1040 good enough or do I need a Mega ST, or something else.
>

A 1040 will work but these days you won't be able to do much in 1 meg of memory.
Memory upgrades are not that expensive.

>2. Which Atari will still be supported in 18 months time.
>

I sure hope so but even if not you have the software and hardware you just won't
be able to get updates.

>
>3. Is a hard disk necessary.
>

Not really.

>Thank you for any replies.

You're welcome

Bob Erkamp A L B E R T A
--> It Could Happen <-- R E S E A R C H
erkamp@arc.ab.ca C O U N C I L

2943. Help - Turtle

Newsgroup: comp.sys.atari.st
Date: 1993-12-03 19:04:08 UTC
From: erkamp@titan.arc.ab.ca
Message-ID: <CHH3Mw.EE7@arc.ab.ca>
Source record: 197326

I recently installed TOS 2.06 in my Mega 2 St and Turtle (v3.02 I think) no longer wants to work. Is there a workaround? If not can someone recommend a similar backup utility (hopefully free/shareware).

Bob Erkamp A L B E R T A
--> It Could Happen <-- R E S E A R C H
erkamp@arc.ab.ca C O U N C I L

2944. HD Backup Utility - Help

Newsgroup: comp.sys.atari.st
Date: 1993-12-03 19:04:49 UTC
From: erkamp@titan.arc.ab.ca
Message-ID: <CHH3o2.EF1@arc.ab.ca>
Source record: 197327

I recently installed TOS 2.06 in my Mega 2 St and Turtle (v3.02 I think) no longer wants to work. Is there a workaround? If not can someone recommend a similar backup utility (hopefully free/shareware).

Bob Erkamp A L B E R T A
--> It Could Happen <-- R E S E A R C H
erkamp@arc.ab.ca C O U N C I L

2945. Re: GSZRZ 3.5

Newsgroup: comp.sys.atari.st
Date: 1993-12-03 19:15:55 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.71131@cix.compulink.co.uk>
Source record: 197317

In article <2dmh9l$bq5@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz writes:
>In article <2dkg94$f4g@u.cc.utah.edu>, ewj8218@u.cc.utah.edu (Eric.Jolley) writes:
>>Does anybody know an ftp sight where I can get Michael Ziegler's GSZRZ
>>version 3.5?
>>
>
>
>You won't as it not PD.....
>
>
>You will have to send him 30DM for it..
>
>I found one Big problem with it, if you are not using it with the 3 Terminal
>programs that support it, then its a wast of time....
>
>It needs a shell and I have not found one as yet......
>

What???

GSZRZ works with *any* terminal that can call external transfer protocols.
It can run as a program or a desk acc. The latter requires special
support, the former *doesn't*. It takes fairly standard parameters and is
very reliable - hasn't crashed once! The manual is a long readme which
lists all the various options. It's fast and MTOS compatible. It also has
a nice facility to disable mouse interupts during transfer under single
TOS which helps on 8MHz STs. Worth every pfening (or whatever the Germans
call their cents).

Ofir ogal@cix.compulink.co.uk

2946. Encrypt *.PRG to Xchange data with DOS?

Newsgroup: comp.sys.atari.st
Date: 1993-12-03 19:47:18 UTC
From: UPS500@ibm.rhrz.uni-bonn.de
Message-ID: <16C991168CS85.UPS500@ibm.rhrz.uni-bonn.de>
Source record: 197311

Hallo everyone!

Could you name me programs which allow the exchange of encrypted
data between TOS and DOS-machines? I would use the PRG for an Atari
1040 STF.

Please name me the Atari *.PRG, its MSDOS counterpart AND possibly
where I could ftp the stuff.

Please e-mail me at markus@uni-bonn.de

Thanx,
Markus

--
Markus Schlegel
At Universitaet Bonn, Germany
Usual disclaimers applicable

2947. Top 10 Atari Games of 1993...

Newsgroup: comp.sys.atari.st
Date: 1993-12-03 19:52:58 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2do5eq$oh9@charm.magnus.acs.ohio-state.edu>
Source record: 197319

Hello, I am going to attempt to compile a list of the top 10 programs in several categories for the Atari in 1993. The compilation will last throughout December and be posted in January of 1994.

The categories I am looking at at the moment are:

Game
Application
Utility
Demo

I really only want to consider PD/Shareware titles in this list. Make it kind of a peoples choice award for Authors.

So what do I need from you? Nominations. If you have a favorite game, utility, etc. that came out in 1993 send me the following:

Category
Name of the program
Shareware/PD status and registration cost
Name of Author

Feel free to vote in any of the categories, but please only vote once per category.

So please send your vote or suggestions to :

ackerman.29@osu.edu

Thanks for your time,

Dan Ackerman

don't want my mailer to get killed.

2948. Re: Laser C Shell

Newsgroup: comp.sys.atari.st
Date: 1993-12-03 21:25:44 UTC
From: healy@nosc.mil
Message-ID: <1993Dec3.212544.4837@nosc.mil>
Source record: 197332

In article <2dnp68$4vn@nermal.cs.uoguelph.ca> thopman@herman.cs.uoguelph.ca (Theodore L Hopman) writes:
>
>I have Laser C, and I recently upgraded to a machine with TOS 1.4 in it.
>Laser C has an editor/shell I really like, but it does tricky things with
>GEM, and requires patches wheneve a new TOS version comes out. Mine is
>several (make that many) years old, and has been patched only to TOS 1.2.
>There's a program with Laser C that'll let me patch it, but I need some
>numbers to put in. Can anyone help me with this?
>
>Thanks
>
>THeo

I'm running Laser C with TOS 1.4. I'll check when I get home. I went from 1.0 to 1.4, but after that I think is when I got the later version of Laser C with the debugger.

The last I talked to Megamax they had changed their name so I don't even know if they are still around at all. This was a year or two ago.

Mike Healy

healy@nosc.mil

2949. Supra + megafile 20

Newsgroup: comp.sys.atari.st
Date: 1993-12-03 22:48:16 UTC
From: lai@paf
Message-ID: <2dofng$8qi@skates.gsfc.nasa.gov>
Source record: 197322

I just got a bunch of Atari from another department that is switching to SGI. I have a Mega ST4, Supra Drive (20Mb), Megafile 20, SLM804, Spectre 3.0. I got these because I have a 1040ST (1986) at home and thought that these are still use ful. Since I have a ICD harddrive, I don't know much about these HD. I have been using Linux and OS/2 lately so I haven't worked on ST lately. My question are, how do you get the Supra and Megafile working. I tried changing the ID on the Supra from 3 to 4 but I can not get the Mega ST to see both of them. The SLM804 works well with the Supra but it doesn't seem to want to work from Neodesk print ques. How do you work it in Mac mode. Where can I get the SLM804 for the System folder. I think everthing is running under TOS 1.2 but I am not sure. It has been a while since I went beyond Uniterm on my home Atari.

Thank for any help or comment in advance

Keith Lai
lai@chapman.gsfc.nasa.gov

2950. Re: 16-bit text with Speedo problem

Newsgroup: comp.sys.atari.st
Date: 1993-12-03 23:44:24 UTC
From: alex@falcon.demon.co.uk
Message-ID: <754962264snz@falcon.demon.co.uk>
Source record: 197329

In article <CHGKtB.HD1@cs.bham.ac.uk> C.J.Ridd@cs.bham.ac.uk writes:

>Any suggestions welcome... I'm disassembling the VDI bindings at the
>moment to figure out what's going on :-(

If you ask me nicely I'll send you the bindings (actually you don't need
to ask that nicely!).

AFAICR the binding just points the intin point in the control array to the
string that you pass.

--
Alex Kiernan, alex@falcon.demon.co.uk

This is a private account, all opinions expressed are my own - I cannot
speak for my employer; he can do that himself...

2951. HPLJ drivers

Newsgroup: comp.sys.atari.st
Date: 1993-12-03 23:51:12 UTC
From: lai@paf
Message-ID: <2dojdg$8qi@skates.gsfc.nasa.gov>
Source record: 197328

Where can I get hp lj drivers for the Atari ST, for WordWriter and
GDOS.
Thanks in advance
Keith Lai
lai@chapman.gsfc.nasa.gov

2952. Re: 30/1

Newsgroup: comp.sys.atari.st
Date: 1993-12-03 23:57:26 UTC
From: alex@falcon.demon.co.uk
Message-ID: <754963046snz@falcon.demon.co.uk>
Source record: 197330

In article <CHCpH6.8sp@barclays.co.uk> Iain.Laskey@barclays.co.uk writes:

>What you want is on the way. According to n add in an ST mag this month, Titan
>designs who are doing a realtime color digitiser & a genlock do another product
>which you get free if you buy the above, that lets you have video in a window.

If they can manage more than 160x120@25fps at under UKP200 I shall happily
eat my eat my hat... TC video in a window is a major bandwidth headache when
you don't have a video card 'feature connector'.

I have a design on the table which can do this resolution direct to hard
disk, but pulls every stunt I know to improve bandwidth & even then probably
won't work on a basic Falcon030 (subject to the price contraint).

--
Alex Kiernan, alex@falcon.demon.co.uk

This is a private account, all opinions expressed are my own - I cannot
speak for my employer; he can do that himself...

2953. Re: Atari Show in UK

Newsgroup: comp.sys.atari.st
Date: 1993-12-04 00:00:50 UTC
From: alex@falcon.demon.co.uk
Message-ID: <754963250snz@falcon.demon.co.uk>
Source record: 197331

In article <CHF31K.79n@westminster.ac.uk> vctec@westminster.ac.uk writes:
>
>What about the Atari Show in the North....Haydock park near Manchester on Dec
>12. Anyone going there?

I believe we are (HiSoft that is), since I come from that part of the world
(further North really, Cumbria), its kinda home ground to me.

--
Alex Kiernan, alex@falcon.demon.co.uk

This is a private account, all opinions expressed are my own - I cannot
speak for my employer; he can do that himself...

2954. Re: Got my Jag

Newsgroup: comp.sys.atari.st
Date: 1993-12-04 02:44:46 UTC
From: rjung@netcom.com
Message-ID: <rjungCHHoyn.175@netcom.com>
Source record: 197333

In article <931203.10780.BIBLINSKI@delphi.com> Gordie Meyer ATARI UNITED cofounder <BIBLINSKI@delphi.com> writes:
>Look for major coverage in the next Die Hard Game Fan. 2 page ads for both
>the Jag _and_ the Lynx!

The ads were running in GAMEPRO and VIDEO GAMES two weeks earlier. B-) At least Atari is advertising.

>And, according to the latest ST Informer's Lynx Lair column, there are 24
>titles under development for the Lynx scheduled to arrive in '94.

I dunno, I don't trust ST Informer's video-gaming coverage too much. I'm already annoyed that their game reviews are very dated and they often lift files and articles directly from electronic networks. I mean, heck, AtariUser has _much_ better coverage, even... B-)

--R.J.
B-)

////////////////////////////////////|\\
Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
-------------------------------------+-----------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were chosen because you are the class clown and frankly, you're expendable."

2955. Re: Atari Hardware for sale

Newsgroup: comp.sys.atari.st
Date: 1993-12-04 04:24:14 UTC
From: ETAT@delphi.com
Message-ID: <931203.84254.ETAT@delphi.com>
Source record: 197334

ELine, I got your message on Delphi but was unable to get back to you.
I would be interested in the double sided floppy....just give me a mailing
address and I will send you a check or you can COD it to me 327 Univ BLVD.
Enid, OK 73701 Thanks!

2956. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1993-12-04 05:06:59 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <2dp5tj$hf9@terminator.rs.itd.umich.edu>
Source record: 197338
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-rw-r-- entropy 22421 Nov 27 11:10 ./Utilities/0index
-rw-r--r-- molin 724 Nov 27 11:04 ./Utilities/neg_time.lzh
-rw-r--r-- molin 885 Nov 27 11:07 ./Utilities/reset_st.lzh
-rw-r--r-- molin 295953 Nov 26 05:44 ./Falcon/chromedr.zip
-rw-r--r-- dpz 3562 Nov 27 10:10 ./Falcon/0index
-rw-r--r-- hyc 1201916 Nov 20 00:03 ./Gnustuff/Tos/Gcc/gcc254b.zoo
-rw-r--r-- hyc 55723 Nov 20 12:25 ./Gnustuff/Tos/Gcc/gcc254s.zoo
-rw-r--r-- hyc 151698 Nov 17 16:30 ./Gnustuff/Tos/Gnulib/libolb95.zoo
-rw-r--r-- hyc 346992 Nov 17 16:33 ./Gnustuff/Tos/Gnulib/libsrc95.zoo
-rw-r--r-- hyc 112607 Nov 17 16:29 ./Gnustuff/Tos/Include/incl95.zoo
-rw-r--r-- entropy 12131 Nov 29 14:39 ./Gnustuff/Tos/0index
-rw-rw-r-- entropy 7030 Nov 29 14:41 ./Mint/0index
-rw-r--r-- hyc 79527 Nov 27 15:44 ./Mint/Filesystems/mfs609b.zoo
-rw-r--r-- hyc 111246 Nov 27 15:44 ./Mint/Filesystems/mfs609s.zoo
-rw-r--r-- entropy 66832 Dec 1 14:31 ./Gnustuff/Tos/Updates/update35.zoo
-rw-r--r-- entropy 578763 Dec 1 14:32 ./Gnustuff/Tos/Updates/update36.zoo
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

2957. Re: 256 Colors Card ?

Newsgroup: comp.sys.atari.st
Date: 1993-12-04 05:18:50 UTC
From: Laurent_Zimmerli@temptation.alphanet.ch
Message-ID: <Laurent_Zimmerli.08e4@temptation.alphanet.ch>
Source record: 197350

Hello!

In a message dated Fri 3 Dec 93 19:51, Lexicor@world.std.com (yat W Siu)
wrote:

LWS> Atari RGB Monitor are you most
LWS> likely meaning the SCC1224 Monitor?

No..it's a SC1425...I think it's the European version.
But it accepts 60Hz too.

LWS> I don't think he meant the PTC1426, which is probably the Monitor
LWS> you are
LWS> thinking of. Also what is needed to know is whether this is for an
LWS> ST or
LWS> a Mega or a TT.

It's a MEGA ST4,TOS 1.02

LWS> Interlaced. Both the SPektrum and the Crazy Dots will not work on a
LWS> SCC1224.

Oooohh...

Best regards & Thx

-- Via DLG Pro v0.995

Laurent Zimmerli | E-Mail: paw-pp@alphanet.ch (Mails)
Jacob-Brandt 81 | paw-pp@cultnet.ch (UUCode)
CH-2300 La Chaux-de-Fonds | Fido: 2:301/331
(+41) (0) 39.26.70.37 | CH-VTX: 039.267037
"""""""""""""""""""""""""""|_____________________________________
There's no shuffle here on the north pole,on this quiet dome. (F242]

2958. Re: 256 Colors Card ?

Newsgroup: comp.sys.atari.st
Date: 1993-12-04 05:21:22 UTC
From: Laurent_Zimmerli@temptation.alphanet.ch
Message-ID: <Laurent_Zimmerli.08e6@temptation.alphanet.ch>
Source record: 197252

Hello!

In a message dated Fri 3 Dec 93 21:53, Guenther@vati.fmi.uni-Passau.de (th
wrote:

>And so I wanna know if it exists a Graphic card -GemView Compatible-
>which allows me to see 256 Color on my Atari RGB-Monitor.

GP> No chance. You will have to buy a SVGA monitor.

Snip! No Chance...

>So...is that kind of card exists ?????

GP> Yes, for 490 DMs (for all those other guys out there: 1 US$= 1.7 DM).
GP> This includes NVDI ET4000, VGA graphics board, adaptor, sHARDware
GP> fee.
GP> Add some $$ for shipping etc.
GP> For further information, you should contact:
GP> Stephan_Skrodzki@ka.maus.de (Stephan Skrodzki)

Thanx,I'll try it

What do you mean by 'sHARDware' ???

Best regards

-- Via DLG Pro v0.995

Laurent Zimmerli | E-Mail: paw-pp@alphanet.ch (Mails)
Jacob-Brandt 81 | paw-pp@cultnet.ch (UUCode)
CH-2300 La Chaux-de-Fonds | Fido: 2:301/331
(+41) (0) 39.26.70.37 | CH-VTX: 039.267037
"""""""""""""""""""""""""""|_____________________________________
There's no shuffle here on the north pole,on this quiet dome. (F242]

2959. Re: Fax modem software??

Newsgroup: comp.sys.atari.st
Date: 1993-12-04 05:27:03 UTC
From: Laurent_Zimmerli@temptation.alphanet.ch
Message-ID: <Laurent_Zimmerli.08e8@temptation.alphanet.ch>
Source record: 197251

In a message dated Fri 3 Dec 93 19:51, Robert.anisko@daytonoh.ncr.com
wrote:

R> In article <CHDtCp.GHn@freenet.carleton.ca>, ai187@Freenet.carleton.ca
R> (Andrew Cochran) says:
>
>Is there any to use a standard 9600fax/2400 data modem??
>I would prefer it to be Pubic Domain or Shareware.
>and where would I get it?

[...answer delete]

For those who have a ZyXEL Modem,there's a Freeware:
HackFax,now in version 1.10
it's made with some TTP,which allows you to Send,Receive,Pool-Faxes
It can 'transform' a ascii file to Fax file,with some functions like
Bold,Italic,Underline,etc...

Don't ask me for a FTP adress with it,I don't have a FTP adress.
But if it's hadr to find out of europe,I can UUCode it & send it as
Private mail to one of the US-users. And he can send it to a FTP site.

Best regards,

-- Via DLG Pro v0.995

Laurent Zimmerli | E-Mail: paw-pp@alphanet.ch (Mails)
Jacob-Brandt 81 | paw-pp@cultnet.ch (UUCode)
CH-2300 La Chaux-de-Fonds | Fido: 2:301/331
(+41) (0) 39.26.70.37 | CH-VTX: 039.267037
"""""""""""""""""""""""""""|_____________________________________
There's no shuffle here on the north pole,on this quiet dome. (F242]

2960. Re: Gui Go?

Newsgroup: comp.sys.atari.st
Date: 1993-12-04 06:23:37 UTC
From: dwallace@wam.umd.edu
Message-ID: <2dpad9$35l@cville-srv.wam.umd.edu>
Source record: 197336

If you're interested in Go for the ST, there is a text-based Go game called Wally which plays a bit stronger than Gnugo, and also lets you change the board size... If you've already written a gui front end, it would be trivial to port it to Wally... This is something I know _I'd_ like to see! :-) Incidentally, where can one find your gui port of Gnugo?

2961. upgrading STe memory

Newsgroup: comp.sys.atari.st
Date: 1993-12-04 06:31:51 UTC
From: dwallace@wam.umd.edu
Message-ID: <2dpasn$36l@cville-srv.wam.umd.edu>
Source record: 197337

I have decided its definitely time to drop more RAM in my 1040STe,
and am planning on picking up some SIMMS to put into it. I had been
under the impression that plain old 1 meg Macintosh SIMMs work fine,
but someone told me recently that they thought you could only use 256k
SIMMs; I don't think this is accurate, but thought I'd consult The Panel
Of Experts before I drop down the money for the 1 meg chips. Will the
1 meg SIMMs work okay for me? Thanks.

2962. Re: Fax modem software??

Newsgroup: comp.sys.atari.st
Date: 1993-12-04 10:03:11 UTC
From: Gordie Meyer ATARI UNITED cofounder <BIBLINSKI@delphi.com>
Message-ID: <931204.18191.BIBLINSKI@delphi.com>
Source record: 197339

There is a new version of CoMa available at ftp.uni-kl.de. CoMa is now up to version 1.50, with version 1.60 in the works. CoMa (which stands for Communications Manager) will only allow the sending or printing of the first 500 lines of a fax document. The program has both German and English menus, although the docs are in German only. CoMa can be run as a regular program, or as an accessory, allowing the user to send/receive faxes while using another program. An English manual is being worked on...

```
--
..|'''.| '|| || > Gordie Meyer
.|' ' .... ... .. .. || ... .... > P.O. Box 1982
|| .... .| |. ||' '' .' '|| || || .|' > Ames, IA 50010-1982
'|. || || || || |. || || ||' > USA
''|...'| '|..|' .||. '|..'||. .||. '|..|' > biblinski@delphi.com
==> This sig idea flagrantly stolen. So sue me. > ATARI UNITED!
```

2963. Re: Got my Jag

Newsgroup: comp.sys.atari.st
Date: 1993-12-04 10:07:45 UTC
From: Gordie Meyer ATARI UNITED cofounder <BIBLINSKI@delphi.com>
Message-ID: <931204.18465.BIBLINSKI@delphi.com>
Source record: 197340

The figure of 24 titles under development came from comments made by Chris De Salvo of Interplay Productions, Inc. "after a 4 hour pitch from Atari to get them to develop Jaguar games." He attributes the figure to something Atari claimed in the discussions they'd had with Interplay.

And the AtariUser Lynx guy is so modest, too. <g>

--
..|'''.| '|| || > Gordie Meyer
.|' ' .... || ... . > P.O. Box 1982
|| .... .| |. ||' '' .' '|| || || .|' > Ames, IA 50010-1982
'|. || || || || |. || || ||' > USA
''|...'| '|..|' .||. '|..'||. .||. '|..|' > biblinski@delphi.com
==> This sig idea flagrantly stolen. So sue me. > ATARI UNITED!

2964. Re: Home/Personal Accounting Package

Newsgroup: comp.sys.atari.st
Date: 1993-12-04 11:00:03 UTC
From: vctec@westminster.ac.uk
Message-ID: <CHIBv3.H9C@westminster.ac.uk>
Source record: 197341

In article <1993Dec2.183329.26665@bradford.ac.uk> S.P.Taylor@bradford.ac.uk (Steve Taylor) writes:
>M A Rahin (rahin@scs.leeds.ac.uk) wrote:
>
>: Could someone please describe the med-res (or is it low-res ?) boot problem
>: on the STe and its remedy ?
>
>Certain STE's (I think it's TOS 1.6) do not boot in medium res in the
>usual fashion. There is a number, at the end of a line in the DESKTOP.INF
>file which is 1 for Low, 2 for Medium, 3 for High.

It is TOS 1.06 which has this problem. TOS 1.62 fixed this problem.

I think that the numbers concerned are in the fourth or fifth line of
desktop.inf (one of the first few lines).

You will recognise the line as it has a set of 3 pairs of numbers, such as
00 34 11 or something to this effect.

As Steve mentions, it is the last number, in this case 11 (low rez), which can
be changed to 13.

Do this by following the rest of Steve's message.

>
>Assuming you are not using a Hi-res monitor or emulator, the STE will boot
>in Lo-res if this number is 1 or 2, and Med-res if this number is 3
>(because it cannot do hi-res).
>
>Therefore, You can either...
>
>1) Use a PD autoboot program which fixes the fault
>2) Edit your DESKTOP.INF file, turning the 2 into a 3
>3) Write your own Boot program which looks at the digit in the DESKTOP.INF
>file, and if it is a 2, turns it into a 3.
>
>Steve Taylor.
>
>
>

--
<===>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

2965. New 85MB Hard Drives for sale

Newsgroup: comp.sys.atari.st
Date: 1993-12-04 11:22:05 UTC
From: "Dom Alvear"
Message-ID: <2dprst$h9m@news.delphi.com>
Source record: 197344

*** NEW 85MB SCSI HARD DRIVE SUB-SYSTEMS FOR SALE ***

I currently have a number of 85MB SCSI HD Systems for sale. These are
for the Atari ST/STe/TT computers. These are NEW hard drives in NEW
hard drive cases. Manufacturers' warranties on the hard drive, case,
and host adapter. Why buy used drives when you can get a NEW one today
for only $375.00 shipping included? (COD $5.00 extra)
^^^^^^^
Here are the specifications:

o ICD FA-ST Hard Drive Case
o under-monitor designed case w/adjustable legs & fan
o DMA input and output ports
o external ID-switch
o external SCSI connector for further expandability
o internal expansion for second 3.5" SCSI HD

o ICD AdSCSI Plus ST Host Adapter
o full SCSI command set
o parity bit generation
o dual mode DMA daisy chaining
o battery backed real-time clock

o ICD Hard Drive Utilities

o Quantum ELS 85S 85MB SCSI hard drive
o low profile 1" x 3.5" form factor
o 17ms average seek time
o 4MB/s max. transfer rate
o 32K cache buffer

o The competition?
o Computer Studio 50MB $329 (no host adapter?)
o ToadStor 85MB w/ICD Link $359 (not expandable)
o D&P Computer Deluxe 85MB $389 (ICD host included)
o Toad Stealth 85MB w/Link $409
o Toadplus 85MB w/AdSCSI+ $418
o ICD FA-ST 85MB $499 (Micro Computer Depot)

If you are interested please leave me e-mail here or at the following
addresses:

CompuServe: 74030,3254
Delphi: DOMINGO
GEnie: D.ALVEAR1
Internet: DOMINGO@DELPHI.COM

2966. Help with setting up Hsrd Drive

Newsgroup: comp.sys.atari.st
Date: 1993-12-04 11:37:28 UTC
From: vctec@westminster.ac.uk
Message-ID: <CHIDLF.I30@westminster.ac.uk>
Source record: 197342
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Dear netters,

I have just bought a 245 Mb hard disk, and have come across the problem of partitioning it. I can partition the Hard Drive using ICD utilities, but the problem is that I don't know how many partitions and what type of partitions to keep. Maybe the good souls out there in cyberland may be able to help me.

I know that I should keep about 5 Mb for my boot partition. the rest I do not know, how much to keep for TOS, and how much to keep for Minix and MiNT.

My system is :

2.5 Mb STe with TOS 1.06/2.06 switchable. (I am using mem.prg to patch 2.5 meg)
Colour and mono monitors
External floppy
Scanner
Laser Printer
Quantum LPS 240-S Hard Drive.

I will be upgrading to 4 meg soon (I hope) and and accelerator.

How much space should I keep for my MiNT partition that I will have installed on a Minix file system? I am thinking of using Simon Gornalls MiNT Distribution Kit from a.a, or should I go for the traditional way of installing MiNT?

How much space should I keep for this?

Also, I am going to install Tex, Smalltalk, Gnu C, C++, SB Prolog, Ghostscript along with other utilities. will i be able to run these under MiNT (As it would be nice to use extended file names like more.file.names). If so these would have to be in a Minix File System running under MiNT.

I am also going to install Minix v1.5, and think that I need about 32 Mb of Disk space, or do I need more, as there are Gnu utilities for Minix, around?

The rest I will keep as TOS partitions, and maybe DOS and Spectre partitions when the time comes.

Thanks in advance for people who reply to this query.

Danny.
--
<==>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

2967. MEDUSA T40

Newsgroup: comp.sys.atari.st
Date: 1993-12-04 13:24:39 UTC
From: Lexicor@world.std.com
Message-ID: <CHIIL3.Kw7@world.std.com>
Source record: 197343

After popular request I post the in the newsgroups for Atari
==========

The Atari Clone Medusa T40 (feel free to discuss it here)

MEDUSA T40
==========

The first 68040 Based Atari Clone, now available at LEXICOR SOFTWARE CORP.

These are the specs of the New MEDUSA (price unchanged)

You may post this wherever you like.

MEDUSA T40

MC 68040 at 64 Mhz
Internal FPU and PMMU
Performance is around 26 MIPS, 4.5 MFLOPS

Main bus is:
32 Bit Data, 32 Bit Address
Bus Clocked at 32 Mhz
Full Bus snooping read and write

Atari bus is:
16 bit Data, 24 bit Address
Bus snooping, write
Own ACSI Address for full 32 Bit Address

Fast RAM
Can hold 8-128 Megabtes on board
Write 73 Mbyte/sec
Read 85 Mbyte/sec

EPROM is
2 MByte on board
32 Bit Wide

TOS 3.06 modified slightly

- ST I/O Board

-DMA
-MIDI
-SERIAL
-PRINTER
-KEYBOARD
-FLOPPY DD, HD, ED

-2 SERIAL PORTS (like TT Modem) (upto 115KBaud)
-IDE Bus (12 Mb/sec)
-ISA Bus (for own custom Graphics Board)

(This ISA Bus will work with any ET-4000 Based Graphics Board on PC Platform with the NVDI ET-4000, however NVDI ET-4000 only supports upto max. 32,000 colors as of this date)

Additionally you can get:

-VME Bus
VME Bus 16bit
Laser Printer Port (?)
ROM-Port
Mega Bus
-SCSI Board
TT SCSI
SCSI II
TT Lan
-DSP Board
DSP96002

and an MC68060 Board is sceduled for the year 1994

LEXICOR SOFTWARE CORPORATION

(510) 848-7621 - (510) 848-7613

Here a Price Breakdown in United States Dollars, users in North America will have the main parts assembled in the U.S.A. as parts are a lot cheaper here.

The MEDUSA T40 is ideal for the high-end Atari User. Based around TOS 3.06 It is very compatible. Following this message will be a short list of working programs.

- Basic Motherboard 68040/64
- Tower Housing
- ST Input/Output Board

Cost is: 2,490 U$D (Cost can vary depending on the exchange rate)

Availability: NOW, Transport time should take no longer than 2 Weeks!

Additionally you may purchase an ET-4000 Graphics Board 15/16bit Color onboard for about another 100 U$D + NVDI ET-4000.

A VME Bus Multiple Bus Board (see description above) for another 400 U$D

8, 16, 32, 64 or 128 Megabytes on board, price depending on SIMMS, current price is around 40 U$D per megabyte.

IDE Internal Drive will cost depending on drive size. Internal IDE, no external casing required.

NOVA VME 16M Graphics Board when purchased with VME Bus (for 24bit Color) costs 489 U$D.

All prices given are Recommended Retail, shipping not included!

Short Compatiblity List:

Chronos-3D Key frame Animator
Phoenix U.S.A. (Xenomorph-3D)
Prism Paint 1, 1.5, 2.0
ANM-Link (Relativety)
Cybersculpt (in STHigh)
Cyber Color
ARTIS 4.0
XCONTROL
Calamus SL
Calamus 1.09N
Platon V.2.21
Platine ST
Skyplus
DGRAPH
GMAN
Kobold
Rufus
Multigem
Multitos
SUperbase
Phoenix 2
Interface
Pure Pascal
1st Word
PKS-Edit
Seka Assembler
Devpac Assembler
Turboasss Assembler
Easyride Assembler
GAL-Prommer
Logic A.
GFA Basic 3.0 3.6TT
Delicious
Raystart
Topaz
VTX
Uniterm
Connect
Iconedi
Guck
Invaders
Piccolo
Signum 3.0
Matrix Drivers 2.2
Snapshot

Tele Office
ACS Pro
Argon
Crypton
Xenon V2.4TT
Crazy Sounds
PCB
ST-Digital
Profiler
Pure C
Cubase
Emagic
SED
Turbo C
Adimens
Arabesque
Chagall
Technobox CAD and Drafter
LDW Powercalc
Papillion
DAs Vector
Didot Pro
Didot Lineart
Retousche Pro CD v.1.04
Papyrus
Script 2.0, 3.0
ICD and AHDI
Hushi
STAD
Compo Script
Protar Manager
Tempus Word and Editor
ASpice

and a lot more programs that follow the VDI and Atari guidelines should work with no problems whatsoever!

I cannot make a list of ALL the working programs, but if you have an enquiry about a single product, then please email me, and we could look into it for you.

Yat Siu
Lexicor Software Europe
==========

Lexicor@world.std.com, XKY84999@genie.geis.com, 73073.142@compuserve.com, LEXICORWORLD@delphi.com

2968. Re: Ramdisk XFS and MiNT 1.08

Newsgroup: comp.sys.atari.st
Date: 1993-12-04 14:19:03 UTC
From: miff@apanix.apana.org.au
Message-ID: <2dq68n$s7r@olivaw.apanix.apana.org.au>
Source record: 197259

mm68@unix.brighton.ac.uk (Allanon) writes:

>I have tried applying the 1.09 diffs to the 1.08 source, but it will not go.

>I am using patch, is this right. If I patch loosely it will apply them, but
>I then get hundreds of compiler errors.

No, don't do that - use the ignore-whitespace option to patch - you are
probably having the same line-termination problems I did.

>Pads

--
mike smith : miff@apanix.apana.org.au - Silicon grease monkey
"The question 'why are the fundamental laws of nature mathematical'
then invites the trivial response 'because we define as fundamental
those laws which are mathematical'". Paul Davies, _The_Mind_of_God_.

2969. For sale: Magnavox color monitor foST/STE

Newsgroup: comp.sys.atari.st
Date: 1993-12-04 16:04:43 UTC
From: guest@vivaldi.acc.Virginia.EDU
Message-ID: <CHIpzv.FAF@murdoch.acc.Virginia.EDU>
Source record: 197345

For sale:
Magnavox 8cm-515 color monitor w/ custom cable for Atari ST.

640x240, analog & ttl-rgb, & composite-video & green-screen.

Better than Atari; 13" (vs. 12),U)^vtter made, useable with

IBM-comp's, Amiga, and composite-video machines (Atari 8-bit,

C=64, VCR, laserdisc player) as well.

* Includes $40 custom 8' cable for Atari ST; separate sound

jack for running sound thru stereo.

* FANTASTIC picture when used w/vcr or ld as hi-res tv; better

than any tv-set! Ideal for one needing both monitor and tv

in a small space. Can even have BOTH on and switch between!

Excellent condition.

$250 or best offer. Call (804)295-9995 or

respond to tipi@vivaldi.acc.virginia.edu

2970. Re: Civilization Again

Newsgroup: comp.sys.atari.st
Date: 1993-12-04 16:18:51 UTC
From: arjm@dcs.ed.ac.uk
Message-ID: <CHIqnG.IHt@dcs.ed.ac.uk>
Source record: 197346

In article <2dn8da$arq@unicorn.ccc.nottingham.ac.uk>, lpzssm@unicorn.nott.ac.uk (S. Marshall) writes:
>
> A Few Questions about Microprose's "Civilization" :
>
> 1) Has anyone tried packing some of the files ? On a floppy system it
> seems that getting disks A&B together would be a real help, but its a
> lot of files so I'd like to know if anyone else has found a packer that
> works first.
Surely you could one pack the binary which is not on A or B disks. I agree that it would be useful, though.

> 2) I only seem to be able to get drive B recognized for game saves, is
> there a way to get B used for Civ files too ?
Yeah, anyone know?

> 4) The manual is very confusing about making specialists - it tells
> how to make an entertainer into a taxman, but nothing seems to make an
> entertainer. Hints anyone ?
Merely click on a square from which resources/food/taxes are being taken on the city plan, this will make a specialist - defaulting to entertainer. To remove specialists, just click on an unused square on the city plan. This method can also be used to change where you are taking food etc. from. If you are at size 10, for example, then you can concentrate on resources instead of food until you build an aqueduct.

--
Andy MacCormack, aka arjm@uk.ac.ed.dcs, A.R.J.MacCormack@uk.ac.ed.ee.ug
"I am not ashamed of the Gospel of Jesus Christ, because it is the power of God for the salvation of everyone who believes." Rom 1:16
<< If at first you don't succeed, redefine success >>

2971. Re: Falcon030 new casing ?

Newsgroup: comp.sys.atari.st
Date: 1993-12-04 16:44:41 UTC
From: u9237615@sys.uea.ac.uk
Message-ID: <u9237615-051293163903@case2.sys.uea.ac.uk>
Source record: 197347

In article <CH9307.5vH@barclays.co.uk>, Iain.Laskey@barclays.co.uk wrote:

> In article <H.eg.0p9ueAfFJoI@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
> |> In <1993Nov18.162658.29548@dmu.ac.uk>, SG Yardley writes:
> |> > At the recent FES show in London, a friend swore blind that he saw a lonely
> |> > Falcon but it was in a 'PC styled' case.
> |> > Also on the cover of ST Format there is a picture of such a machine. It looks
> |> > a bit like the old Mega ST casing (not even MSTE !!)
> |> >
> |> > Anyone confirm deny this ??

Errrm, sorry. The machine shown on the cover of STF is a normal Falcon on
the standard ST Tower case as available from System Solutions / Atari
Workshop

Ian B. (using a friends account - any mail to me should give my name in the
header.)

2972. St format

Newsgroup: comp.sys.atari.st
Date: 1993-12-04 16:47:30 UTC
From: u9237615@sys.uea.ac.uk
Message-ID: <u9237615-051293164219@case2.sys.uea.ac.uk>
Source record: 197348

Is it just me or is ST Format getting later every month?

Take the Dec '93 issure for exAmple - due 9th Nov - it came in on the 23rd.
Atari ST User and ST Review seem to have dropped out of sight in Norwich - are they dead?

2973. Re: Desktop icons (Was: Re: New files uploaded to ftp.cs.ruu.nl)

Newsgroup: comp.sys.atari.st
Date: 1993-12-04 17:07:50 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.VMxr4lowbrQ@semprini.waterloo-rdp.on.ca>
Source record: 197261

In <1993Nov30.055648.3278@gumby.cc.wmich.edu>, Mark O'Bryan writes:
> The original 64k limit on RSC file size was due to the use of integer
> offsets in the resource header. Evidently, the designers at DRI felt
> that was a limit unlikely to be exceeded.

I suspect it had more to do with the fact that GEM was designed for the
808[68]... that stupid 64k segment limit, don't you know.

> For several years now, at least one resource editor out of Germany
> (Interface) has supported an extended RSC file type using long integer
> offsets in the header, thus eliminating the 64k limit. Both the new AES
> in MultiTOS, and Geneva directly support this larger RSC file size.

ORCs can handle larger RSC files too, but I don't know if its way is
compatible with MTOS or Geneva; the version of ORCS I have can't load
NewDesk or MultiTOS or Geneve icon RSC files. Does a fine job on Gemini
icons though.

> Icon Juggler, from John Eidsvoog at CodeHead makes it easy. But, of
> course, it's not included with the system, so users have to go looking
> for it.

That kinda sums up the entire Atari software base... If you don't have
a modem or Internet access, you're doomed.

> There are several problems with desktop icons, the first being, which
> desktop are you talking about? Desktop, Newdesk, Neodesk, Teradesk,
> Gemini, etc. They all deal with icons in their own way.

NewDesk should set the lead; other desktops could be updated to deal
with icons in a logical way.

> If you stick with the Atari-provided Newdesk, possibly the major difficulty
> is that the mappings between icons and files is a simple absolute index
> into the RSC file. If you remove any icons, it skews the remaining offsets.

Yet another stupid programming short-cut that affects the users in
unpredictable ways.

> > it's hard for a Windoze user to do it...
>
> I don't buy this. I don't use a Windows system everyday, so I can't tell
> you the exact steps required, but I can go in and assign new icons easily,
> within seconds. I've done it several times. (And I don't know what I'm
> doing, I'm just following the dialogs.)

It's certainly not as easy as dragging an icon into the icon field of
the ProgMan entry. On 3.0:

1) open Properties
2) choose new icon
3) type in the full path to an icon file
4) cross fingers and hope you got the right path

On 3.1:

1) open Properties
2) choose new icon
3) choose Browse
4) use the hellish Windoze file selector to search your hard disk for an
icon file
5) hope that file actually had the right icon in it

> This reminds me that there's a commercial CPX/DA called the NewDesk Icon
> Editor from SDS that does a pretty nice job not only of assigning and man-
> aging icons, but also modifying and creating new ones. I haven't used it
> myself (I don't run NewDesk), but have seen positive reviews. You might
> want to check it out.

SDS seems to have vanished for a long time while writing the Atari
Compendium, and ignored their customers while they were doing it...

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2974. Re: Hard Drive error

Newsgroup: comp.sys.atari.st
Date: 1993-12-04 17:15:42 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.dlol4CEzp5s@semprini.waterloo-rdp.on.ca>
Source record: 197262

In <CHBH0I.Mzt@mach1.wlu.ca>, bilinsky keith writes:
> In trying to hook up the seagate 120 meg RLL i got i get a $03 error. What
> does this error mean? Does anyone know how the jumpers should be set on
> this drive?

You're using an ICD AdSCSI host, right Keith? Sense $03 is "Write
Fault. The operation was terminated with an unrecovered error condition
probably caused by a flaw in the medium. This indicates that there is a
problem, probably a bad sector. You should run a program like Cleanup
ST to check for and map out bad sectors."

If this happens when you try to format, it could be something wrong with
your RLL->SCSI adapter (like bad jumper settings or something)...
Someone with more experience attaching an RLL device to the ACSI port
should be able to provide some additional information.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2975. Re: St format

Newsgroup: comp.sys.atari.st
Date: 1993-12-04 17:26:51 UTC
From: agauton@cs.strath.ac.uk
Message-ID: <2dqh8r$3nh@fleming-10.cs.strath.ac.uk>
Source record: 197349

In article <u9237615-051293164219@case2.sys.uea.ac.uk> u9237615@sys.uea.ac.uk (Chris Malcolm) writes:
>Is it just me or is ST Format getting later every month?
>
>Take the Dec '93 issure for exAmple - due 9th Nov - it came in on the
>23rd.
>Atari ST User and ST Review seem to have dropped out of sight in Norwich -
>are they dead?

ST Format was a fortnight late for the November issue, and the December issue was a week late in Glasgow.

ST User and ST Review are both still alive. The newest issue of ST User came out about a week and a half ago, and the new ST Review is due Thursday this week, giving away Timeworks 2 on its cover disk. The release dates for the 2 magazines are every four weeks, and are staggered over a two week period.

Alan G.

2976. Dealers

Newsgroup: comp.sys.atari.st
Date: 1993-12-04 18:41:17 UTC
From: d3hq@jupiter.sun.csd.unb.ca
Message-ID: <1993Dec4.184117.21510@jupiter.sun.csd.unb.ca>
Source record: 197254

I am looking for a list of Atari dealer in the Atlantic Canada area.
If any body has any idea where I can purchase Atari ST hardware or
software in this area please respond via email with the companies
address and phone number. Thanks.

Peter Green
UNB, Fredericton, NB
Canada

2977. Re: How can I use a bigger buffer for the serial line ?

Newsgroup: comp.sys.atari.st
Date: 1993-12-04 18:55:36 UTC
From: david@bdt.com
Message-ID: <CHIxwp.7ML@bdt.com>
Source record: 197255
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On my BBS there is a free TSR that I wrote in an archive called "rsbuf.arc".
This TSR works like the CACHEnnn and family where it looks at its name
in the AUTO folder and sets the buffer size to that many K. E.g. RSBUF4.PRG
sets the RS-232 buffers to 4K. The BBS number is USA 510-530-9682. The
file is in the ST area and is available to all callers. It has probably
been posted to other places too, but I couldn't tell you where.
--
David Beckemeyer (david@bdt.com) | P.O. Box 21575, Oakland, CA 94620
Beckemeyer Development | UUCP: uunet!ossi!bdt!david

2978. Emulating ST High

Newsgroup: comp.sys.atari.st
Date: 1993-12-04 19:03:42 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <755046219.AA02037@byte.bbs.no>
Source record: 197256

>I have the 19" TT monitor that only does TT high (I think it's the
>195). Is there a program that will tell the TT to just use a portion
>the screen so it thinks it's running in ST High?

I have heard about a program that uses the WHOLE 19" monitor to emulate
a ST hig-res screen (each 640x400 pixel then becomes a 2x2 pixel..)

Lars-Erik 0sterud / E-mail: Lars-Erik.Osterud@byte.bbs.no
Atari Developer / ABK-BBS: +47 67132659 V.32bis Data+Fax
SysOp ABK-BBS /

-- ReadMail ST

2979. Re: 256 Colors Card ?

Newsgroup: comp.sys.atari.st
Date: 1993-12-04 19:20:17 UTC
From: Lexicor@world.std.com
Message-ID: <CHIz1u.18z@world.std.com>
Source record: 197253

In article <Laurent_Zimmerli.08e4@temptation.alphanet.ch>,

>No..it's a SC1425...I think it's the European version.
>But it accepts 60Hz too.

Ahhh..I see, well there isn't much in the ways of additional color.

>
> LWS> I don't think he meant the PTC1426, which is probably the Monitor
> LWS> you are
> LWS> thinking of. Also what is needed to know is whether this is for an
> LWS> ST or
> LWS> a Mega or a TT.
>
>It's a MEGA ST4,TOS 1.02
>

The NOVA Board will fit into a MEGA ST4 quite nicely and isn't expensive either
but you will require a VGA or Multisync Monitor additionally to it though...

2980. Teleport

Newsgroup: comp.sys.atari.st
Date: 1993-12-04 19:42:28 UTC
From: William.Kent@f100.n30.z47.byte.bbs.no
Message-ID: <755046219.AA02038@byte.bbs.no>
Source record: 197257

I recently read an articel in a well known ATARi mag, about a dongle you could fit into the LAN port of a Falcon, that would the Falcon to be connected to the Phone. The product I believe was called Voicemail or something. Does anybody know about any other product like this, or have any more info about the Voicemail thing. Specs and what I would really do?

Internet: william.kent@byte.bbs.no

2981. FORSALE: 1040STf & SC1224 color monitor: $200

Newsgroup: comp.sys.atari.st
Date: 1993-12-04 20:53:29 UTC
From: jaszcz@donald.EEAP.CWRU.Edu
Message-ID: <2dqtc9$noh@usenet.INS.CWRU.Edu>
Source record: 197258

the subject line says it all.

2982. Compression

Newsgroup: comp.sys.atari.st
Date: 1993-12-04 20:55:07 UTC
From: trojan@spuddy.uucp
Message-ID: <CHJ3F3.14w@spuddy.uucp>
Source record: 197216

Hello World!
I have been asked to write an install program which is to include decompression
of files. Can somebody mail me some source codes (C) for a decompression
and a compression routine. Preferably ZOO, ZIP, or ARC, etc.
Thanks

Also, a point of interest!
Since the loss of my 2.5Mb memory expansion, I have been running in
HALF A MEG. EEEEUUKK!
I have managed to get SpeedoGDOS running, with EasyDraw, and to
type a full page of text in vector fonts, and print it.
I find this quite amazing, as SpeedoGDOS requires 2 Megs!!!

Sincerely,
David Williams
trojan@spuddy.uucp
--

* Meeeow ! Call Spuddy on (0203) 364436/362560 for FREE mail & Usenet access *

2983. Where is Kermit Source available?

Newsgroup: comp.sys.atari.st
Date: 1993-12-05 02:33:58 UTC
From: winters@access.digex.net
Message-ID: <2drham$kq2@access.digex.net>
Source record: 197260

Besides getting a tape from Columbia University, is there any site that has Kermit source for Atari? Thanx for any help.

--- Mike

2984. Stereo-TEK glasses for SALE!

Newsgroup: comp.sys.atari.st
Date: 1993-12-05 03:00:58 UTC
From: sourada@iastate.edu
Message-ID: <sourada.755060458@pv0c02.vincent.iastate.edu>
Source record: 197263

Please do not reply to me, reply to t.magee1@genie.geis.com.

A friend of mine wants to sell his Stereo-TEK glasses. Please send a message
to t.magee1@genie.geis.com if you want them.

Later,
Steven Ourada

--
Steven Ourada --- sourada@iastate.edu
Avoid conformity. Embrace change. Resist oppression. Think freely.
Ignore me.

2985. Lack of ka9q SLIP documentation

Newsgroup: comp.sys.atari.st
Date: 1993-12-05 03:10:07 UTC
From: u1418@sparc24.cs.uiuc.edu
Message-ID: <CHJKsv.Etx@sparc0a.cs.uiuc.edu>
Source record: 197264

Does anyone out there know where I can find decent documentation for ka9q?

I've got a release of v871225.31 that's missing its doc, gulam, and spool subdirectories, from umich. I tried getting a copy from ftp.tu-clausthal.de, but it was a corrupted .lzh.

I've diddled with the supplied config files (from umich) and can get net.tos to talk to my modem, but all it does is send `s' 27 times and respond that its request for IP number failed. (yes, I did set up the remote host for SLIP.)

Anyone got any suggestions?

Anyone know how to get net.tos to find config files that aren't in the root directory?

thanks muchly,
~Adam Aulick

2986. PC-ANSI font for Warp 9?

Newsgroup: comp.sys.atari.st
Date: 1993-12-05 03:33:16 UTC
From: umcordes@ccu.umanitoba.ca
Message-ID: <2drkps$c29@canopus.cc.umanitoba.ca>
Source record: 197212

Does anyone out there have (or know of) a PC-ANSI font that I can load into the Warp 9 control panel? I'm talking about a font that has characters 128-255 defined as the little graphic characters that the ibm has.

I have looked on atari archive and there seems to be nothing there.

I basically want something that came with STalker 3, but in a format Warp 9 can use! (What the hell does Warp 9 use anyway?)

Thanks!
--
<Trevor_Cordes@umanitoba.ca> @ University Of Manitoba, Canada
"Thank you for that great round of indifference" -- Bill Needle, SCTV
==========

2987. Re: Teleport

Newsgroup: comp.sys.atari.st
Date: 1993-12-05 06:55:10 UTC
From: ABARBIERO@delphi.com
Message-ID: <931205.06910.ABARBIERO@delphi.com>
Source record: 197266

Digital Optical Analog (a old NeXT developer) has a item called
BLACKMAIL wich is a digital voice mail system, it is quite professional
and I believe it plugs into the DSP port on the F030. Atari has a working
version of it (I saw it there) I did not
get a chance to see it in action, but it looks like a viable VAR item
for professional sales.

Andreas@AEO
ABARBIERO@Delphi.com

2988. Re: Teleport

Newsgroup: comp.sys.atari.st
Date: 1993-12-05 07:50:47 UTC
From: Gordie Meyer ATARI UNITED cofounder <BIBLINSKI@delphi.com>
Message-ID: <931205.10247.BIBLINSKI@delphi.com>
Source record: 197269

I think the product you're asking about is called BlackMail, and it's from Digital Optical Analog (DOA). It's an interface between the phone lines and the Falcon, but I'm not sure of the specifics. I've heard it's been sent to Atari Corp for compatibility testing (or something) and should be available for sale in the next few months.

The creators of BlackMail are on the net, so maybe they'll see this and respond with further details. Or, you could send them e-mail at: howard@doa.com or steve@doa.com

--
..|'''.| '|| || > Gordie Meyer
.|' ' .... || ... . > P.O. Box 1982
|| .... .| |. ||' '' .' '|| || || .|' > Ames, IA 50010-1982
'|. || || || || |. || || ||' > USA
''|...'| '|..|' .||. '|..'||. .||. '|..|' > biblinski@delphi.com
==> This sig idea flagrantly stolen. So sue me. > ATARI UNITED!

2989. Atari Jaguar dealer ..

Newsgroup: comp.sys.atari.st
Date: 1993-12-05 08:34:00 UTC
From: robert_hugoh@p10.stacken.ct.se
Message-ID: <2d019d89@p10.stacken.ct.se>
Source record: 197219

Is there anyone who can help me with addresses to Atari Jaguar dealers in the United Kingdom or in Germany (if they've got any).

Thanks in advance from Rob!

2990. Re: converting BBC disks to ATARI

Newsgroup: comp.sys.atari.st
Date: 1993-12-05 14:11:30 UTC
From: pjb1008@hermes.cam.ac.uk
Message-ID: <pjb1008.25.2D01EBAA@hermes.cam.ac.uk>
Source record: 197270

In article <CHF56J.yz@liverpool.ac.uk> spb@liverpool.ac.uk (Mr. S.P. Bode) writes:
>From: spb@liverpool.ac.uk (Mr. S.P. Bode)
>Subject: converting BBC disks to ATARI
>Date: Thu, 2 Dec 1993 17:42:18 GMT

>Does anyone know of any software that will allow me to read a BBC disk
>on my Atari?, I have a BBC program with pages of data statements which
>I need to convert to run on my ATARI.

>Thanks in advance.

>Ste.

Please specify what type of BBC disks.

I have only had success transfering files from DDFS (Double Density) disks.
I have had severe problems trying to read DFS disks (Single Density) and I
don't know what the disk format is for ADFS disks.

(By double density, I mean 16 sectors/track, 256 bytes/sector.)

The standard BIOS/XBIOS commands for reading a disk will work for DDFS disks
but you should note that the Atari's operating system is expecting 512 bytes/
sector. If you read one track from the BBC disk then you should set up a
buffer of 512*16 bytes, not 256*16 bytes. When the disk is read, each
sector will be written into 256 bytes, then there will be a gap of 256
bytes, then the next sector is read, etc.

It is coming up the the end of full term, so I will not be able to add to
the above comments. If you need more help, mail me direct after Jan 11 1994.

Peter Benie

2991. EXCEL for ST ??

Newsgroup: comp.sys.atari.st
Date: 1993-12-05 15:46:26 UTC
From: Ronald.Hartwig@arbi.informatik.uni-oldenburg.de
Message-ID: <1993Dec5.155021.2819@arbi.Informatik.Uni-Oldenburg.DE>
Source record: 197271

Hi,

just a brief question: I need a excel like program for a friend. He thinks he needs to buy a DOS like Compu to do so, but I think there must be an equal program available on the ST. So if you know some, please mail me (please no posting.. I would not find the answers in all this hundreds of postings) and tell me if they are PD (or not), available per ftp or something like this.

thank you
Ronald

--
+- *** If you know women, you WILL prefer computers ! ***---+ __ // _ __
| Ronald Hartwig, Haareneschstr.2,26121 Oldenburg,0441-71590 /\ / // | \ /
| EMail: Ronald.Hartwig@informatik.uni-oldenburg.de |--| __ -/ |_/ __
+- *** I am sleeping my day away. (DAD) *** -------WWWF--- /

2992. Re: Teleport

Newsgroup: comp.sys.atari.st
Date: 1993-12-05 16:26:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d020bca@troed.ct.se>
Source record: 197202

In a message of 05 Dec 93 07:55:10, Abarbiero wrote:

A> Digital Optical Analog (a old NeXT developer) has a item called
A> BLACKMAIL wich is a digital voice mail system, it is quite professional
A> and I believe it plugs into the DSP port on the F030. Atari has a working
A> version of it (I saw it there) I did not
A> get a chance to see it in action, but it looks like a viable VAR item
A> for professional sales.

No news on the long-awaited software DSP modem???

That's something that REALLY could boost Falcon sales ..

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

2993. The Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-12-05 17:48:36 UTC
From: csypge@scs.leeds.ac.uk
Message-ID: <1993Dec5.174836.24062@gps.leeds.ac.uk>
Source record: 197273

Right then, you lot out there, answer me a few questions will you. I am thinking of buying one of these 'Wonder' machines (because I already own an STE - I like Atari and want to stick with them), but the lack of news on the games front is some what limited, don't you say??

Would it be right in saying, that Atari should get hold of a few good licenses? For example Streetfighter 2 Super, Mortal Kombat, a Sonic type klone (eg Zool). Surely then the console will sell? I mean, if people saw these games running at the speeds of arcade machines in their own front rooms, then people like Nintendo and Sega would miss out and there names would no longer be of importance to us. Let alone future generations actually knowing what a SNES or Mega Drive actually were!!

And why don't Atari advertise the fact that they have invented this brilliant machine? I ask people if they have heard of it and they go: 'Is that like a SNES' or 'What the new Amiga CD32' or 'Panasonics 3DO?'. I mean, naive or what? But that is what it is getting to isn't it. Atari have gone down and according to a few people are never coming back up again.

Hopefully someone out there can answer these questions and pour light on the subject of 'Atari and Advertising'!!!

Peter

2994. My for sale stuff is gone.

Newsgroup: comp.sys.atari.st
Date: 1993-12-05 17:57:37 UTC
From: Don.Nelson@launchpad.unc.edu
Message-ID: <2dt7eh$d90@samba.oit.unc.edu>
Source record: 197272

Thanks to everyone who responded to my FOR SALE post last eweek.
Its all gone , thanks emerson.

I do have a SM 1224 MonoMonitor still looking for h home. Leave me a
message if interested, $75 sound good?
Don

--
The opinions expressed are not necessarily those of the University of
North Carolina at Chapel Hill, the Campus Office for Information
Technology, or the Experimental Bulletin Board Service.
internet: laUNChpad.unc.edu or 152.2.22.80

2995. Re: HD Backup Utility - Help

Newsgroup: comp.sys.atari.st
Date: 1993-12-05 18:29:15 UTC
From: rrice@netnews.upenn.edu
Message-ID: <2dt99r$gdt@netnews.upenn.edu>
Source record: 197275

bob erkamp (erkamp@titan.arc.ab.ca) wrote:
: I recently installed TOS 2.06 in my Mega 2 St and Turtle (v3.02 I think) no
: longer wants to work. Is there a workaround? If not can someone recommend a
: similar backup utility (hopefully free/shareware).

: --

Sorry--I got bit by the Turtle too. Dust off the wallet and get
Diamond Back 3 when you see it advertised. ORA gives magnificent
support, 2 was supremely rational and loaded with features, and 3
promises to be much better yet--I hope it uses GEM. With that and
Diamond Edge you will be better served than anything else availible--and
no, I'm just a supremely satisfied customer. Probably the best-designed
software I own.

Rob S. Rice
rrice@mail.sas.upenn.edu

2996. Re: upgrading STe memory

Newsgroup: comp.sys.atari.st
Date: 1993-12-05 18:34:44 UTC
From: d93rkr@t.hfb.se
Message-ID: <1993Dec5.183444.13787@t.hfb.se>
Source record: 197276

In article 36l@cville-srv.wam.umd.edu, dwallace@wam.umd.edu (He whose name must not be spoken...) writes:
> I have decided its definitely time to drop more RAM in my 1040STe,
>and am planning on picking up some SIMMS to put into it. I had been
>under the impression that plain old 1 meg Macintosh SIMMs work fine,
>but someone told me recently that they thought you could only use 256k
~~~~~~~~~~~~~~~~
??????????????
If this is the case, wich it isn't, you must have 16 SIMMs in your ATARI to get 4 meg of RAM!!!!!

>SIMMs; I don't think this is accurate, but thought I'd consult The Panel
>Of Experts before I drop down the money for the 1 meg chips. Will the
>1 meg SIMMs work okay for me? Thanks.
>

Yes you can, and should use 1 meg SIMMs (2 or 4 of them!).

You can use 8- or 9-bits SIMMs.

---
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
_/ _/ _/ _/ _/ _/ _/ _/ STm
University of Borlange, Sweden _/_/_/ _/ _/_/_/ _/_/ _/ STe
_/ _/ _/ _/ _/ _/ _/ _/ F-030
~~~~~~~~~~~~~~~~

2997. Re: The Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-12-05 18:53:06 UTC
From: rjung@netcom.com
Message-ID: <rjungCHKsGI.8E3@netcom.com>
Source record: 197282

In article <1993Dec5.174836.24062@gps.leeds.ac.uk> csypge@scs.leeds.ac.uk (P G Eyles) writes:
> Right then, you lot out there, answer me a few questions will you. I am
>thinking of buying one of these 'Wonder' machines (because I already own an
>STE - I like Atari and want to stick with them), but the lack of news on the
>games front is some what limited, don't you say??

You're reading the wrong newsgroup. Try rec.games.video.misc, where the continuing battle between the Jaguar, the 3DO, and the CD^32 wage endlessly. Oh, you also get lots of technical speculation and news of developers and advertisements and games and whatnot.

> Would it be right in saying, that Atari should get hold of a few good
>licenses? For example Streetfighter 2 Super, Mortal Kombat, a Sonic type klone
>(eg Zool). Surely then the console will sell?

Atari has nary the resources to acquire a "hot" license and develop it in a timely manner, I think. Better instead to just sell the machine and court the third-party developers, then let _them_ put the big titles on the Jaguar. And that's exactly what's happening. While Capcom (STREET FIGHTER 2) and Acclaim (MORTAL KOMBAT) are not Jaguar developers yet, Atari has already signed up Interplay, id Software, Accolade, Microprose, and others. And yes, ZOOL 2 is already named as a future Jaguar title.

> And why don't Atari advertise the fact that they have invented this
>brilliant machine?

Have you read the latest issues of GAMEPRO, VIDEO GAMES, or ELECTRONIC GAMING MONTHLY? Two-page Jaguar ads, two-page Lynx ads. An upcoming issue of DIE HARD GAME FAN will prominently feature the Jaguar on the cover. And television ads have been running fairly extensively in the New York City and San Francisco areas, where the current "initial test market" is running.

>Hopefully someone out there can answer these questions and pour light on the
>subject of 'Atari and Advertising'!!!

Again, get yourself a new newsgroup. B-)

--R.J.
B-)

////////////////////////////////////|\\
Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
-------------------------------------+------------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were chosen because you are the class clown and frankly, you're expendable."

2998. Re: Home/Personal Accounting Package

Newsgroup: comp.sys.atari.st
Date: 1993-12-05 19:10:20 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Dec5.191020.3701@bradford.ac.uk>
Source record: 197284

: Does anyone know where there might be a file on the net which describes
: the contents of the DESKTOP.INF file? I have figured out part of it on
: my own, but the rest would require considerable trial and error (empha-
: sis on error). Posting such infomation here might be useful as well.

I don't think such a thing exists, although it most certainls should. When Alistair Bodin of Atari UK was asked for some information on the format of DESKTOP.INF (and NEWDESK.INF) he replied :"We do not recommend that you modify these files yourself".

Certain functions, however, are only possible if you modify the DESKTOP.INF file yourself though. I have thoroughly sussed the DESKTOP.INF file though, and most of the NEWDESK.INF file (although this is different in the latest TOSses).

If you have any specific questions regarding these files, feel free to ask me. Documenting the .INF file would certainly be a mammoth task, but I'll try when I get time. In the meantime, here's some often-missed tasters...

(If anything is wrong, its because I don't have a .INF file to hand, so I can't check exact syntaxes. Keep a backup of your unmodified .INF file.)

1) WINDOW MASKS are available in TOS 1.x. In the #W line which is appropriate near the top, simply change '*.*' to '*.PRG' or anything of your choosing. This will appear when the new .INF file is re-read. Note, though, that folders do not appear, and if the window is closed, the mask will have disappeared when you re-open it.

2) UNIVERSALLY INSTALLED APPLICATIONS: These are made by changing '@ *.*@' in the #F (or whatever) line to e.g. 'C:\VIEWER.PRG@ *.*@. to send all files whose masks do not appear below in the specifically installed applications to C:\VIEWER.PRG.

3) Changing icons. In TOS 1.x, you are limited to Filing Cabinet, Folder, Window, File, Trashcan, but these are fully interchangeable, so you can e.g. have your 'recoverable trashcan' folder as a Trashcan icon, and your 'Clipboard' drive as a Folder Icon, and your Applications Drive as a Window, etc. etc. This is done by changing the HEX identifier of th3e icons. I can't remember where they are, but I think it is obvious when you look.

Anyway, that was fun wasn't it!!

Also, remember something which has been said elsewhere recently, which is to leave the single trailing space on the end of every line, and a blank line at the bottom. Use a 'clean' editor. I use GENST from HiSoft.

Note to all flamers: I have probably made the odd mistake, so please
correct me if you can, but please, no flames. It was just a bit of
friendly advice remember. I am sick of writing something innocent here,
and being flamed into niext week.

Steve Taylor.
(The sig was crap anyway)

2999. Re: converting BBC disks to ATARI

Newsgroup: comp.sys.atari.st
Date: 1993-12-05 19:20:03 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Dec5.192003.3760@bradford.ac.uk>
Source record: 197285

Mr. S.P. Bode (spb@liverpool.ac.uk) wrote:

: Does anyone know of any software that will allow me to read a BBC disk
: on my Atari?, I have a BBC program with pages of data statements which
: I need to convert to run on my ATARI.

Perhaps you could find a friend with an Archimedes??? I believe these
read/write both MS-DOS and BBC disks without any difficulty. BBC BASIC can
need quite a bit of modification, depending on which ST basic program you
will be using. I suppose the most compatible would be the BBC emulator,
although it probably runs slower than your BBC itself!

Steve Taylor.
(The sig was crap anyway)

3000. ATARI SWAP MEET

Newsgroup: comp.sys.atari.st
Date: 1993-12-05 20:29:09 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <2dtgal$1j5@charm.magnus.acs.ohio-state.edu>
Source record: 197287
Cross-posted to: osu.general,oh.general,comp.sys.atari.st,comp.sys.atari.st.tech,alt

THE ATARI COMPUTER ENTHUSIASTS OF COLUMBUS (OHIO)

present their annual

ATARI SWAP MEET

7:30pm, WEDNESDAY, DECEMBER 8, 1993

AT

CHEMICAL ABSTRACTS
2540 OLENTANGY RIVER ROAD
COLUMBUS, OHIO
1/2 MILE NORTH OF LANE AVENUE
OPPOSITE THE OSU PRACTICE FIELDS

COME BUY, SELL OR TRADE ATARI COMPUTERS AND GAME-SYSTEMS HARDWARE AND SOFTWARE.

10% OF YOUR GROSS SALES MUST BE DONATED TO A.C.E.C.

_
--
Vice | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
President | P.O.BOX 29103 | 8-bit
of: | COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *

3001. Re: Lattice C on the Falcon?

Newsgroup: comp.sys.atari.st
Date: 1993-12-05 20:34:38 UTC
From: Paul.Civati@mettav.royle.org
Message-ID: <755237404.0@mettav.royle>
Source record: 196936

On 26 Nov 93 at 09:44:27 (-Unknown-) wrote the following:

> Lattice C - 5.6 - How much? Does it have an interactive assembler,
> disassembler, debugger, editor, etc.?

I think so but I don't own LC myself.

> P.S. I'm in education so do I get a discount? Student or just
> Educational?

IIRC students get a 30% discount, if they can prove they're a student,
photocopy of your student ID card perhaps.

-Paul-

--
~=~=~=

3002. Re: gcc2.5.3

Newsgroup: comp.sys.atari.st
Date: 1993-12-05 21:29:30 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.6jLpTYU_jO_@semprini.waterloo-rdp.on.ca>
Source record: 197237
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <BAMMI.93Nov30232418@acae127.cadence.com>, Jwahar R. Bammi writes:
> > compiler error when including one of the standard files. Do I need a newer
> > g++ library, or is, as I suspect, g++2.5.3 shagged.
> >
>
> i just sent out a new libg++/headers. it was fully tested with
> gcc 2.5.5. that i also sent. please give them a try.

2.5.4's cc1plus still produces an address error (3 bombs) on a plain ST
with 4M; I didn't test cc1 too much but at least it didn't crash on
hello.c... :-\

I'll try 2.5.5 as soon as it moves out of New on a.a.u.e; I've heard
that 2.5.x also have sever problems on Linux and other x86 and 0x0
architectures... from the sound of things, they were being pretty
optimistic when they said 2.5.5 would be the last 2.5.x...

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3003. Re: MiNT and Neodesk 3

Newsgroup: comp.sys.atari.st
Date: 1993-12-05 21:45:22 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.w0G6iSn1Oek@semprini.waterloo-rdp.on.ca>
Source record: 197236
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <SCHWAB.93Nov29110000@issan.informatik.uni-dortmund.de>, Andreas Schwab writes:
> Newer versions of MiNT (i don't know which version, probably after
> 1.04) will also run the auto folder programs after itself, i.e. it
> doesn't have to be the last auto program. It also fiddles with the
> basepage chain so that MiNT is not visible. Thus maybe a newer version
> of MiNT can help you.

I've never actually seen that in action... When I run MiNT (1.08; 1.09
soon) it doesn't load anything after it in the AUTO folder.

--
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cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3004. rec for old atari enthusiast

Newsgroup: comp.sys.atari.st
Date: 1993-12-05 21:46:39 UTC
From: pmarton@andy.bgsu.edu
Message-ID: <CHL0Hv.3tq@andy.bgsu.edu>
Source record: 197292

I was the proud owner of two of the Atari 8-bit systems (400 &
800XL) and I currently own a 520ST which I got in '86. I stopped using it
a few years later from lack of local support, and I'm interested in
getting a newer Atari to "play" with, now that I'm a CS major and I'm
learning about how cool the Motorola series is. Would someone please
recommend to me an inexpensive system that can show off what the ST can
do? Because I have a monster PC-clone already(sorry, better support for
it where I live) I won't need a big hard drive for common apps, so that
should cut down the price. Maybe there's an Atari FAQ somewhere that
describes the different models. I know the PC and Mac machines very well,
but the only STs and Amigas I've played with were 1st generation.

Thanx in advance...

Sig under construction...Please excuse the inconvenience of misspled words.

Pete Martone
pmarton@andy.bgsu.edu

--
****
Peter Francis Martone
pmarton @andy.bgsu.edu
sophmore computer science major

3005. 30/1

Newsgroup: comp.sys.atari.st
Date: 1993-12-05 22:19:24 UTC
From: William.Kent@f100.n30.z47.byte.bbs.no
Message-ID: <755132646.AA02053@byte.bbs.no>
Source record: 197294

Does anybody out there use Emagic Notator Logic on an ST or Falcon.
I would very much like to hear what it's like.

Does it run under MTOS?
Is it very slow? (even on a Falcon?)
Does it include a MIDI expander?

If you know the answer to these questions please mail me. I will be
very greatful, as I am thinking of upgrading from Creator SL -> Logic.

Regards:
Internet: william.kent@byte.bbs.no

-- ReadMail ST

3006. ISHAR II Problems....

Newsgroup: comp.sys.atari.st
Date: 1993-12-05 22:22:12 UTC
From: JMILLAR@delphi.com
Message-ID: <931205.62532.JMILLAR@delphi.com>
Source record: 197295

Hello Falcon owners!

I'm having a great deal of trouble with the new Falcon compatible version of Ishar II. Don't get me wrong, it's a fantastic game, but it crashes so often on me, it's almost worthless trying to play it!

I have a Falcon 030/80 with TOS 4.04 and am running the extensible control panel, and the FPATCH2 program. I run the program off the harddrive (which doesn't seem to cause a problem, since when it's run off floppy it crashes as often) and, depending on if I select MUSIC ON, the game crashes (freezes, makes annoying noises, or bombs) sooner or later. The game tends to crash earlier if I let the soundtrack play. Is there something I'm doing wrong? A patch program I'm missing? Has anyone else experienced these problems?

The game allows play when the music's off from 10-60 minutes, and from 0-15 minutes when it's on.

Any help regarding this irritating problem would be GREATLY appreciated!

Take care,

Jay Millar

3007. Re: ST wordprocessors *summary*

Newsgroup: comp.sys.atari.st
Date: 1993-12-05 22:29:20 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.6xLeQFNdOGI@semprini.waterloo-rdp.on.ca>
Source record: 197235

In <1993Nov29.162923.7241@solaris.rz.tu-clausthal.de>, Christian Perle writes:
> : Now (for the Mac)... maybe he'll port Calligrapher to a platform that
> : has _no_ word processors (like Linux).
> Oops? What is TeX then? A text adventure?
> All right, it's no WYSIWYG, but it's still a word processor. (A f**king good
> one, if you ask me).

TeX (or LaTeX) is not a word processor, it's a typesetter with rather
rigid style formats unless you want to learn a lot of TeX macro
programming. EMACS is not a word processor, it's an operating system
disguised as a text editor.

TeX + EMACS != a word processor

You wouldn't call PageStream and Tempus a word processor (a DTP program
and a text editor) even though it's WYSIWIG.

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cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3008. PI CONTEST PROGRAMS ON UMICH

Newsgroup: comp.sys.atari.st
Date: 1993-12-05 23:48:23 UTC
From: jmcdonal@garnet.acns.fsu.edu
Message-ID: <2dts07$99l@mailer.fsu.edu>
Source record: 197297

I have uploaded the file 'pi_st.zip' to atari.archive.umich.edu in the directory 'atari/New'. This file contains (among other things), the three programs which were sent in to Stuart Lyster for computing PI on an Atari ST.

This is my first attempt at uploading a file to an FTP site; I think I did it correctly. Enjoy, one and all!

--
-- James E. McDonald III, jmcdonal@garnet.acns.fsu.edu, Tallahassee FL --
"The sky is not the limit to mastery, for -- as any science fiction enthusiast can tell you -- there are infinite worlds left to explore once the sky is left behind." <-- Gary Gygax, "Role-Playing Mastery"

3009. Re: Encrypt *.PRG to Xchange data with DOS?

Newsgroup: comp.sys.atari.st
Date: 1993-12-06 01:20:15 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Dec6.012015.5432@bradford.ac.uk>
Source record: 197205

```
: Could you name me programs which allow the exchange of encrypted
: data between TOS and DOS-machines? I would use the PRG for an Atari
: 1040 STF.
:
: Please name me the Atari *.PRG, its MSDOS counterpart AND possibly
: where I could ftp the stuff.
:
: Please e-mail me at markus@uni-bonn.de
```

This doesn't make a great deal of sense... Sorry...
Here goes though...

I would try the ZIP archiving utility. On the ST, STZip by Vincent Pomey
is used, and on the PC, PKzip is used. Later versions include data
encryption along with compression and archiving facilities.

OK

Steve Taylor.

3010. Re: Help - Turtle

Newsgroup: comp.sys.atari.st
Date: 1993-12-06 01:23:21 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Dec6.012321.5481@bradford.ac.uk>
Source record: 197206

: I recently installed TOS 2.06 in my Mega 2 St and Turtle (v3.02 I think) no
: longer wants to work. Is there a workaround? If not can someone recommend a
: similar backup utility (hopefully free/shareware).

Try The Vault. It's PD/Shareware (I'm not sure which). It has lots of incomp-
atibilities IMHO, but its still good once you get it working.

If you want to spend loadsamoney, Diamond Back is worth a look.

Steve Taylor.

3011. HSModem

Newsgroup: comp.sys.atari.st
Date: 1993-12-06 01:24:15 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.79122@cix.compulink.co.uk>
Source record: 197204

There's a new version of HSModem which is Falcon compatible. Unfortunately all the docs are in German. I'd be grateful for any tips on using it with a Falcon. My comms related programs are Connect and STraight Fax.

Ofir ogal@cix.compulink.co.uk

3012. Re: Any Speedo-Fonts in the Public Domain???

Newsgroup: comp.sys.atari.st
Date: 1993-12-06 03:57:04 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.9Xf1MbBC0Y2@semprini.waterloo-rdp.on.ca>
Source record: 197155

In <1993Dec1.162731.4993@ibr.cs.tu-bs.de>, Axel Kielhorn writes:

Warwick says:
> |> Well, that was a stupid thing for Atari to use then, wasn't it.

Axel says:
> Oh no, it wasn't!

Oh yes, it was.

> You can get 1000+ font from Bitstream (buy them of course).

Compared to the 10,000 or so you can get for free, or ShareWare or
commercial, etc, of Adobe Type-1 fonts.

> Some years ago, when Atari decided to use the Bitstream-Format
> there was no alternative around:
> Adobe hadn't released the Type1 specifications
> Noone had ever heard of True Type.

That's nonsense. By the time they got finished fooling around with FSM
"we're having trouble getting the manuals printed" GDOS, Type-1 was by
far the most popular font scaling technology on Macs AND PCs, with
TrueType in use on most Macs (FSM-GDOS was ready for release after the
Mac System 7 shipped with TrueType).

> Some time later Microsoft decided to define and use TrueType,
> Adobe decided to release the Type1 specs, which made TrueType
> redundant.

Uh, Apple "defines" TrueType; Micro$oft simply bought the rights to
distribute a TrueType engine in their software.

OS/2, on the other hand, was sensible enough to pick up Adobe's Type-1
format, and include Adobe Type Manager as an integral part of their
system software.

> But guess who used TrueType in its GUI and guess who uses this GUI
> on his/her computer because shell-commands are too awfull to type
> and there was (is?) no standard way to do graphic on that computer.

Huh? Does this mean TrueType is a bad technology? Because they
attempted to add a GUI to a dead architecture and breath further
zombi-like life into it? TrueType is bad for other reasons (no kerning!
max point size of 127 points!), but definitely adequate for most people
needing cheap font scaling technology.

> Now there are million of people using this GUI, porting fonts or
> even building new ones.

Gee, sounds horrible. If only Atari suffered from this.

> What do we learn from this:
>
> *Never* start with something new. Someone else will copy it (modify it)
> sell it a million times and you get blamed for not following the
> market (not technology!) leader.

Huh? Are you saying Atari should sell clones? Or maybe that Atari
should use TrueType instead of following the workstations you mentioned?
(Personally, I've never heard of a workstation using BitStream's font
format, but my exposure to workstations is limited to a few Suns and
NeXTs... guess which format NeXT workstations use -- Adobe Type-1!)

> Maybe i should have a look at the Bitstream code, steal the
> TrueType specification (or are they available in the public domain,
> including undocumented features?) and write a TrueType to Bitstream
> converter.

Go for it. TrueType specs are on one of Micro$oft's ftp servers (which
are running Windoze NT, so watch out for crashes).

Or better yet, write a Type-1 to BitStream converter; the Type-1 fonts
are much better than the TrueType fonts.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3013. C'T : Any german readers get this!?

Newsgroup: comp.sys.atari.st
Date: 1993-12-06 05:03:23 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2dueer$qd7@news.dmpe.CSIRO.AU>
Source record: 197215

Hallo Mein Freunds!

Wie Gehts!?

I am posting this that someone who gets/reads C'T will e-mail me some information about it. I am particularly interested in it as it seems to have many articles on hardware projects, such as the ST IDE controller, the TOS 2.06 board, etc., but I am yet to find a place which sells it here in Australia (maybe something to do with it's German Language ...)

Anyway, all help will be greatly appreciated,

Best Regards,

Karl.
--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| Work: +61 3 252 6222 Fax: +61 3 252 6244 Home: +61 3 853 9622 |

3014. Je suis desole

Newsgroup: comp.sys.atari.st
Date: 1993-12-06 08:12:37 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <2duphl$fb5@vishnu.jussieu.fr>
Source record: 197222

Le monsieur ayant dit que Populous II ne marchait pas sur Falcon, j'ai
repondu que j'etais desole - de le contredire - mais qu'il marchait tres bien.

MB.

3015. Re: Lack of ka9q SLIP documentation

Newsgroup: comp.sys.atari.st
Date: 1993-12-06 08:47:00 UTC
From: bwwl@sun.rz.tu-clausthal.de
Message-ID: <1993Dec6.084700.16639@solaris.rz.tu-clausthal.de>
Source record: 197280

adam dean aulick (u1418@sparc24.cs.uiuc.edu) wrote:
> Does anyone out there know where I can find decent documentation for
> ka9q?

> I've got a release of v871225.31 that's missing its doc, gulam, and
> spool subdirectories, from umich. I tried getting a copy from
> ftp.tu-clausthal.de, but it was a corrupted .lzh.

I have just checked the *lzh files again. All archives are ok.
Perhaps you had some problems downloading the files at your site.

The log-files at our site shows the successfully transfer of all the files
you requested at Sat 4 Dec.

Bye,
Wolfgang.

info to other people: the files are available at ftp.tu-clausthal.de in
/pub/atari/telecomm/tcpip/*. Access via FTP, FSP (FSP_HOST 139.174.2.10,
FSP_PORT 21) or via email from "mail-server@ftp.tu-clausthal.de".
--
Wolfgang Ley email: Ley@rz.tu-clausthal.de
Teichstrasse 9
D-38678 Clausthal-Zellerfeld "With workstations you can do a lot of
(Germany) nonsense. With PC's not even that..."
Phone: +49 5323 82132
To obtain public-pgp-key use 'finger bwwl@sun.rz.tu-clausthal.de'
or query a public-key-server for 'Ley@rz.tu-clausthal.de'.

3016. Re: Lack of ka9q SLIP documentation

Newsgroup: comp.sys.atari.st
Date: 1993-12-06 08:50:32 UTC
From: bwwl@sun.rz.tu-clausthal.de
Message-ID: <1993Dec6.085032.16739@solaris.rz.tu-clausthal.de>
Source record: 197281

adam dean aulick (u1418@sparc24.cs.uiuc.edu) wrote:
> Does anyone out there know where I can find decent documentation for
> ka9q?

> I've got a release of v871225.31 that's missing its doc, gulam, and
> spool subdirectories, from umich. I tried getting a copy from
> ftp.tu-clausthal.de, but it was a corrupted .lzh.

The archives are ok! Perhaps you are using an old lharc-version to
unpack them. Get the newest version (2.32) from ftp.tu-clausthal.de
/pub/atari/archivers/lharc/lha_232.tos

Bye,
Wolfgang.
--

Wolfgang Ley email: Ley@rz.tu-clausthal.de
Teichstrasse 9
D-38678 Clausthal-Zellerfeld "With workstations you can do a lot of
(Germany) nonsense. With PC's not even that..."
Phone: +49 5323 82132

To obtain public-pgp-key use 'finger bwwl@sun.rz.tu-clausthal.de'
or query a public-key-server for 'Ley@rz.tu-clausthal.de'.

3017. CLA version 2 Release Announcement

Newsgroup: comp.sys.atari.st
Date: 1993-12-06 09:49:07 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CHLxxv.BJ1@newcastle.ac.uk>
Source record: 197274

```
================================================================================
CLA
DIGITAL LOGIC DESIGN & SIMULATION ENVIROMENT
Version 2 Release 1
================================================================================

Release Date: 6/12/93

After a rather prolonged delay, (over a year), CLA LOGIC v2 is now almost ready
for release.

Here is the specification of this, the Version 2 Release 1 edition of the system.

- MultiTOS friendly (Xacc2 support coming soon as well).

- Full GDOS support (for printed output), with a choice of GDOS or custom vector
fonts in printed output.

- .GEM Metafile output of schematics & simulation results for inclusion in
documentation (GDOS/NVDI/FontGDOS/Speedo)

- A whole new GUI, with flying dialogs (in a window of course), roll-up toolbars,
pop-up & pull-down menus, multiple editor windows, and more....all fully
GEM'ed & MTOS happy. TOS4+ is supported. If you've ever used Motif or
MS windows, then you'll appreciate this.

- Multi-window editor allows you to work on many blocks simultaneously, either
using a scaled-to-fit view, or a scrolling window.

- Selectable drawing scale & page size (individual to each block).

- Falcon/TT/STE/ST compatible.

- Works in Colour, but a minimum vertical resolution of 400 is needed, so a
virtual screen driver is needed on ordinary ST/STE's to use colour.
(eg Monster)

- Support for Falcon extended GFX modes (ScreenBlaster, etc), and TT video
cards such as the CrazyDots Card.

- Better gate level editting (Move gate, rotated gates, etc).

- Improved Display quality (proper arcs & circles) & speed.

- Full hierarchical structuring of designs with easier block traversal.

- User definable keyboard shortcuts for all functions.
```

- User edittable gate representations, via a newly written vector object
editor.

- Interactive simulation, with the following tools:
o Multiple 20 trace logic analysers
o 'Active' probing
DISABLED o Monitoring bulbs, for those 'quick little checks'
o Variable simulation resolution.
o Auto clocking inputs at definable frequencies
o Manually setable inputs for interactive simulation
o Multiple Word Generators for batch simulations

The simulation functions are fully integrated and accessable at any time.

- Library module facilities:
o Predefined libraries
o Library module loading.
o Design merge
o Proper (new) Librarian program for maintaining libraries

- VHDL support. A (very limited at present) subset of VHDL is supported for
textual design, in the form of a seperate compiler which produces CLA
blocks which may then be inserted into designs.

- A seperate (for now) Finite State Machine editor which produces PALASM code
for your design so that you can actually design real chips.
(Only supports the 22V10 directly at the moment). Also outputs .GEM
files for documentation purposes, and gives detailled reports of how
the FSM has been implemented in the PAL, including:
o Device Pinouts
o Output Equations and States
o State Equations
o Input Variables & Transistion lists.
All on top of the PalAsm source code (there is a PD version of PALASM
for the ST called PASSM which can then be used to produce JEDEC files
for programming PAL's with. This is the first of the device synthesis
modules for CLA, but will not be the last.

- Fanout checking has been removed & will now become part of an upcoming
EPLD Synthesis Tool for CLA designs.

- Maximum number of Gates : 10,000

This was a summary of some of the nicer features of the program. There are many
more features actually in the package.

SYSTEM REQUIREMENTS:

- Basic System
This is a real minimum, a hard drive & NVDI are recomended as the speed of
the system on this set up will not be good, and the screen area will seem
very cramped, with no room for toolbars & analysers.
o Atari ST
o 2 Meg memory (minimum - more is needed for large designs).

o Double sided floppy.
o 640*480 Mono Monitor

- Our System
This is what we develope on (and in future, for). Although we test with multiTOS, it tends to slooow thiiings dooown in practice, so we don't use it.
o Falcon 030
o 4 Meg memory
o 65Meg Hard drive
o SVGA Monitor + extended screen drivers (800*600 16 colour).
o NVDI + WINX2.1

- Ideal System
This is what we'd like to have, but cann't afford.
o Atari TT
o MultiTOS
o Loads of memory (8Meg +)
o Hard Drive
o 19" Monitor.
o NVDI

Where Can You Get It ?

CLA2 has been uploaded to atari.archive.umich.edu & ftp.uni-kl.de, look for the file CLAV2R1.ZIP.

PLEASE NOTE THAT CLA IS SHAREWARE......AND MANY EXTENSIONS WILL NOT BE MADE AVAILABLE VIA FTP (such as the Extended Finite State Machine Designer & EPLD Synthesis Tool).

Questions to :

craig.graham@newcastle.ac.uk

Thanks to my Beta testers for knocking things into something close to working order. Special mention to Chris Forker, Julian Cole, Si Harrison for testing on their machines, and Pete & Mal for showing me the error of my ways on mine.

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 4883098
Stevenage,England.|| Snail-mail: 2 Sun Street, Suniside, Newcastle, England.
----------/__\----------
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

3018. Re: Atari Show in UK

Newsgroup: comp.sys.atari.st
Date: 1993-12-06 09:51:15 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <CHLy1G.6Ep@cs.bham.ac.uk>
Source record: 197231

In article <754963250snz@falcon.demon.co.uk> alex@falcon.demon.co.uk writes:
>In article <CHF31K.79n@westminster.ac.uk> vctec@westminster.ac.uk writes:
>>
>>What about the Atari Show in the North....Haydock park near Manchester on Dec
>>12. Anyone going there?
>
>I believe we are (HiSoft that is), since I come from that part of the world
>(further North really, Cumbria), its kinda home ground to me.
>

I attended the Atari Show in Birmingham yesterday... where were you
Hisoft??

About a dozen or so exhibitors - all had F030s, most of them
accelerated to 32MHz.

Compo had Geneva, which looked pretty quick (but/and MiNT
incompatible), That's Write 3 which does Speedo fonts and all their
other stuff.

Titan Designs (makers of the Reflex graphics card for STs) had their
video digitiser (30fps), Thought (a new graphical ideas processor,
like Calligrapher's outliner), Chromastudio (24 bit
animation/morphing/painting program from the guy who did Photochrome)

System Solutions were selling 28 and 36MHz accelerators for STs,
demonstrated a F030 32MHz running BlowUP 2 (on sale) with Cubase Audio
(on sale), and their normal stuff like Tower cases.

It was a disappointingly small show, considering it was run by the
main ST magazines...

--Chris

3019. Re: 16-bit text with Speedo problem

Newsgroup: comp.sys.atari.st
Date: 1993-12-06 10:02:37 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <CHLyKD.6Jq@cs.bham.ac.uk>
Source record: 197265

In article <754962264snz@falcon.demon.co.uk> alex@falcon.demon.co.uk writes:
>In article <CHGKtB.HD1@cs.bham.ac.uk> C.J.Ridd@cs.bham.ac.uk writes:
>
>>Any suggestions welcome... I'm disassembling the VDI bindings at the
>>moment to figure out what's going on :-(
>
>If you ask me nicely I'll send you the bindings (actually you don't need
>to ask that nicely!).
>
>AFAICR the binding just points the intin point in the control array to the
>string that you pass.
>

From what I understand, v_ftext16() et al assume the word array is
terminated by a 0x0000 word. Unfortunately, this *appears* to be a
legal BICS character, namely space.

I hacked a new binding to take an extra len parameter, which thus
copied the 0 words across, but Speedo simply failed to print after the
first 0x0000 (well, it might have printed a space, but I couldn't
distinguish white space from the white screen :-(

Sooo... the Lattice binding appears to be Ok (AGK breathes easily...)
but my info on BICS seems to be in flawed.

Anyone know anything on BICS? Like how to print a space??

Oh, the main reason I want 16-bit text was to get proper typographical
quotes and dashes, you know, like the Macintosh. I doubt there will be
a speed penalty using 16-bit characters, considering the binding for
8-bit characters!

--Chris

PS: did the documentation on global constructors/destructors fall out
of the word processor Alex?

3020. Re: Lattice C on the Falcon?

Newsgroup: comp.sys.atari.st
Date: 1993-12-06 10:15:42 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CHLz66.CCx@barclays.co.uk>
Source record: 197288

In article <754307066.1799@minster.york.ac.uk>, andrew@minster.york.ac.uk writes:
|> Lattice C - 5.6 - How much? Does it have an interactive assembler,
|> disassembler, debugger, editor, etc.?
ANSI C compiler with assembler, make, profiler, debugger, editor, integrated environment. MiNT, MTOS & Falcon libs. Includes book on Atari System Software development or somesuch title. Cost is 169.95GBP but should be cheaper mail order (The old version was easily obtainable for 80GBP).

|>
|> P.S. I'm in education so do I get a discount? Student or just Education
I believe it is an option. Mail hisoft@cix.compulink.co.uk for details. Mines on order - should be here any day now.

--
+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

3021. Re: FALCON GAMES

Newsgroup: comp.sys.atari.st
Date: 1993-12-06 10:16:11 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CHLz6z.CDq@barclays.co.uk>
Source record: 197290

```
In article <754307326.1917@minster.york.ac.uk>, andrew@minster.york.ac.uk writes:
|> I have a large list of Falcon Compatible Games now and it is still
|> growing. Most of it comes from the FOG-UK and they got theirs from
|> Silicon Magic in the USA.
|>
|> If I have a lot of requests for it, I'll post it.
|>
|> -Andrew
Consider this a request :-)

--
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-----------------------------------------------------------+
```

3022. Re: Home/Personal Accounting Package

Newsgroup: comp.sys.atari.st
Date: 1993-12-06 10:27:37 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <CHLzq1.67I@cen.ex.ac.uk>
Source record: 197267

In article <1993Dec5.191020.3701@bradford.ac.uk> S.P.Taylor@bradford.ac.uk (Steve Taylor) writes:

: Does anyone know where there might be a file on the net which describes
: the contents of the DESKTOP.INF file? I have figured out part of it on

I don't think such a thing exists, although it most certainls should. When Alistair Bodin of Atari UK was asked for some information on the format of
---

The book "The Atari A to Z" by Mark Baines contains a fulll description of both desktop.inf and newdesk.inf for all TOS versions and is due out just as soon as the ST Club get around to publishing it.
{{{ Dan }}}

3023. Re: ISHAR II Problems....

Newsgroup: comp.sys.atari.st
Date: 1993-12-06 10:29:12 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <CHLzsp.6CB@cen.ex.ac.uk>
Source record: 197268

In article <931205.62532.JMILLAR@delphi.com> JMILLAR@delphi.com writes:

doesn't seem to cause a problem, since when it's run off floppy it crashes
as often) and, depending on if I select MUSIC ON, the game crashes (freezes,
makes annoying noises, or bombs) sooner or later. The game tends to crash
earlier if I let the soundtrack play. Is there something I'm doing wrong?

Ishar II runs perfectly from my HD, I have TOS 4.01 though.
{{{ Dan }}}

3024. Re: UK source for "Atari Compendium"

Newsgroup: comp.sys.atari.st
Date: 1993-12-06 10:32:17 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CHLzxt.CID@barclays.co.uk>
Source record: 197289

In article <1993Dec1.205343.6940@mnemosyne.cs.du.edu>, shenson@nyx10.cs.du.edu (Stephen Henson) writes:
|> I've heard several people speak highly of a book called "The Atari Compendium",
|> does anyone know a UK source, or failing that Author/Publisher/ISBN ?
|> What does this book cover, OS, hardware or (I hope) both. My reference
|> stuff is getting out of date.
|> PLease respond by email if possible.
|> Thanks, Steve.
Hisoft in the UK sell it. mail them for the price - hisoft@cix.compulink.co.uk
--
+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

3025. Re: Portfolio

Newsgroup: comp.sys.atari.st
Date: 1993-12-06 10:37:45 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CHM06y.CLs@barclays.co.uk>
Source record: 197291

In article <1993Dec2.110432.1@acad.drake.edu>, dwm003@acad.drake.edu (Duncan W. McQueen) writes:
|> I need help:
|> What went wrong with the Atari Portfolio? I heard that it was a good little
|> device, why did it fail?
It didn't - they sold a ton of them and still sell it now. There are many add-ons for it as well as software and loads of PD stuff.

|> Thanks!!

--
+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

3026. Re: The Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-12-06 10:51:00 UTC
From: teh@unix.brighton.ac.uk
Message-ID: <1993Dec6.105100.24454@unix.brighton.ac.uk>
Source record: 197286

csypge@scs.leeds.ac.uk (P G Eyles) writes:
> Hopefully someone out there can answer these questions and pour light on the
> subject of 'Atari and Advertising'!!!
>
> Peter

Its not officially out yet in this country, advertising would be a bit premature

In the couple of places in the US were it is out Atari are advertising (on TV!!)

I think you should be able to expect a lot of advertising when it arrives!!

Tom.

3027. Re: WINX 2.2 Arrows look strange---bug or feature?

Newsgroup: comp.sys.atari.st
Date: 1993-12-06 11:06:49 UTC
From: avg@cwi.nl
Message-ID: <CHM1JD.Dux@cwi.nl>
Source record: 197277

haegar@wembley.uni-paderborn.de (Thorsten Boehm) writes:

>These boxes are so called 'scroll-boxes'. If you have GEM 3.x
>(>TOS 2.0 I think), you can use these boxes to scroll the window
>up and down. To do so, click on the box and without releasing the
>mousebutton, move the arrow up. With increasing difference between the
>mousearrow and the box, the window will scroll faster.

Hm. Interesting. I suppose I should be happy with the boxes (one at
the moment since I am not 'trenning' the arrows) instead. I must have
missed them in the 2.2 manual. Weird, I read it quite thoroughly. Why
don't the boxes have some kind of descriptive ASCII character in them?
(Well, there isn't much to choose from the IBM set, is there...)

BTW, has anyone got the new MultiTOS which has a 'SMALLER' which
iconifies windows? (I don't) What does that look like? Are Atari
still using characters or did they finally do something which can
compete with the Motif or 4Dwm look?

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 799
1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740

3028. Re: Hi

Newsgroup: comp.sys.atari.st
Date: 1993-12-06 11:07:42 UTC
From: avg@cwi.nl
Message-ID: <CHM1Ku.Dvv@cwi.nl>
Source record: 197278

elaan@dutentb.et.tudelft.nl@ writes:

>blaat blaat

Veel meer kunnen ze in Delft niet. Is dat wat je bedoelt?
--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 799
1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740

3029. Re: MEDUSA T40

Newsgroup: comp.sys.atari.st
Date: 1993-12-06 11:11:46 UTC
From: avg@cwi.nl
Message-ID: <CHM1rM.Dyv@cwi.nl>
Source record: 197279

Lexicor@world.std.com (Yat W Siu) writes:

... MEDUSA runs ...

>Cubase

I take it you mean versions >= 3.0 ? :-(

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 799
1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740

3030. Re: Je suis desole

Newsgroup: comp.sys.atari.st
Date: 1993-12-06 11:15:59 UTC
From: avg@cwi.nl
Message-ID: <CHM1yo.E1I@cwi.nl>
Source record: 197283

bourlon@gla.ecoledoc.ibp.fr (Marc BOURLON) writes:

> Le monsieur ayant dit que Populous II ne marchait pas sur Falcon, j'ai
>repondu que j'etais desole - de le contredire - mais qu'il marchait tres bien.

De temps a temps, on est desole de quelque chose. C'est la vie.
Il eut fallu qu'on le susse, zullen we maar zeggen. Sable au-dessus.

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 799
1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740

3031. Yamah TX-81Z for sale (UK)

Newsgroup: comp.sys.atari.st
Date: 1993-12-06 11:49:55 UTC
From: djs@jet.uk
Message-ID: <1993Dec6.114955.17765@jet.uk>
Source record: 197296
Cross-posted to: uk.misc,rec.music.misc,rec.music.makers,comp.music,comp.sys.atari.st

Yamaha TX-81Z multi-timbral FM synth rack module. 1U high.
Eight voice polyphonic, eight part multi-timbral.
Two outputs, addressable individually or as a stereo pair.
Good MIDI implementation.

Available with all manuals, plus self-loading voice disks (hundreds
of sounds).

Price GBP 125.
--
- Yamaha TX81Z for sale, Email for info.
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

3032. Re: Hi

Newsgroup: comp.sys.atari.st
Date: 1993-12-06 12:51:49 UTC
From: avg@cwi.nl
Message-ID: <CHM6EE.Ftq@cwi.nl>
Source record: 197293

avg@cwi.nl (A.V. Groenink) writes:

>elaan@dutentb.et.tudelft.nl@ writes:

>>blaat blaat

>Veel meer kunnen ze in Delft niet. Is dat wat je bedoelt?

Sorry.

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 799
1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740

3033. Re: Where is Kermit Source available?

Newsgroup: comp.sys.atari.st
Date: 1993-12-06 14:17:29 UTC
From: darrenk@gpu.utcc.utoronto.ca
Message-ID: <CHMAD6.EKz@gpu.utcc.utoronto.ca>
Source record: 197234

```
In article <2drham$kq2@access.digex.net>,
Michael Winters <winters@access.digex.net> wrote:
>Besides getting a tape from Columbia University, is there any site that
>has Kermit source for Atari? Thanx for any help.
>
>--- Mike

Try : watsun.cc.columbia.edu

dk
--
Music's for you and me
Not the fucking industry...darrenk@gpu.utcc.utoronto.ca
```

3034. Lemmings Bundle 4 Sale

Newsgroup: comp.sys.atari.st
Date: 1993-12-06 14:21:28 UTC
From: malay@stars.reston.paramax.com
Message-ID: <CHMAJu.ALq@bart.stars.reston.paramax.com>
Source record: 197299

My orginal buyer has backed out of the deal.

Here is the offer: Lemmings/OH! No More Lemmings in original
cartons, includes all disks and docs - perfect condition.

Price: $25.00 (for the pair) includes UPS Ground in the States
(extra postage required for COD or outside the States).

Bob Malay

--
****
* *
* Robert M. Malay Unisys Corporation *
* Government Systems Group *
* 12010 Sunrise Valley Drive *
* Reston, VA 22091 *
* *
* malay@stars.reston.paramax.com *
* 703.620.7750 *
* *
****

3035. Is Atari Explorer dead? !!!

Newsgroup: comp.sys.atari.st
Date: 1993-12-06 14:35:55 UTC
From: Lannie@ins.infonet.net
Message-ID: <2dvg0b$655@insosf1.infonet.net>
Source record: 197298

Is Atari Explorer Dead? I gave them my money almost two years ago and
I have not received anything. I called them about a million times and
got a run around each time. !

I was told to send a letter to Gordy at Atari. So much for that!
Does anyone know how to get a refund from these people? All I want is
a response as to why I got screwed, and my money back, and a subscription
to something!
Later
Lannie

3036. Re: converting BBC disks to ATARI

Newsgroup: comp.sys.atari.st
Date: 1993-12-06 14:49:13 UTC
From: gavin@praxis.co.uk
Message-ID: <1993Dec6.144913.7771@praxis.co.uk>
Source record: 197243

spb@liverpool.ac.uk (Mr. S.P. Bode) writes:
>Does anyone know of any software that will allow me to read a BBC disk
>on my Atari?, I have a BBC program with pages of data statements which
>I need to convert to run on my ATARI.

I managed to do it using Knife-ST, a disk utility program from HiSoft.
It will read 'alien' disks at the sector level and has a facility to build an
Atari file (in memory) out of what it finds.

Fortunately, ADFS files are always contiguous so as long as you know the
starting sector and length (from *INFO on the BBC) it's not too difficult to
reconstruct the data. However, it's a bit tedious since you have to select
each sector in turn, so it's only really useful for one-off conversion of a
small number of files.

A more effective solution would be to convert the complete disk to a single ST
file and then write a program that understands the ADFS directory structure and
could extract individual files. But I never got round to that...

Gavin

3037. Re: The Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-12-06 14:49:36 UTC
From: andym@dsbc.icl.co.uk
Message-ID: <CHMBus.IFz@dsbc.icl.co.uk>
Source record: 197201

In article <1993Dec6.105100.24454@unix.brighton.ac.uk> teh@unix.brighton.ac.uk (Tom Haines) writes:
>csypge@scs.leeds.ac.uk (P G Eyles) writes:
>> Hopefully someone out there can answer these questions and pour light on the
>> subject of 'Atari and Advertising'!!!
>>
>> Peter
>
>Its not officially out yet in this country, advertising would be a bit premature
>
>In the couple of places in the US were it is out Atari are advertising (on TV!!)
>
>I think you should be able to expect a lot of advertising when it arrives!!
>
>Tom.

HMV in Edinburgh were advertising and taking orders for the machine two weeks ago for delivery on December 10th. The price was 199 UK quids. I guess this is the UK release date.

I didn't buy one but I might...

Andy D.M.

3038. Re: Civilization Again

Newsgroup: comp.sys.atari.st
Date: 1993-12-06 15:02:58 UTC
From: Paul Purdom <pwp@cs.indiana.edu>
Message-ID: <1993Dec6.100302.24366@news.cs.indiana.edu>
Source record: 197300

lpzssm@unicorn.nott.ac.uk (S. Marshall) writes:

>4) The manual is very confusing about making specialists - it tells
>how to make an entertainer into a taxman, but nothing seems to make an
>entertainer. Hints anyone ?

Click on the city to get the information about the city displayed. Then click on the map of the squares around the city. Choose a square were there are symbols which indicate that some one is working. This will make the person working there into an entertainer. If you have some specialists and click on a square where no one is working then one of the specialists will become a worker. Often you will want to use this technique to change where people are working.

Can someone post information about where one can get Civilization for the ST? My comments are based on the IBM version, but I would have gotten the ST version if I had known it was available (and I still might if the price is not too high).

3039. Re: MEDUSA T40

Newsgroup: comp.sys.atari.st
Date: 1993-12-06 15:12:08 UTC
From: d93rkr@t.hfb.se
Message-ID: <1993Dec6.151208.1765@t.hfb.se>
Source record: 197203

In article Dyv@cwi.nl, avg@cwi.nl (A.V. Groenink) writes:
>Lexicor@world.std.com (Yat W Siu) writes:
>
>.... MEDUSA runs ...
>
>>Cubase
>
>I take it you mean versions >= 3.0 ? :-(
>
Why run Cubase on such a monster???

If you can afford a MEDUSA, you can afford a New version of Cubase!

>
>--
>Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
>CWI, Kruislaan 413 | Room: M233 | P.O. Box 799
>1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
>Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740

---
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
_/ _/ _/ _/ _/ _/ _/ _/ STm
University of Borlange, Sweden _/_/_/ _/ _/_/_/ _/_/ _/ STe
_/ _/ _/ _/ _/ _/ _/ _/ F-030

3040. Q: IFF sound file format?

Newsgroup: comp.sys.atari.st
Date: 1993-12-06 15:31:05 UTC
From: bobhays@ibmws001.spss.com
Message-ID: <CHMDrw.4Iy@spss.com>
Source record: 197207

I went hopping through old mags and found some sound samples in IFF format - anyone able to tell me how to translate that (I'd like to convert the samples for use on an old S612 sampler). You can post or email (I read this group voraciously - I'm hungry:-) to bobhays@spss.com.

Thanks and have fun! - Bob

--
==========
The opinions expressed above are those of Bob Hays and not SPSS, Inc.
bobhays@spss.com Phone: (312) 329-3529 | "I do not remember the anal probe"
Fax: (312) 329-3657 | - Passion Fish

3041. Re: UK source for "Atari Compendium"

Newsgroup: comp.sys.atari.st
Date: 1993-12-06 15:53:34 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <CHMEtB.CsA@cs.bham.ac.uk>
Source record: 197208

In article <CHLzxt.CID@barclays.co.uk> Iain.Laskey@barclays.co.uk writes:
>In article <1993Dec1.205343.6940@mnemosyne.cs.du.edu>, shenson@nyx10.cs.du.edu (Stephen Henson) writes:
>|> I've heard several people speak highly of a book called "The Atari Compendium",
>|> does anyone know a UK source, or failing that Author/Publisher/ISBN ?
>|> What does this book cover, OS, hardware or (I hope) both. My reference
>|> stuff is getting out of date.
>|> PLease respond by email if possible.
>|> Thanks, Steve.
>Hisoft in the UK sell it. mail them for the price - hisoft@cix.compulink.co.uk

Actually, it's 39.95 GBP. I ordered mine pre-budget, just in case ;-)

The hardware side is not great, but OS calls-wise it is terrific!

--Chris

3042. Atari Software for Sale

Newsgroup: comp.sys.atari.st
Date: 1993-12-06 15:55:01 UTC
From: CROWDER#M#_ELAINE@MSGATE.CORP.APPLE.COM
Message-ID: <CROWDER#M#_ELAINE-061293074820@17.1.7.47>
Source record: 197238

Since my friend has just sold all of his Atari ST hardware, he has alot of software to sell. The following prices include shipping:

Print Master Plus & library 1&2 + fonb & bord $18.00
Flight Simulator II + extra books $18.00
Certficate Maker & library $18.00
VIP Prof. $13.00
Silent Service $13.00
Mean18 & Famous Course I & II $18.00
Balance of Power $13.00
Zork Trilogy $13.00
Pinball Wizard $13.00
Test Drive $13.00
Prof. Craps $13.00
SkyFox $13.00
A Mind Forever Voyaging $13.00
Borrowed Time $13.00
Mindshadow $13.00
Bartenders Guide $13.00
Wine Appreciation $13.00
1st Word $13.00
Thunder $13.00
DB Master $13.00
Black Cauldron $13.00
Math Talk $13.00
Cad-3D + Architect Design $18.00
Shareware Disk $13.00

Please email me at CROWDER#M#_ELAINE@MSGATE.CORP.APPLE.COM if interested.

3043. Re: WINX 2.2 Arrows look strange---bug or feature?

Newsgroup: comp.sys.atari.st
Date: 1993-12-06 16:01:23 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <CHMF6C.CwJ@cs.bham.ac.uk>
Source record: 197241

In article <CHM1JD.Dux@cwi.nl> avg@cwi.nl (A.V. Groenink) writes:
>BTW, has anyone got the new MultiTOS which has a 'SMALLER' which
>iconifies windows? (I don't) What does that look like? Are Atari
>still using characters or did they finally do something which can
>compete with the Motif or 4Dwm look?
>

The screenshots in the Compendium have 3D G_BOXCHARs to the left of the FULLER widget, with a little upwards pointing triangle (ASCII 128?) in. Upwards pointing? But it minimises the window! Sheesh.

Interesting Compendium snippet: AES 4.1 has the capability of using a Speedo font (any index, any point size) instead of the system font. You set some AES variables in the GEM.CNF, I recall. I don't know how this affects resource files (sizes are stored as multiples of characters internally)

--Chris

3044. Welcome to comp.sys.atari.st!

Newsgroup: comp.sys.atari.st
Date: 1993-12-06 16:14:07 UTC
From: sourada@iastate.edu
Message-ID: <gen_755194441@iastate.edu>
Source record: 197239
Cross-posted to: comp.sys.atari.st,news.answers,comp.answers

```
Archive-name: csas-faq/part1

Welcome to comp.sys.atari.st! Please read this FAQ before posting a question
to comp.sys.atari.st, since a lot of common questions are answered here.

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

Entries are dated by the last change. ??.??.?? means they were last changed
before the dates were added.

The following is an index of the questions answered in this part of the FAQ.
For easy access to a particular question, search for the tag surrounded by
colons (i. e. :GNU:). Questions marked with '*' are new or changed.

WEL Welcome to comp.sys.atari.st
EMILY Hints from Emily Postnews
BOOKS What books are available for the Atari ST?
DEV How do I become a developer for the Atari ST?
ERR What does TOS ERROR nn mean?
FREE What is Free-Net and how can I get access?
MAGS What magazines are available for the Atari ST?
TIPS TIPS AND HINTS from other users
ZNET Where can I get copies of ZNET?
EXPLOR Where can I get copies of Atari Explorer Online?
PD Where can I get Public Domain/Shareware software?
MAIL E-Mail file servers
FTP Anonymous FTP servers
COMP Atari-related companies
IAAD Independent Atari Developers
CREDIT Who has contributed to the FAQ?

:WEL: 93.06.11
Welcome to comp.sys.atari.st
============================

This newsgroup is devoted to discussion about 16 and 32 bit Atari micros. At
present that includes the Atari 520ST, 1040ST, Mega ST, STe, STacy, Mega STe,
TT, and Falcon. There are also emulators for the Apple Macintosh and IBM
PC/XT/AT available.

Most of the people who read this newsgroup are technically oriented.
The newsgroup serves as a resource for Atari users ... feel free to
contribute to the discussions.

Associated newsgroups include:
```

comp.binaries.atari.st ! uuencoded binary programs
comp.sys.atari.st.tech ! technical programming/hardware topics
comp.sources.atari.st ! uuencoded/shar sources

:EMILY: ??.??.??
Hints from Emily Postnews
==========

(Thanks to John Henders (jhenders@jonh.wimsey.bc.ca) for this bit of _humor_.)

Emily Postnews Visits comp.sys.atari.st

(Due to popular demand, (well at least one persone asked anyways), Emily has taken time out of her busy schedule to answer a few commonly asked questions specific to c.s.a.st.)

Dear Emily.
Some Amiga user is raving on c.s.a.st about how wonderful
his computer is, and how awful mine is. What should I do?
signed My Computer is NOT a Toy.

Dear My Computer, etc,etc.
Many people's egos are so tied to their possessions, they
have to affirm their existance by raving about the superiority
of their machine to anyone who will listen. You should immediately
flame these people into cinders, using every rumour or misconception
you've ever heard about their brand of computer, as this will cause
lots of posts, and develop into a massive flame war, which is one
of the main reasons most people read c.s.a.st. If this didn't happen
every six months, everybody would unsubscibe to this newsgroups from
boredom.
Or, you could put comp.sys.amiga.advocacy in the Followup to:
line, and any article replying to yours would go to the newsgroup
designed for this discussion.
Or, if your newsreader supports it, you could build a KILL FILE,
which eliminates any post that has the word Amiga in it.

Kill files can be created in rn and trn by hitting the 'K' key.
This will make a kill file based on the article you were reading
at the time. Then control K will put that file in the editor for you
to play with. You use the same regexp commands here that are in rn.
For example. /[Ff]oo/h:j would search all headers of unread articles
for both Foo and foo, and junk them. Check the docs for your newsreader
for further details.

Dear Emily.
I like flame wars, and want to start one of my own, so my name
will be as famous as Richard Covert's.
Signed, Too much Time on My Hands.

Dear Too much time.
Sorry it took so long to reply, but Richard's in my kill file
and someone had to forward your post to me, or I'd never have seen it.

Flame wars are fun. They're the main reason people creted Usenet,
and should be encouraged at every opertunity.
Some of the most common tricks for starting flame wars are as
follows.
1: Post a note in another newsgroup telling all the users there that
they own a piece of junk, and if they had a half a brain, they'd have the
same computer you do, as it's obviously the best.
2: Toss a bit of slander against another computer in a totally
unrelated post. This guarantees a follow up, even if your original
post wasn't of any interest.
3: Create a signature file that has a put down of another computer
in it. This will get flame wars going in threads that have completely
unrelated Subject: lines, thus slipping through all but he most exacting
kill files.
I hope you find these tips handy in creating your next flame war.
And just remember, your computer MUST be the best, after all, it's yours.

:BOOKS: 93.06.11
What books are available for the Atari ST?
==========

The (Almost) Complete Guide to Atari Reference Books

Atari Coropration
1196 Borregas Avenue
Sunnyvale, CA 94089

Atari TOS Developer's Kit

Atari has now make the developer's documentation public (meaning you don't have
to be 'a developer' to buy it). See DEV above
for more information.

Atari UK Software Support
Atari
Atari House
Railway Terrace
Slough, BERKS
United Kingdom
SL2 5BZ
Tel 0753 53344

"A few people have asked for more info on the release by Atari UK of
the programming docs. They have been released as 5 books."

Programming Guides GEMDOS/BIOS & general programming. 238 pages. #29.99.
(# = the British pound). Still Another Line A Doc (SALAD), Intelligent
keyboard protocol, chkdsk3 docs, midi assoc address sheet.

Programming Guides New machines. 184 pages. #29.99.
Rainbow TOS release notes, STE developers addendum, STE TOS release
notes, TT030 TOS release notes, TT030 hardware ref manual, VMS expansion
for TT & MegaSTe. Includes 2 disks of utilities, examples, xcontrol &

docs.

Programming Guides - GEM VDI
Programming Guides - GEM AES - combined books. 514 pages. #49.99

All the above together #99.99

Hardware and Chip Specs. 228 pages. #29.99
Engineering hardware spec, ACSI, MC6850, 68901, ay3-8910, wd1770, blitter
Monitor & cartridge port. Also schematics.

[Info from a posting by Iain Laskey dated 30 Nov 1991]

Compute! Publications,Inc.
PO Box 5406,Greensboro NC
27403(919-275-9809)

Computes Technical Refence Guide Volume One. VDI
Sheldon Leeman
ISBN 0-87455-093-9

Computes Technical Refence Guide Volume Two. AES
Sheldon Leeman
ISBN 0-87455-114-5

Computes Technical Refence Guide Volume Three. TOS
Sheldon Leeman
ISBN 0-87455-149-8

Learning C. Programming Graphics on the Amiga and Atari ST.
Marc B. Sugiyama and Christopher D. Metcalf
ISBN 0-87455-064-5

Compute's ST Applications Guide. Programming in C
Simon Feild,Kathleen Mandis and Dave Myers
ISBN 0-87455-078-5

Scott,Foresman and Company.
Professional Publishing Group
1900 East Lake Avenue,Glenville IL
600025

Learning C on the Atari ST
Joseph Boyle Wikert
ISBN 0-673-18738-1

Sybex Inc.
2344 Sixth St.
Berkely,CA
94710

Programmers Guide To GEM
Phillip Balma and William Fitler
ISBN 0-553-34397-1

Taylor Ridge Books
PO Box 48
Manchester, Connecticut (no zip listed) usa
(203)643-9673

C-manship Complete, $19.95
Calyton Walnum
No ISBN

"a decent book on programming your st gem/aes/vdi plus other stuff that is
based on the 31 articles that Clayton Walnum wrote for Analog. It was written
on a mega 4 with Calamus."

Addison-Wesley Pub.

68000 Assembly Language
Donal Kantz & James Stanley
ISBN 0-201-11659-6

"An interesting book on 68000 for the Atari (and amiga too, but both in
the abstract)"

atari.archive.umich.edu

Assembly Language Programming
Robert Arp
Disk archives, not published in paper at this time.

"It is an excellent guide to assembly languuage programming. It is very
large and takes quite a while to make a hard copy if you desire to do so.
The file names are arp68k-book.tar (the text) and arp68k-pix.Z.tar
(.img files to go along with the text)."

****
*
* THE FOLLOWING BOOKS ARE CURRENTLY OUT OF PRINT
*

Abacus Software,Inc.
5370 52nd Street,S.E.
Grand Rapids,MI
49508

Atari ST Internals
K Gerits,L. Englisch and R. Bruckmann
ISBN 0-916439-46-1

Atari ST GEM Programmers Reference
Norbert Szczepanowski and Bernt Gunther
ISBN 0-916439-52-6

Atari ST 3d Graphics Programming
Uwe Braun
ISBN 0-916439-69-0

Atari ST Disk Drives Inside and Out
Uwe Brawn,Stephan Dittrich and Axel Schramm
ISBN 0-916439-84

Atari ST Machine Language
B.Grohmann,P.eidler and H.Slibar
ISBN 0-916439-48-8

Atari ST Introduction to MIDI Programming
Len Dorfman and Dennis Young
ISBN 0-916439-77-1

Bantam Books,Inc.
666 5th Avenue
New York,New York
10103

Atari ST Application Programming
Lawrence J. Pollack and Eric J.T.Weber
ISBN 0-553-34397-1

```
*****************************************************************
*
* This List can be freely distributed and added to
* All I ask is that people identify the added information as
* their own
* John Henders
* Vancouver,BC
* On Usenet uunet!ubc-cs!van-bc!jhenders
* On ForumST John henders@448
* On GEnie c/o D.LEMAY2
*
* C-Manship & 68000 Assembley Language suggested by Joe Gaudreau [DPZ]
* Robert Arp's Assembley Language book suggested by David P. Forrai [DPZ]
```

:DEV: 93.06.11
How do I become a developer for the Atari ST?
==========

Contact Bill Rehbok, (408)745-2022

[UNITED STATES ONLY. IF YOU LIVE OUTSIDE THE UNITED STATES, CONTACT
YOUR COUNTRY'S ATARI HEADQUARTERS FOR MORE INFORMATION.]

Bill can explain the program to you, and send an information packet if you
desire.

Atari has gone to a 2-tier developer membership. The 'higher quality'
developer support goes to commercial developers, and costs $250. The
'no-hand-holding, no announcement of company future products, no access
to discounted hardware' goes to noncommercial developers, at an initial cost
of $125, plus $50 renewal fee each year.

Both tiers receive the ST/TT Developer Kit and all developers have to fill
in an application form and a non-disclosure agreement. Contact Bill for

more information.

Atari is now selling the developer's kit (or parts of it) seperately. No project-in-development or non-disclosure agreement is necessary.

:ERR: ??.??.??
What does TOS ERROR nn mean?
What do the bombs on my screen mean?
==========

The information below was written, in part, by Darryl May, and posted on GEnie in January (of ????) by John Townsend. The original also appeared in the June 1988 issue of _Current Notes_ (122 N. Johnson Rd., Sterling, VA 22170). It has since found its way to me, and is being posted to comp.sys.atari.st as a service to readers.

Alan Pratt wrote to tell me that the basic information may be correct, but that it cannot be dubbed "official" unless it originates, on paper, from Atari. This makes sense, as electronic communications are easily modified, even accidentally.

Roland Waldi provided information regarding the difference between TOS and GEM return codes which appears to be correct. The tables have been modified to reflect his information.

The following is an unofficial list of the errors that can appear while you are operating your ST computer.

Error description return code alert box #
==========
OK (no error).....0
Fundamental error.....-1
Drive not ready.....-2
Unknown command.....-3
CRC error.....-4
Bad request.....-5
Seek error.....-6
Unknown media.....-7
Sector not found.....-8
No paper.....-9
Write fault.....-10
Read fault.....-11
General error.....-12
Write protect.....-13
Media change.....-14
Unknown device.....-15
Bad sectors on format.....-16
Insert other disk.....-17
Invalid function number.....-32.....1
File not found.....-33.....2
Path not found.....-34.....3
No handles left.....-35.....4

```
Access denied..................-36.............5
Invalid handle.................-37.............6
Insufficient memory............-39.............8
Invalid memory block address...-40.............9
Invalid drive specified........-46............15

No more files..................-49............18
Range error....................-64............33
Internal error.................-65............34
Invalid program load format....-66............35

The last code is the infamous "TOS error 35"!

Also, some unofficial information via Alan Pratt:

Notably, you should add -48: ENSAME (not the same drive, occurs when
you call Frename and the two names you give aren't on the same drive),
and -67: EGSBF: you can't use Mshrink to GROW a block of memory.

Those bombs that appear on your screen are error messages from
the 68000 micro-processor.

Number
Description of bombs
=========================================
Reset: Initial PC2..............1
Bus Error.......................2
Address Error...................3
Illegal Instruction.............4
Zero Divide.....................5
CHK Instruction.................6
TRAPV Instruction...............7
Privilege Violation.............8
Trace...........................9
Line 1010 Emulator.............10
Line 1111 Emulator.............11
[unassigned, reserved].........12
[unassigned, reserved].........13
Format Error...................14
Uninitialized Interrupt Vector..15
[unassigned, reserved].......16-23
Spurious Interrupt.............24
Level 1 Interrupt Autovector....25
Level 2 Interrupt Autovector....26
Level 3 Interrupt Autovector....27
Level 4 Interrupt Autovector....28
Level 5 Interrupt Autovector....29
Level 6 Interrupt Autovector....30
Level 7 Interrupt Autovector....31
Trap Instruction Vectors.....32-47
[unassigned, reserved].......48-63
User Interrupt Vectors......64-255
```

:FREE: ??.??.??
What is Free-Net and how can I get access?
==========

A "Remodeled" Atari S.I.G. Opens

By now many of you have heard of the Cleveland Freenet, or more specifically the Atari S.I.G. on the Cleveland Freenet. For those who haven't, the Cleveland Freenet is an experimental computer system providing free public community telecomputing. Basically, it's a lot like a public library of the future. Many of these systems are popping up all over the country. Don't be surprised if one pops up in your neighborhood in the future.

Recently the Atari SIG has undergone a significant face-lift. All the regular areas are intact including its news sections, user group newsletter, online magazine sections, general as well as specific computer discussion boards (8 bit, 16/32 bit, Lynx, Portfolio), and our weekly Sunday night multi-chat conference.

The conference starts at 8pm EST sharp and is on channel "+Ataricon". What the staff at the Atari SIG has added, has given the Atari SIG the potential to cover all grounds of Atari and its related products.

The most noticeable addition to the Atari SIG is the Programming and Development Forum. This forum is intended to be used by developers, professional programmers, and Atari hackers (the old definition of "hacker") as a means to share ideas, help each other out, and find out the latest technical information on Atari's products. This board is ran by newly acquired SIG Operator, Peter Haller, a professional programmer who is running developer sections on hardware and software development, programming, MIDI applications development, Graphics Design, plus many other sections that can definitely become a programmer and developer's dream come true!

Last, but definitely not least, the Atari SIG has a restructured Product Info and Support Board and a new Special Applications Board. The Support Board includes a vast library of support lists. These lists range anywhere from phone numbers of Atari dealers and producers, to software reviews for 8 bit, 16/32 bit, Lynx, and Portfolio software. To sum it all up this area covers what's out there, who makes it, and how to get it for all Atari products. The Special Applications Board is just starting out. Currently there is an area for users of MIDI on the ST. MIDI users are encouraged to use this as a means to discuss MIDI related topics. This section is expected to expand in the future.

Accessing the Atari SIG has never been easier. One can access it via Internet by telenet'ing to 129.22.8.75 or "Freenet-in-b.cwru.edu" or by calling (216) 368-3888 300/1200/2400 bps. Once on the system, a user can apply for an account application and logon as a visitor. Once here, simply type "Go Atari" to get to the Atari SIG. A visitor can go anywhere on the Freenet and can read anything. They can't

post messages until they get their permanent accounts, however.

For additional information on obtaining access to Freenet write to
myself via the e-mail addresses above or by writing the SIG at its US
mail address:
The Atari SIG
P.O. Box 21815
Cleveland, OH 44121 USA

Lastly, a freenet application is available in the mail by writing a
request to the above address if you rather not download it from Freenet.

The Atari SIG is ready to serve the thousands of Atarians throughout
the world. We look forward to seeing you all real soon! Remember the
staff of the Atari SIG are volunteering their time for no pay and the
Cleveland Freenet, as well as the Atari S.I.G., is a non-profit organization
existing for the free exchange of information.

--

Mark Leair
Atari SIG Public Relations

Internet e-mail: aa338@Cleveland.Freenet.edu
CIS e-mail : internet>aa338@Cleveland.Freenet.edu

:MAGS: 93.09.04
What magazines are available for the Atari ST?
==========

If you've got updates, mini-reviews,
or more information on other magazines, please send them to me via e-mail.

As always, WRITE to a company before sending them money for a subscription.

US mags:

AtariUser, published by Quill Publishing Company

Cover Price: US $1.00 Canada $1.45 UK 1.50 (AtariUser is available for free
[$6.00/50 magazine shipping charge] from participating computer dealers,
bookstores & user groups!)

Subcription Rate: $21.30 US Bulkrate, $41.30 US First Class.
Address: AtariUser, 113 W. College Street, Covina, CA 91723 USA

Current Notes, published by Current Notes Inc.

Cover Price: US $3.95

Subscription Rate: $27.00/year (Atari clubs registered with Current Notes may
subscribe at $23.00/year) US, $35.00/year (Canadian club members at $31/year)
Canadian, Foreign rate $44/year.

Address: Current Notes Inc., 122 N. Johnson Rd., Sterling, VA 22170 USA

Atari Interface:

Write for a free sample copy of the Atari Interface magazine
(Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108)

AIM is soon to be available in Canada, Europe and Mexico, and should be in all local WaldenSoftware stores and many bookstores. If your "local" Atari dealer doesn't have it, he should be able to get it for you...

UK Mags:
(Thanks to Sam Marshall <samm@castle.edinburgh.ac.uk> and Kevin Busby <kevinb@syma.sussex.ac.uk> for some of the info here.)

ST Applications:
---

formerly the ST Club Newsletter, this is now the only non-games mag in the UK (although see ST World below). Approx. 4,500 copies per issue sold. News, reviews, interviews, tech tips, general forum, programmers' forum, PD catalogue. DTP'd on an ST. Retains a 'user-driven' feel. Recommended. The associated ST Club runs a PD distribution service and distributes a couple of commercial programs too (Fontkit Plus, UIS III, Molgraph, CRL Virus Killer, etc.).

12 issue Subscription now:
With Disk 6 Mags Without Disk Mags

UK: #26.50 #18.00
Europe (air) #30.50 #21.00
World (air) #38.50 #31.00

Address: ST Club, 2 Broadway, Nottingham, NG7 1PS, UK.

ST World:
---

formerly the leading UK non-games mag. Became a quarterly 'buyer's guide' in Autumn 90.

ST Format:
---

all-purpose 150-page monthly, mainly aimed at young people. Lively, but of uneven quality. Big leisure section, but other areas covered too. Includes cover disk - mix of games demos and (usually out of date) PD utilities. Probably the biggest-selling UK ST mag. Has had several public rows with Atari UK.

Future Publishing, Somerton, Somerset, TA11 6TB Tel. 0458 74011
Fax 0458 74378

Atari ST User:
---

like ST Format. Generally (amongst online users) thought
to be not quite as good.

ST Action:
---

games, games and more games. And games.

Atari ST Review:

Lots of info, more mature editorial style than Format, but not so
polished. 1 cover disk per issue.

Subscriptions: PO Box 500, Leicester, LE99 0AA. Tel: 0858 410510.

There are also, I think, some MIDI mags with strong ST content. I don't
have their names.

German Mags:

ST-Magazin, TOS, and ST-Computer united in August 1993 to the
"ST Computer", which is the only remaining magazine in Germany.
(I don't know if the following info still holds, then. --Steven)

ST Computer:
---
11 issues/year, typical around 180 pages
Subscription: DM 80 (domestic), DM 100 (normal mail), DM 130 (air mail)
Address: Heim Verlag, Heidelberger Landstr. 194, D-6100 Darmstadt 13 GERMANY

French Mags:

ST Magazine

Monthly in French. Oriented towards developers, professional users. Comes
with a disk each month.
ST Magazine - 10, rue Hegesippe Moreau - 75018 Paris - France
(French Teletel users: 3615 Teletel access, code STMAG)

STart Micro

Monthly, includes a cover disk. 11 issues per year. 64 + 16 (separated) pages.
Price: FF38 per issue, subscription: FF360. Subjects: Desktop publishing,
graphics, initiations to C and GFA Basic, survey of outcoming software, music,
folders. Minitel access: 3615 code ATARI. Address: FC Press, 57 rue Danton,
92300 Levallois-Perret, France.

Dutch Mags

ST, published by Stichting ST , postbus 11129 2301 EC Leiden the Netherlands
---
cover price: fl 6,95
Independent magazine by and for atari ST users.
covers all different topics from applications to games and hardware.

60 pages.

6 times a year. One year subscription fl 35,-
black and white pages.

Atacom, by Atari Club Groningen.

Never seen this one. I suppose you have to be a member of the club or so.
price is fl 4,95.
Adress of the club: Atari Club Groningen, Postbus 9164
9703 LD Groningen, the Netherlands.

Atari Nieuws, by Atari ST computer club Nederland

News paper sized publication. Lots of colour on newspaper pages. Not too many
pages though.
price is fl 3,95 (cheap cheap)
monthly publication.
adress: ACN, Postbus 5011, 2000 CA Haarlem, the Netherlands.

GFA-info, by GFA gg (usergroup)

Publication of the GFA-basic usergroup. This group has a lot of mainly
educational software available.
price is fl 5,00

adress: GFA gg, Frankrijklaan 14, 2034 BA Haarlem, the Netherlands

ST News, by Stichting Computers Eindhoven

This is an electronic magazine. It has been around for about 6 years now
and is completely in English!!! The first issues were in Wordplus format
back in 1986 but from the 6th issue on it included a readerprogram
both for color and monochrome. Even with music.
price is fl 10,00
adress: S.C.E., Kornoeljelaan 22, 5552 RC Valkenswaard

Swiss mags:

Atari ST News Schweiz

Dutch Atari ST Nieuws translated into German for the Swiss :-)

:TIPS: 93.06.11
TIPS AND HINTS from other users
==============================

Any 'multisync' monitor which handles 70 video fields a second can be used
with the ST; the custom cable involves no tricks, or commercial ones are
available. The original NEC multisync does NOT handle 70 fields a sec.

More than 3 bombs often means more than 1 error, so interpretations are
tricky.

An ST-formatted disk which is not readable by a PC can be made readable by putting the 3 bytes EB 34 90 (those were 3 bytes of hex) at the beginning of the boot sector (sector 1 of track 0). This can be done with either an ST or PC absolute sector editor. The Desktop of TOS 1.4 and higher does this automatically.

Some (older) PC-3.5"-drives cannot deal with the short track-header produced by ST formatters. On those drives, ST-formatted disks are not readable, independent of their boot sector contents. The other way, however, does always work: format on the PC.

When using disks formatted on a PC in an ST, make sure to insert and access a disk with a different serial number in between disk changes.

For those with the 'inaccessible' mouse and joystick ports, a joystick extender cable will make life easier. The Y-cable joystick extenders make it extremely easy to keep mouse and joystick connected to port 0, and a joystick extender cable in port 1 makes for easy hookup after you've moved the machine.

BARREL is a program which can redirect printer-data to a file. It comes in handy when your printer is unavailable, and the program does not already have an option to 'print-to-a-file'. (It is available on the atari.archive server.)

DBLEFEAT is a program which can redirect disk access from, say, drive A to drive B. Handy when a program 'hard-codes' the data drive, and you wish to use your hard drive instead. (It is available on the atari.archive server.)

On the Desktop, holding the right mouse button allows you to manipulate files in other windows. This is useful for a number of reasons. An example is this: say D:\BLAH.ARC is a file you would like to extract to D:\, but ARC.TTP is on C:\. Top D:\'s window, then hold the right button while double-clicking ARC.TTP in an inactive window.

:ZNET: ??.??.??
Where can I get copies of ZNET?
==========

ZNET is now Atari Explorer Online. Please see EXPLOR for more info.

:EXPLOR: ??.??.??
Where can I get copies of Atari Explorer Online?
==========
Atari Explorer Online magazine is available on CompuServe and GEnie. You can also get copies mailed to you by sending an e-mail message to

stzmagazine-request@virginia.edu

indicating you wish to subscribe.

They won't get to you on Friday (which is when they're posted), but Greg Lindahl provides an excellent service to the networking community by sending these out.

Atari Explorer Online and some information from the Current Notes user magazine are also available from the atari.archive server under /atari/magazines.

:PD: 93.06.11
Where can I get Public Domain/Shareware software?
==========

There are FTP sources and a comp.sources.atari.st/comp.binaries.atari.st mail server. You can also try the commercial on-line services such as GEnie, CompuServe, Delphi and Bix.

Using FTP, most files should be retrieved in BINARY format (at least those ending with the suffix of .ZIP, .ARC, .LZH, .ZOO, .PRG, .TTP, .TOS)

Mail servers encode files. You will need a program called 'uudecode' in order to change files ending with the suffix .UUE (or .UAB, .UAC, etc.) into their original form.

:MAIL: ??.??.??
E-Mail file servers

archive-server@spud.hyperion.com:

Spud holds all of the comp.sources.atari.st / comp.binaries.atari.st postings. If you aren't reading these two newsgroups, you should consider doing so. You may obtain uuencoded files as e-mail. You can obtain a help file by mailing a message to archive-server@spud.hyperion.com, with the main body of the message being the word 'help'.

atari@atari.archive.umich.edu:

The atari.archive server is mentioned many times in this article. It contains a multitude of Atari ST PD and shareware programs. If you don't have access via FTP you can obtain many of the files via e-mail. You should first obtain a help file by mailing a message to atari@atari.archive.umich.edu, with the main body of the message being the word 'help.'. If you are from a uucp site, please enclose this statement also 'path host1!host2!....', where host1!host2!... is your path. Please read the help file completely before you ask questions, and then send any you may have to jon@atari.archive.umich.edu. Any questions about the archive or specific files go to weiner@atari.archive.umich.edu (or weiner@terminator.rs.itd.umich.edu, jeff.weiner@um.cc.umich.edu, weiner@zircon.labmed.umn.edu, or weiner@umnstat.stat.umn.edu :-)

archive-server@micros.hensa.uk.ac:

This is a UK public domain archive, available to sites within the UK via via JANET.

info-server@Germany.EU.net:

This is a german public domain archive. This only has comp.binaries.atari.st
and comp.sources.atari.st.

archive-server@Germany.EU.net:

Same place as above, but this one carries other software than just
comp.binaries.atari.st and comp.sources.atari.st.

mail-server@cs.ruu.nl (or uunet!mcsun!hp4nl!ruuinf!mail-server):
---
send the following message

begin
path john@highbrow.edu (PLEASE SUBSTITUTE *YOUR* ADDRESS)
send ATARI-ST/index
end

NOTE: *** PLEASE USE VALID INTERNET ADDRESSES IF POSSIBLE. DO NOT USE
ADDRESSES WITH ! and @ MIXED !!!! BITNETTERS USE USER@HOST.BITNET ***

The path command can be deleted if we receive a valid from address in your
message. If this is the first time you use our mail server, we suggest you
first issue the request:
send HELP

LISTSERV@UOGUELPH.BITNET:

Mail messages with the contents HELP will bring you some usage information
and GET PROG-A16 FILELIST will provide you with a list of files. Subscriptions
to INFO-A16 are also available on this server. INFO-A16 is a digest of
messages from comp.sys.atari.st.

:FTP: 93.05.05
Anonymous FTP servers

Note: The generally accepted practice for FTP use is as follows:

1. Limit access times to non-working hours. This is usually 6-8 pm
to 8-9 am LOCAL time. LOCAL time means local to the computer
you are accessing! For example, 4 P.M. in Minneapolis, Minnesota
is 10 P.M. in England, and 10 A.M. in Germany is 4 A.M. in New
York.

2. Once you connect, issue the following commands at your FTP
prompt:

user anonymous
<YOUR e-mail address should be entered at the Password: prompt)
ls
cd <to the appropriate directory>

3. Limit downloads, especially across the ocean. Remember, there are
other people who are using the same lines as you.

Atari FTP sites (the list is -not- exhaustive)
---

atari.archive.umich.edu [141.211.164.8]

uk.ac.lancs.pdsoft (available to UK users via JANET)

Note: Access is a bit different for this archive site, use the following:

user pdsoft
pdsoft (at the Password prompt)

ftp.Germany.EU.net [192.76.144.75]

ftp.cs.ruu.nl [131.211.80.17]

src.doc.ic.ac.uk

This site has a mirror of atari.archive.umich.edu in /computing/systems/
atari/umich.

:COMP: 93.10.02
Atari-related companies
==========

This is a (still under construction) list of companies and addresses that
might be of use to Atari ST users. Please send me addresses for the blank ones
on this list. See also IAAD, it lists many more companies that are not on
this list.

Berkeley MicroSystems
P.O. Box 20119
Oakland, CA 94620

(510) 547 - 2191

E.A. Brown
3404 Pawnee Drive
Alexandria
Minnesota 56308
Info: 612-762-8847
Orders: 800-322-4405
Product: Software and Hardware distributor

GengTec

JRI

Marvin AG

Matrix Datensystem
Talstrasse 16
7155 Oppenweiler
Germany

tel. 07191-4088
fax. 07191-4089

Supra
7101 Supra Drive
Tangent, Oregon 97389
(503) 967-9075

TKR GmbH & Co. KG
Stadtparkweg 2
W-2300 Kiel 1
Tel. +49-431-3378881
Fax. +49-431-35984

Wittich Computer

:IAAD: 93.09.04
Independent Atari Developers
==========

Each entry has the following format (when applicable):
Company Name
Member Name
Mailing Address
Phone(s)
Product Names
The listing is provided below in ASCII format. An additional
file is available in CardFile format. Please note that the
product listing is not comprehensive nor detailed, and new
products are continually released. Please feel free to contact
individual members for information about their listed products.
For more information about the IAAD, contact any Board Member.

IAAD Board Members:
D.A. Brumleve, President
James C Allen
Nathan Potechin
Nevin Shalit

Member Listing:

Anthill Industries
Judith Baumgardner
P.O. Box 361
Mt. Vernon OH 43050-9998 USA
614 393 1524

Apprentice Software
James D Yegerlehner
22205 Swan Road
South Lyon MI 48178 USA
313 437 0526
Neural-network Construction Set

Baggetta_Ware
Albert Baggetta
P.O. Box 759

Agawam MA 01001 USA
Eliemouse Complimentary Coloring Book/The Comic Book Collector/
The Mis-Adventures of Eliemouse/Shakespeare: The Sonnets

Barefoot Software
Brad Cox
19865 Covellow Street
Canoga Park CA 91306 USA
818 727 0632 (fax)
818 727 7143
SMPTETrack/EditTrack/GenEdit/EZ Score+/Hybriswitch

Beckemeyer Development Tools
David Beckemeyer
P.O. Box 21575
Oakland CA 94620 USA
510 530 0451 (fax)
510 530 9637
Hard Disk Sentry/Hard Disk Toolkit/SCSI Tape Kit

Robert M Birmingham
13630 SW 101 Lane
Miami FL 33186-2814 USA
305 385 1942

Cali-Co. Superior Software
Josh Snyder
P.O. Box 9873
Madison WI 53715 USA
608 255 6523
Mah-Jong Solitaire

Canoe Computers
Tony Ridley
11006 150 Street
Edmonton AB T5P 1S1 Canada
403 487 6838
FrankenSTein/Warp 16 Accelerator/Tiny Ram

chro_MAGIC Software Innovations
Jim Collins
516 North Jackson
Joplin MO 64801 USA
417 623 7393
Guitaristics/Pianistics/Pianistics Encyclopedia/Pianistics
Professor

Clear Thinking
Craig Harvey
2753 Plymouth Road Suite 137
Ann Arbor MI 48105 USA
313 971 6035 (bbs)

313 971 8671
EdHak/Metapsychology Primer

CodeHead Technologies
John Eidsvoog, Charles Johnson
P.O. Box 74090
Los Angeles CA 90004 USA
213 386 5789 (fax)
213 461 2095 (bbs)
213 386 5735
G+Plus/MultiDesk Deluxe/HotWire/CodeKeys/CodeHead Utilities/
Warp 9/Calligrapher/MaxiFile/Lookit & Popit/MIDIMax/MIDI Spy/
Avant Vector/MegaPaint/Cherry Fonts/Genus Font Editor/
TOS Extension Card

Compo
Robert Engberson
104 Esplanade Avenue Suite 121
Pacifica CA 94044 USA
415 355 0869 (fax)
415 355 0862
That's Write/Write On/C-Font/CompoScript/That's Address/Musicom/
PC Speed/AT Speed/AT Speed C16

Cybercube Research Ltd.
Manfred Doewich
126 Grenadier Crescent
Thornhill ON L4J 7V7 Canada
416 886 3261 (fax)
416 882 0294
CyReL SUNRISE M16-1280 True Color High Resolution Graphics Card/
CyReL SERENADE M16-1280 True Color High Resolution Graphics Card/
CyReL VidiMix8 Desktop Video Module/CyReL Serial Mouse Manager/
CyRel Palette Master

D.A. Brumleve
Dorothy A Brumleve
P.O. Box 4195
Urbana IL 61801-8820 USA
217 367 9084 (fax)
217 337 1937
Kidpublisher Professional/Super Kidgrid/Kidpainter/Multiplay/
Telegram/Creative Discovery Packet/Learning Games Packet

DMC Publishing
Nathan Potechin
2800 John Street Unit 10
Markham ON L3R 0E2 Canada
416 479 1882 (fax)
416 479 1880
Calamus 1.09N/Calamus SL & modules/Calamus Font Editor/
The Guide to Calamus Desktop Publishing/Outline Art/

INVISION Elite

Ditek International
David Fletcher
2800 John Street Unit 15
Markham ON L3R 0E2 Canada
416 479 1882 (fax)
416 479 1990
DynaCADD

Dr. Bobware
W. David Parks
180 N. Hazeltine Avenue
Campbell OH 44405-1024 USA
216 743 4712
ScanLite/MVG: MultiViewer Graphica/MVG Modules Disks 1, 2, & 3

Elan Software
Paul Dube
550 Boul. Charest Est P.O. Box 30232
Quebec G1K 8Y2 Canada
418 683 9189 (fax)
418 692 0565
Solutions

eSTeem, inc.
Tom Nielsen
72 Shades Crest Road
Hoover AL 35226-1014 USA
205 987 9208
eSTeem PILOT

Fair Dinkum Technologies
John 'Hutch' Hutchinson
P.O. Box 2
Los Alamos NM 87544 USA
505 662 7236
CrossWord Creator II/Word Search Creator/Cryptographer/InfoDisk/
Cyberdrome: The Hoverjet Simulator/Puzzle Pack

FAST Technology
James C Allen
14 Lovejoy Road
Andover MA 01810 USA
508 475 3810 (fax)
508 475 3810
Turbo25/TinyTurbo030/Turbo030/TurboRAM

GT Software
Tyson T Gill
12114 Kirton Avenue
Cleveland OH 44135-3612 USA

216 252 4272
CardFile (distr. by Gribnif)

Gadgets by Small, Inc.
David M Small
40 West Littleton Blvd. #210-211
Littleton CO 80120 USA
303 791 0253 (fax)
303 791 6098
Spectre GCR

Goldleaf Publishing Inc.
Lauren Flanagan-Sellers
700 Larkspur Landing Circle Suite 199
Larkspur CA 94939 USA
415 257 3515
WordFlair II

Gribnif Software
Dan Wilga, Rick Flashman
P.O. Box 779
Northampton MA 01061 USA
413 247 5622 (fax)
413 247 5620
NeoDesk 3/NeoDesk CLI/STalker 3/STeno/XBoot/CardFile 4/
Convector Professional/Arabesque Professional/XBoot III/
Crazy Dots 8/Crazy Dots 15

Doug Harrison
P.O. Box 66236
Baton Rouge LA 70806-6236 USA
Opus (shareware)/Lookit & Popit (distr. by CodeHead)

HiSoft
Alex Kiernan, David Link, Dave Nutkins
The Old School
Greenfield Bedford MK45 5DE England
+44 525 713716 (fax)
+44 525 718181
Devpac 3/HiSoft BASIC 2/Lattice C/HighSpeed Pascal/FTL Modula-2/
WERCS/Harlekin 2/HiSoft C/ProFlight/K-Spread/K-Comm/K-Word/K-Data
(HiSoft products distr. by Oregon Research Associates)

ICD, Inc.
Tom Harker
1220 Rock Street
Rockford IL 61101 USA
815 968 6888 (fax)
815 968 2228
The Link/AdSCSI Micro ST/AdSCSI ST/AdSCSI Plus ST/AdSpeed ST/
AdSpeed STe/FA-ST Hard Drive Kit/FA-ST Tape Backup/Cleanup ST/
ICD Professional Hard Drive Utilities/ICD Tape Backup Software/

Advantage Micro ST/Advantage ST/Advantage Plus ST/STHA/
Personal Pascal

It's All Relative
Gregory J Kopchak
2233 Keevan Lane
Florisant MO 63031 USA
314 831 9482
It's All Relative/BookMaker/Forecaster3/AbbreviatorST/
Photo CD Conversion/Photo Show/View and Script/Kodak Photo CD
Images

JMG Software International, Inc.
George Geczy, David Thompson
892 Upper James Street
Hamilton ON L9C 3A5 Canada
416 575 0283 (fax)
416 575 3201
HyperLINK

M.P. Graphics Systems
Mario Perdue
P.O. Box 501289
Indianapolis IN 46250-6289 USA
317 335 3775
Noids-II

MS Design
Henry Murphy, Carl Stanford
611 West Illinois Street
Urbana IL 61801 USA
217 351 6412 (fax)
217 384 8469
FontPak 1 & 2/Wheeler Quick Art CD-ROM/
Wheeler Quick Art Image Disks

Medical Designs Software
William Penner
3235 Wright Avenue
Bremerton WA 98310 USA
206 479 2157 (bbs)
206 373 4840
ECTStat/IOLCALC/MultiWriter/SERIALFX

Merlin Group, Inc.
George Richardson
96 Hoyt Street
Kearny NJ 07032-3311 USA
201 998 0932 (fax)
201 998 4441

Missionware Software
John Trautschold
354 N. Winston Drive
Palatine IL 60067-4132 USA
708 359 9565
lottODDS/Printer Initializer/Flash II

MUSICODE Software
Melinda Turcsanyi
P.O. Box 1109
Oakhurst CA 93644 USA
209 642 2380

NewSTar Technology Management
Charles Smeton
P.O. Box 122
Columbia MD 21045-0122 USA
410 544 1329 (fax)
410 544 6943
The STraight FAX!

Oregon Research Associates
Bob Luneski
16200 S.W. Pacific Highway Suite 162
Tigard OR 97224 USA
503 624 2940 (fax)
503 620 4919
Diamond Back II/Diamond Edge/Knife ST/Ultimate Virus Killer/
DevPacST 3/DevPacTT/HiSoft BASIC 2/Lattice C 5.5/HiSoft C/
HighSpeed Pascal/FTL Modula-2/Tempus 2/WERCS/Harlekin 2/
True Paint/ProFlight

Paradigm Software Products
Mark T O'Bryan
1369 Concord Place Suite 3-B
Kalamazoo MI 49009-2201 USA
616 372 5972
Omni-Banker ST

Power Thought Software
Harlan Hugh
116 Sumach Street
Toronto ON M5A 3J9 Canada
416 594 9355 (fax)
416 594 9355
INVISION Elite (distr. by DMC)

SKWare One
Sterling K Webb
P.O. Box 277
Bunker Hill IL 62014 USA
618 462 2171 (evenings)
Seurat/ColorScan/Auto*Art/PS-2GDOS

Soft-Logik Publishing
Deron Kazmaier, Mark Wetzel
P.O. Box 510589
St. Louis MO 63151-0589 USA
314 894 8608 or 800 892 8608
PageStream/ImageClub Clip Art/ImageClub Fonts/Business Forms

Sothan Software
Gene F Sothan
9395 North Wall
Portland OR 97203 USA
503 283 4566
IB Harddisk Backup and Restore/Autosort/Writeboot

Step Ahead Software, Inc.
Nevin Shalit
496-A Hudson Street Suite F39
New York City NY 10014 USA
718 858 4164
TrackerST/Tracker For Windows

Straight Edge Software
Frank Pawlowski
P.O. Box 6407
Nashua NH 03061 USA
603 672 8150
FPPRINT/OutBurST!

Strata Software
Eric Rosenquist
94 Rowe Drive
Kanata ON K2L 3Y9 Canada
613 591 1922 (fax)
613 591 1922
STalker & STeno (distr. by Gribnif)

SuperSoft
John Buckner
731 North Clinton
Grand Ledge MI 48837 USA
517 627 6965
TeleView Tele/TeleView BBS/D.A.M.I./The Fisherman

Synergy Resources
Roger Richards
754 N. Bolten Avenue
Indianapolis IN 46219 USA
317 231 4158 (fax)
317 356 6946
GEMvelope!/SynthView DW-8000/SynthView K1

Taylor Ridge Books
Clayton Walnum

P.O. Box 78
Manchester CT 06045 USA
203 643 9673
C-manship Complete/ST Assembly Language Workshop/
GFA Basic Toolkit/VDI Quick Reference/AES Quick Reference/
TRB Shareware Companion

TEAM Software
Marshall Lake
P.O. Box 7332
Washington DC 20044-7332 USA
703 538 4598 (fax)
703 533 2132
A Day at the Races/A Day at the Races Companion/
3 Days at Gettysburg

Weinress Consulting
Norm Weinress
3236 Velma Drive
Los Angeles CA 90068 USA
213 876 7704
D.E.K.A.

Wintertree Software Inc.
Phil Comeau
43 Rueter Street
Nepean ON K2J 3Z9 Canada
613 596 1575 (fax Attn)
613 825 6721
The GramSlam Grammar and Style Checker/Grammar Expert/
Spelling Sentry

WizWorks!
Chet Walters
P.O. Box 45
Girard OH 44420 USA
216 539 5623
Image Cat/Mug Shot!/Coalesce Image Merger/Ma Hubbard's Cupboard/
Mug Shot Data

Xerox Corp
Robert L. White
101 Continental Blvd. M/S ESC1-257
El Segundo CA 90245 USA
310 333 3497
Printer Drivers For Xerox Printers

Zocra Technologies
Craig Buchanan
4-319 Mackay Street
Ottawa ON K1M 2B7 Canada
613 741 5817

STyle/STipple

:CREDIT: 93.10.02
Who has contributed to the FAQ?
==============================

If you've contributed to this FAQ but aren't mentioned here, tell me!

David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) compiled the bulk
of the FAQ.
Steven Ourada (sourada@iastate.edu) is the current maintainer.

Juxtaposer (baffoni@aludra.usc.edu)
Eugen Bauknecht (eugen@hpbbi4.bbn.hp.com)
Ate Brink (ate@cs.ruu.nl)
Dorthy Brumleve (dabrumleve@geneie.geis.com)
Kevin Busby (kevinb@syma.sussex.ac.uk)
Michael Clark (clarkmi@prism.CS.ORST.EDU)
John Cummins (cummins@osuunx.ucc.okstate.edu)
Stefan Damerau (Stefan_Damerau@sl.maus.de)
Jean-Etienne Doucet (doucet@laas.laas.fr)
Ben Gilbert
Edgar Greuter (edgar@pingu.saar.de)
John Henders (jhenders@jonh.wimsey.bc.ca)
Chris Herborth (cherborth@semprini.tdkcs.waterloo.on.ca)
Graham Higgins
John Hutchinson (hutch@bellman.lanl.gov)
Stephen Jacobs (saj@chinet.chi.il.us)
Michal Jaegermann (NTOMCZAK@vm.ucs.ualberta.ca)
Eric S Johansson (esj@harvee.billerica.ma.us)
Martin Kite (mkite@lincoln.gpsemi.com)
Ed Krimen (ekrimen@wet.com)
Mark Lavi (markjl@pub2.bu.edu)
Mark Leair (aa338@Cleveland.Freenet.edu)
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J.J. Lehett (JJL101@psuvm.psu.edu)
Jari Lehto
Sam Marshall (samm@aisb.edinburgh.ac.uk)
Don Maple
Darryl May
Frederic Mora (mora@geocub.greco-prog.fr)
Erlend Nagel <wmtwen@urc.tue.nl>
Michael Niermann (Michael.Niermann@arbi.informatik.uni-oldenburg.de)
Helmut Neukirchen (hn@pool.informatik.rwtk-aachen.de)
Thomas Omerzu (omerzu@quando.quantum.de)
Piet van Oostrum (piet@cs.ruu.nl)
Brian Peterson (brianp@netcom.com)
Alan Pratt
Laurenz Pruessner (spoil@cs.tu-berlin.de)
James Reno (James_Reno.Wbst129@xerox.com)
Eric Smith (ersmith@netcom.com)

Andy Tanenbaum (ast@cs.vu.nl)
Shoou-yu Tang (sytang@lamar.colostate.edu)
Oddvar Tveito FTO (Oddvar.Tveito@nta.no)
Wayne (?) (trek@ihlpb.att.com)
John Townsend
Joachim Vance (jvance@einstein.oac.uci.edu)
Roland Waldi

==========
Hope you liked the comp.sys.atari.st FAQ. If you have comments,
suggestions, more material, etc., mail me at sourada@iastate.edu

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

Later,
Steven Ourada
--
Steven Ourada --- sourada@iastate.edu
Avoid conformity. Embrace change. Resist oppression. Think freely.
Ignore me.

3045. Welcome to comp.sys.atari.st! (Software)

Newsgroup: comp.sys.atari.st
Date: 1993-12-06 16:14:13 UTC
From: sourada@iastate.edu
Message-ID: <soft_755194441@iastate.edu>
Source record: 197209
Cross-posted to: comp.sys.atari.st,news.answers,comp.answers

```
Archive-name: csas-faq/part2

Welcome to comp.sys.atari.st! Please read this FAQ before posting a question
to comp.sys.atari.st, since a lot of common questions are answered here.

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

Entries are dated by the last change. ??.??.?? means they were last changed
before the dates were added.

The following is an index of the questions answered in this part of the FAQ.
For easy access to a particular question, search for the tag surrounded by
colons (i. e. :GNU:). Questions marked with '*' are new or changed.

WEL Welcome to comp.sys.atari.st
ARCS How do I deal with Archived files (.ZOO, .ARC, .LZH)?
MSA Some info on Magic Shadow Archiver
CLI What Command Line Interpreters are available?
ERR What does TOS ERROR nn mean?
GDOS What is GDOS, and where can I get it?
GNU What GNU software is available for the ST?
HAM Where can I find Ham Radio software for the ST?
*LANG Public Domain/Shareware languages...
MINIX Is MINIX available on the Atari ST?
MINT What is MiNT?
XWIN Is there a version of XWindows for the ST?
DEMOS Why won't demo x run on my machine?
PAINT What is the format for [x] paint program data?
PD Where can I get Public Domain/Shareware software?
MAIL E-Mail file servers
FTP Anonymous FTP servers
TEX Is TeX/LaTeX available on the Atari ST?

:WEL: 93.06.11
Welcome to comp.sys.atari.st
============================

This newsgroup is devoted to discussion about 16 and 32 bit Atari micros. At
present that includes the Atari 520ST, 1040ST, Mega ST, STe, STacy, Mega STe,
TT, and Falcon. There are also emulators for the Apple Macintosh and IBM
PC/XT/AT available.

Most of the people who read this newsgroup are technically oriented.
The newsgroup serves as a resource for Atari users ... feel free to
contribute to the discussions.
```

Associated newsgroups include:

comp.binaries.atari.st ! uuencoded binary programs
comp.sys.atari.st.tech ! technical programming/hardware topics
comp.sources.atari.st ! uuencoded/shar sources

:ARCS: 93.06.11
How do I deal with Archived files (.ZOO, .ARC, .LZH)?
==========

Files ending with suffixes .ZOO, .ARC, .ZIP and .LZH are archive files. They are binary files which may contain one or more other files in a compressed format. Archive files usually take up less disk space, and for this reason have become quite popular for transferring large files via modem.

In order to extract the files from an archive file, one must use an archive program. Here are the correspondences:

ZIP Use UNZIP.TTP or STZIP.PRG
ARC Use ARC.TTP
LZH Use LHARC.TTP
ZOO Use ZOO.TTP

A few hints for first-time users:

* Most archivers will give a short summary of commands if invoked with no arguments.
* If in doubt, to extract a file, copy the archiver to the directory that the file is in, and run the archiver with the arguments 'x [filename]'.
* If you have TOS 1.4 or higher, and/or a CLI, you can avoid copying the archiver by just changing the current directory to where the file is. See TIPS for a tip on how to do this from the desktop on TOS 1.4 or higher.
* Read the documentation for the archivers you use, they will almost certainly answer all your questions. Documentation is usually included in both the source and binary distributions (such as zoo21bin.zoo).

ARCHIVERS
These programs are all available via FTP from the atari.archive server, in the /atari/archivers directory. Recommended files are:

arc602.ttp - version 6.02 of ARC, includes features to archive subdirectories and also include comments with files.

arc602.arc - contains documentation. UnArc using arc602.ttp.

arc521e.arc - older version of ARC. Used mostly by those who want speed, better compression, and don't care about archiving subdirectories. UnArc using arc602.ttp.

lharc.ttp - version 2.0 of LHARC.

lzh201i.lzh - Thomas Questors lzh utility. German documentation. UnArc using lharc.ttp

stzip22.lzh - STZip, with GUI interface

unzip41.lzh - Old version of unzip

zoo21.ttp - version 2.1 of ZOO

zoo21bin.zoo - ZOO archive includes documentation. UnArc using
zoo21.ttp.

:MSA: 93.06.11
Some info on Magic Shadow Archiver
==================================
(This was provided by Chris Herborth)

MSA Archives

The Magic Shadow Archiver (MSA) is a disk archiving program that allows an entire disk to be compressed into one file for transmission. The Magic Shadow Archiver (in shadow.[arc?|lzh?|zoo?] on atari.archive.umich.edu in ~/Archivers) creates .MSA files, which are often compressed using a normal archiver, such as zoo or lharc.

Magic Shadow is notoriously bad when used on a 1/2 meg ST and only one floppy drive. Its disk access and memory use are very badly thought out, and could result in over 160 disk swaps when unpacking an 80 track, double-sided disk.

Due to the fact that it was the _only_ disk image archiver around for quite a long time, Magic Shadow is the de-facto standard for creating disk images of computer demos and other pieces of software that cannot be easily compressed as files.

Because MSA files are disk images, they can only be used to recreate a floppy disk. There is (currently, see below) no way to extract the files from an MSA archive without writing it to a floppy disk.

Magic Shadow works perfectly with any legal TOS floppy format, even high density disks found in modified STs and most MegaSTes and TTs.

Chris Herborth (herborth@pinot.waterloo.ncr.com at work,
cherborth@semprini.tdkcs.waterloo.on.ca at home,
C.HERBORTH on GEnie) is writing a much more efficient MSA extractor, called UnMSA. UnMSA will minimize the number of disk swaps, and speed decompression considerably.

Daryl Richards (no email address, yet) is working on an MSA-Mounter, which will allow someone to unpack an MSA archive to RAM or a file on a hard disk. This uncompressed disk image will then be added to the system as a logical drive (much the same way a RAMdisk adds a drive to the system). MountImage on the Mac is an example of the way MSA-Mounter will eventually work (MountImage is so good, you can install new versions of the Mac OS using floppy disk images stored on your hard drive).

There is yet another MSA archiver now, called MSA II, by Phillip Lang.

:CLI: ??.??.??
What Command Line Interpreters are available?
==========

There are a large number of Command Line Interpreters for the Atari ST.
Some of the more popular ones include:

gulam the 'classic' cli, somewhat UNIX in flavor

BASH GNU Bourne Again Shell

ksh Korn Shell - available under MINT

gemini MUPFEL is the shell used by the gemini environment

master MS-DOS/Unix mixture, shareware.

okami a German shell with many useful utilities built in

pcommand an MS-DOS-like shell

csh C-shell, standard on Unix

tcsh Enchanced C-shell - available under MiNT

Check atari.archive under /atari/cli or /atari/mint, or check one of the
other FTP sites for files.

:ERR: ??.??.??
What does TOS ERROR nn mean?
What do the bombs on my screen mean?
==========

The information below was written, in part, by Darryl May, and posted on
GEnie in January (of ????) by John Townsend. The original also appeared in
the June 1988 issue of _Current Notes_ (122 N. Johnson Rd., Sterling, VA
22170). It has since found its way to me, and is being posted to
comp.sys.atari.st as a service to readers.

Alan Pratt wrote to tell me that the basic information may be correct, but
that it cannot be dubbed "official" unless it originates, on paper, from
Atari. This makes sense, as electronic communications are easily
modified, even accidentally.

Roland Waldi provided information regarding the difference between TOS and
GEM return codes which appears to be correct. The tables have been modified
to reflect his information.

The following is an unofficial list of the errors that can appear
while you are operating your ST computer.

Error description return code alert box #
==========
OK (no error).....0
Fundamental error.....-1
Drive not ready.....-2
Unknown command.....-3

```
CRC error.....................-4
Bad request...................-5
Seek error....................-6
Unknown media.................-7
Sector not found..............-8
No paper......................-9
Write fault..................-10
Read fault...................-11
General error................-12
Write protect................-13
Media change................-14
Unknown device..............-15
Bad sectors on format.......-16
Insert other disk............-17
Invalid function number.....-32.........1
File not found..............-33.........2
Path not found..............-34.........3
No handles left.............-35.........4
Access denied...............-36.........5
Invalid handle..............-37.........6
Insufficient memory.........-39.........8
Invalid memory block address...-40.....9
Invalid drive specified.....-46........15

No more files...............-49........18
Range error.................-64........33
Internal error..............-65........34
Invalid program load format....-66.....35

The last code is the infamous "TOS error 35"!

Also, some unofficial information via Alan Pratt:

Notably, you should add -48: ENSAME (not the same drive, occurs when
you call Frename and the two names you give aren't on the same drive),
and -67: EGSBF: you can't use Mshrink to GROW a block of memory.

Those bombs that appear on your screen are error messages from
the 68000 micro-processor.

Number
Description of bombs
=========================================
Reset: Initial PC2............1
Bus Error....................2
Address Error................3
Illegal Instruction..........4
Zero Divide..................5
CHK Instruction..............6
TRAPV Instruction............7
Privilege Violation..........8
Trace........................9
```

```
Line 1010 Emulator.............10
Line 1111 Emulator.............11
[unassigned, reserved].........12
[unassigned, reserved].........13
Format Error...................14
Uninitialized Interrupt Vector..15
[unassigned, reserved].......16-23
Spurious Interrupt.............24
Level 1 Interrupt Autovector....25
Level 2 Interrupt Autovector....26
Level 3 Interrupt Autovector....27
Level 4 Interrupt Autovector....28
Level 5 Interrupt Autovector....29
Level 6 Interrupt Autovector....30
Level 7 Interrupt Autovector....31
Trap Instruction Vectors.....32-47
[unassigned, reserved].......48-63
User Interrupt Vectors......64-255
```

:GDOS: 93.05.05
What is GDOS, and where can I get it?
==========

GDOS stands for Graphic Device Output System (at least that's what my copy of STart, volume 1 number 1 said...)

There is a newer version, called SpeedoGDOS, which should be available commercially from Atari. It is currently included with AtariWorks, and some Falcon packages. SpeedoGDOS uses scaleable fonts - you do not need to create a font file for every point size. There are desk accessories which allow you to manipulate available fonts, and also CPX programs for the newer Atari Control Panel. For those who only have limited memory, a newer version of GDOS is also included with the distribution. For those with investments in older bit-mapped GDOS fonts, they may be used with the new version of GDOS or used as bit-mapped (ie. non-scaleable) fonts within SpeedoGDOS.

You can get a copy of "Everything You Ever Wanted to Know About GDOS (and more)" by Douglas N. Wheeler from the atari.archive server. The file is /atari/programming/gdos.arc.

There is a German version of GDOS available from the atari.archive server. The file is /atari/utilities/amcgdos.arc.

Currently, there are no truly public domain sources for the GDOS system files or font files (at least those supplied by Atari). You can get these files with many commercial programs, such as Degas Elite, WordFlair, etc. You might also want to check your local user group to see if they received a copy of the WordFlair demo program (also available on GEnie). The demo program appears to have the GDOS system and font files.

In the UK The ST Club (2 Broadway, Nottingham, UK NG1 1PS. Tel 0602 410241, Fax 0602 241515) is a licensed GDOS distrubutor:

Catalogue No's:
GDOS-A Driver + Fonts 9-pin
GDOS-B Driver + Fonts 24-pin
GDOS-C Installed system for Opus (9 pin)
GDOS-D Opus 24-pin
GDOS-E FontGDOS + drivers
GDOS-F 300dpi printer fonts

Disks 2.95 pounds each.

:GNU: 93.06.11
What GNU software is available for the ST?
==========

The Free Software Foundation C compiler, commonly known as GNU C (or gcc) is avaiable for the Atari ST. The minimal memory required to do any useful (i.e. beyond 'hello world') programming is 2 megabytes. A 4 megabyte system is recommended.

There is an extensive archive of the latest GNU C programs via anonymous FTP on atari.archive. GNU C is also available at most European FTP sites. The latest version of GCC available for the ST is 2.4.2, this version includes built-in support for C++.

Note that most GNU documentation comes in TeXinfo format. Documentation in this format can be fed into TeX for printing. It can also be processed by Emacs' texinfo to make an info file, which can be viewed on-screen with Emacs' info mode. These two functions can also be performed by the standalone programs 'texinfo' and 'info' (on atari.archive as /atari/tex/tnxf241b.zoo).

The following can be found in the /atari/gnustuff/tos directory of atari.archive: (Note: all of these have Unixmode and MiNT support)

BASH Bourne-again shell
BISON Yet another YACC (Yet Another Compiler Compiler)
COMPRESS Compatible with Unix compress
DIFF Compares files; PATCH does the inverse
EMACS Extreme editor :-)
Fileutils Unix file utilities
FLEX Lexical analyzer, like Unix lex
GAWK AWK report generation language
GCC 2.4.2 C, C++ compiler
GDB GNU debugger, with source level C support
Ghostscript Postscript clone
GROFF Text formatting system
GREP Regular expression search, like Unix grep
MAKE Like Unix make
MAKEINFO Stand-alone system to process .info files
PATCH Changes files from diffs; DIFF does the inverse
PROF Profiles executable code
RCS Revision Control System

SED Stream editor
Smalltalk Smalltalk; object oriented language
TAR Tape archiver like Unix tar

:HAM: ??.??.??
Where can I find Ham Radio software for the ST?
==========

Plenty of Ham Radio software is available for the Atari ST:

Morse code
Radio Teletype (RTTY)
Packet Radio (W0RLI BBS and K9AQ TCP/IP)
Satellite Tracking
WEFAX
Color Slow Scan TV (SSTV)
etc.

For more information contact the Atari Microcomputer Network:

Newsletter Editor - Gil Frederick, VE4AG
130 Maureen Street
Winnipeg, Manitoba
R3K 1M2 Canada
or
Program Librarian - John Adams, KC5FW
17106 Happy Hollow
San Antonio, TX 78232
U.S.A.
or
Tune into the weekly net Sundays 16:00 UTC on 14.325 MHz.

73,
John Langner, WB2OSZ

:LANG: 93.10.18
Public Domain/Shareware languages...
==========
(This section is getting an overhaul, but I don't have the time to finish
the overhaul right now... Sorry, check back next month.)

There are a large number of programming languages available for use with the
Atari ST. Programmers seem to flock to the Atari ST, and if you know of a
language, you can probably find it, or an equivalent, for the ST.

68000 assembler/disassemblers: a68, turboass,
abc
APL
AWK
BASIC
C
C++
cross assemblers (z80, 6502, 68xx,8031/80xx)

Elan
FORTRAN
FORTH
FP
Hope
ICON
LISP
Little Smalltalk
Modula2
OPS5
perl
PROLOG
SCHEME
SIOD
Smalltalk
XLisp
XProlog
XScheme

Check the atari.archive server under /atari/languages. Most other archive sites will have a language directory which you can also check.

:MINIX: ??.??.??
Is MINIX available on the Atari ST?
==========

MINIX is a UNIX-like operating system for the IBM PC, XT, AT, 386, and PS/2, as well as the Apple Macintosh, Commodore Amiga, Atari ST, and later in 1991, Sun SPARC. It is available with all the source code for the entire operating system, the libraries, and nearly 200 UNIX-like utilities.

Demonstration disks for the IBM PC line and Atari ST are available for free via anonymous FTP for people on the Internet. A Macintosh version will be online soon. (If you can't wait, see below.)

To get a free demo disk and the manual, use ftp to connect to ftp.cs.vu.nl (192.31.231.42) and look in pub/minix/demo. The READ_ME file describes the contents of the directory and how to use it. Be sure to fetch and read this first. It contains important information.

If you don't have FTP access, you can buy the demo disk package from Prentice-Hall for $10 by calling (201) 767-5969 or FAX (201) 767-5625. Please DON'T ask me to send it by email. I have quite enough work already thank you. The ordering numbers for Prentice-Hall are:

- MINIX 1.5 IBM demo disk (0-13-582768-x) (in stock now)
- MINIX 1.5 Atari demo disk (0-13-582792-2) (in stock now)
- MINIX 1.5 Macintosh demo disk (0-13-582784-1) (in stock now)

Please note that although the demo disks are available for free on line, MINIX itself is copyrighted software and is not available on line. The demo disks are also copyrighted, but permission is hereby granted to

upload and use them for evaluation purposes. The READ_ME file tells how
MINIX can be ordered.

AS A COURTESY TO US, PLEASE DO NOT FTP DURING BUSINESS HOURS (EUROPEAN
TIME). PLEASE FTP AFTER 11 A.M. EASTERN STANDARD TIME.
If you want to follow the MINIX discussion, read the comp.os.minix
newsgroup, which is quite active and has almost 50,000 subscribers.

Have fun!

Andy Tanenbaum (ast@cs.vu.nl)

:MINT: ??.??.??
What is MiNT?
=============
MiNT is a free multitasking operating system extension for TOS. It is somewhat
like BSD Unix from the programmer's perspective. MiNT can run up to 1 GEM
program along with a lot of character-based programs simultaneously. MGR
and MW2 can both put multiple terminal windows on screen, and bgacc can
put a number of terminal windows on a GEM screen. MiNT and lots of stuff to go
with it can be found at atari.archive.umich.edu:/atari/mint.

TOSWIN is the new replacement for bgacc: it provides lots of nice features like
variable fonts, menus, selectable window gadgets, etc. GEMTERM is a similar
package (it's not part of the standard MiNT distribution) modelled after TOSWIN
and XTerm.

A somewhat interesting note: MiNT is now the kernel of Atari's multitasking
OS, MultiTOS. Originially MiNT stood for 'MiNT is Not TOS', but it's now
'MiNT is Now TOS'. :-)

:XWIN: 93.03.01
Is there a version of XWindows for the ST?
==

There actually is a port of XWindows to the ST now, although it is pricey.
Here's the (slightly hacked up) announcement for it:

X/TOS/window/server and X/TOS/window/server/color

Vendor:
X/software Michael Gehret
X/TOS division
Marktstrasse 8
W-8944 Groenenbach
Germany
TEL: +49 8334 1411
FAX: +49 8334 6245
email: xtosinfo@xsoft.uucp
CPU:
Atari Mega ST, STE, TT
68000 to 68040
Memory:

2 Mbytes (4 Mbytes recommended)
Operating System:
TOS 1.4 or higher
Mouse:
Atari mouse
Graphics:
X/TOS/window/server:
monochrome 640x400x1,
monochrome 1280x960x1 (TT, SM194)
X/TOS/window/server/color:
monochrome 640x400x1,
monochrome 1280x960x1 (TT, SM194)
color 320x200x4
color 640x200x2
color 640x480x4
color 320x480x8
Ethernet Card:
Atari Card (Mega or VME bus)
Riebl/Wacker (Mega or VME bus)
Biodata BioNet 100 II (DMA port or VME bus)
Network Software:
Atari/Riebl/Wacker ANS TCP/IP
Biodata TCP/IP
Disk Space:
none (two floppy disks, may load fonts from second disk or font server)
Features:
full X11 Release 5 implementation
Shape, Multi-Buffering, MIT-SUNDRY-NONSTANDARD extensions
PEX extension optional
support of font server protocol
support of X Display Manager Protocol
access control support
compatible to OSF/Motif and OpenLook
high performance (more than 32,000 Xstones on TT)
fast cursor tracking
backing store and save unders support
size of virtual screen limited by memory only, automatic panning
X/TOS/window/server/color supports all video modes at the same time,
including dynamic visuals
loadable key maps (xmodmap format), full support for European keyboard
layouts
3-button mouse emulation with Atari 2-button mouse
may run parallel to GEM (switching with hot key), configurable multi
tasking priorities
about 50 fonts supplied

:DEMOS: ??.??.??
Why won't demo x run on my machine?
==========

90% of the time, if a demo does not run on your American ST, you probably need to be in 50Hz mode to use it. Get a program like 50hzboot.prg from atari.archive to allow this.

:PAINT: ??.??.??
What is the format for [x] paint program data?
==========

There is a periodic posting of ST Picture Formats, edited by David Baggett. The file is on the atari.archive server under /atari/graphics/picfmts.doc.

:PD: 93.06.11
Where can I get Public Domain/Shareware software?
==========

There are FTP sources and a comp.sources.atari.st/comp.binaries.atari.st mail server. You can also try the commercial on-line services such as GEnie, CompuServe, Delphi and Bix.

Using FTP, most files should be retrieved in BINARY format (at least those ending with the suffix of .ZIP, .ARC, .LZH, .ZOO, .PRG, .TTP, .TOS)

Mail servers encode files. You will need a program called 'uudecode' in order to change files ending with the suffix .UUE (or .UAB, .UAC, etc.) into their original form.

:MAIL: ??.??.??
E-Mail file servers

archive-server@spud.hyperion.com:

Spud holds all of the comp.sources.atari.st / comp.binaries.atari.st postings. If you aren't reading these two newsgroups, you should consider doing so. You may obtain uuencoded files as e-mail. You can obtain a help file by mailing a message to archive-server@spud.hyperion.com, with the main body of the message being the word 'help'.

atari@atari.archive.umich.edu:

The atari.archive server is mentioned many times in this article. It contains a multitude of Atari ST PD and shareware programs. If you don't have access via FTP you can obtain many of the files via e-mail. You should first obtain a help file by mailing a message to atari@atari.archive.umich.edu, with the main body of the message being the word 'help.'. If you are from a uucp site, please enclose this statement also 'path host1!host2!....', where host1!host2!... is your path. Please read the help file completely before you ask questions, and then send any you may have to jon@atari.archive.umich.edu. Any questions about the archive or specific files go to weiner@atari.archive.umich.edu (or weiner@terminator.rs.itd.umich.edu, jeff.weiner@um.cc.umich.edu, weiner@zircon.labmed.umn.edu, or weiner@umnstat.stat.umn.edu :-)

archive-server@micros.hensa.uk.ac:

This is a UK public domain archive, available to sites within the UK via
via JANET.

info-server@Germany.EU.net:

This is a german public domain archive. This only has comp.binaries.atari.st
and comp.sources.atari.st.

archive-server@Germany.EU.net:

Same place as above, but this one carries other software than just
comp.binaries.atari.st and comp.sources.atari.st.

mail-server@cs.ruu.nl (or uunet!mcsun!hp4nl!ruuinf!mail-server):
---
send the following message

```
begin
path john@highbrow.edu (PLEASE SUBSTITUTE *YOUR* ADDRESS)
send ATARI-ST/index
end
```

NOTE: *** PLEASE USE VALID INTERNET ADDRESSES IF POSSIBLE. DO NOT USE
ADDRESSES WITH ! and @ MIXED !!!! BITNETTERS USE USER@HOST.BITNET ***

The path command can be deleted if we receive a valid from address in your
message. If this is the first time you use our mail server, we suggest you
first issue the request:
send HELP

LISTSERV@UOGUELPH.BITNET:

Mail messages with the contents HELP will bring you some usage information
and GET PROG-A16 FILELIST will provide you with a list of files. Subscriptions
to INFO-A16 are also available on this server. INFO-A16 is a digest of
messages from comp.sys.atari.st.

:FTP: 93.05.05
Anonymous FTP servers

Note: The generally accepted practice for FTP use is as follows:

1. Limit access times to non-working hours. This is usually 6-8 pm
to 8-9 am LOCAL time. LOCAL time means local to the computer
you are accessing! For example, 4 P.M. in Minneapolis, Minnesota
is 10 P.M. in England, and 10 A.M. in Germany is 4 A.M. in New
York.

2. Once you connect, issue the following commands at your FTP
prompt:

user anonymous
<YOUR e-mail address should be entered at the Password: prompt)
ls
cd <to the appropriate directory>

3. Limit downloads, especially across the ocean. Remember, there are
other people who are using the same lines as you.

Atari FTP sites (the list is -not- exhaustive)
----

atari.archive.umich.edu [141.211.164.8]

uk.ac.lancs.pdsoft (available to UK users via JANET)

Note: Access is a bit different for this archive site, use the following:

user pdsoft
pdsoft (at the Password prompt)

ftp.Germany.EU.net [192.76.144.75]

ftp.cs.ruu.nl [131.211.80.17]

src.doc.ic.ac.uk

This site has a mirror of atari.archive.umich.edu in /computing/systems/
atari/umich.

:TEX: ??.??.??
Is TeX/LaTeX available on the Atari ST?
==========

The TeX/LaTeX typesetting programs are available on the Atari ST. Check the
atari.archive server under /atari/tex. Fonts and device drivers
(including one for the Epson 9-pin printers) are available on the
atari.archive server.

The latest version of TeX (3.14) has recently been made available on the
atari.archive server. The files are in a subdirectory of their own.

Graham Higgins recently wrote a message in comp.sys.atari.st indicating the
minimum files needed to get a working TeX/LaTeX system up and running on the
Atari ST. He said:

You'll need, at minimum:

The binaries for LaTeX/TeX :StTeXBin
The style files :StTeXSty
The font macros :StTeXTfm

If you want to screen-preview, you'll need screen font files (showdvi)
If you want to print locally, you'll need printer font files (dvifont)

Allow 5Mb.

For a step-by-step article on setting up Tex and LaTeX, send an e-mail request to davidli@simvax.labmed.umn.edu. Be sure to mention 'tex.setup'.

There is also a complete, ready-to-install distribution called CS-TeX. The latest version, 4.0, is available at atari.archive: /atari/tex/cs-tex-4.0. This consists of 8 disks full of TeX stuff, plus an installation program that takes care of the details for you.

==========

Hope you liked the comp.sys.atari.st FAQ. If you have comments, suggestions, more material, etc., mail me at sourada@iastate.edu

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for compiling most of this FAQ.

Later,
Steven Ourada
--
Steven Ourada --- sourada@iastate.edu
Avoid conformity. Embrace change. Resist oppression. Think freely.
Ignore me.

3046. Welcome to comp.sys.atari.st! (Hardware)

Newsgroup: comp.sys.atari.st
Date: 1993-12-06 16:14:18 UTC
From: sourada@iastate.edu
Message-ID: <hard_755194441@iastate.edu>
Source record: 197210
Cross-posted to: comp.sys.atari.st,news.answers,comp.answers

Archive-name: csas-faq/part3

Welcome to comp.sys.atari.st! Please read this FAQ before posting a question to comp.sys.atari.st, since a lot of common questions are answered here.

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for compiling most of this FAQ.

Entries are dated by the last change. ??.??.?? means they were last changed before the dates were added.

The following is an index of the questions answered in this part of the FAQ. For easy access to a particular question, search for the tag surrounded by colons (i. e. :GNU:). Questions marked with '*' are new or changed.

WEL Welcome to comp.sys.atari.st
MODELS All the models in the ST line
FALCON What are the specs on the Falcon?
ACCEL Hardware Accelerators
TAPE Can I use a SCSI tape drive?
DRIVES What should I know about hard drives and the ST?
FLOPPY Can I use 1.44 meg floppy disks and Flopticals?
GRAPHIC How can I enjoy enhanced graphics on my ST?
KEY A few keyboard questions
JOY What joysticks work best with the Atari ST?
MODEM What modems work with the Atari ST?
MONITOR What should I know about monitors and the ST?
PCEM How can I turn my Atari ST into a PC emulator?
SPECTRE How can I turn my Atari ST into a Macintosh emulator?
UPGRADE Can/should I upgrade my ST?

:WEL: 93.06.11
Welcome to comp.sys.atari.st
==========

This newsgroup is devoted to discussion about 16 and 32 bit Atari micros. At present that includes the Atari 520ST, 1040ST, Mega ST, STe, STacy, Mega STe, TT, and Falcon. There are also emulators for the Apple Macintosh and IBM PC/XT/AT available.

Most of the people who read this newsgroup are technically oriented. The newsgroup serves as a resource for Atari users ... feel free to contribute to the discussions.

Associated newsgroups include:

comp.binaries.atari.st ! uuencoded binary programs
comp.sys.atari.st.tech ! technical programming/hardware topics
comp.sources.atari.st ! uuencoded/shar sources

:MODELS: 93.01.30
All the models in the ST line
==========

This is a pretty complete list of all the ST/TT models and their main features. If you have any additions/correction, of course, send them to me.

Feature key:
CPU's:
8 8 MHz 68000
16 16 MHz 68000
16/3 16 MHz 68030
32/3 32 MHz 68030

RAM:
/1 128kB
/5 512kB
1 1MB
2 2MB
4 4MB
S SIMM slots for expansion

Built-in:
F Floppy
M TV modulator

Extra:
AV 8 bit digital stereo audio, 4096 colors, hardware scrolling, analog joystick ports
MB MegaBus processor-direct bus slots
6U 6U VME bus slots, second serial port
FC Motorola 56000 DSP, 16 bit stereo audio, much enhanced video

TOS:
Highest built-in TOS

Models:
Name CPU RAM TOS B.I. Extra Comment
---
130 ST 8 /1 1.0 M Never marketed
260 ST 8 /5 1.0 M
520 ST 8 /5 1.0 M
520 ST+ 8 1 1.0 M
520 STm 8 /5 1.2 M
520 STfm 8 /5 1.2 FM
1040 ST 8 1 1.0 FM
1040 STf 8 1 1.2 F
1040 STm 8 1 1.2 M
1040 STfm 8 1 1.2 FM

Mega 1 8 1 1.2 F MB
Mega 2 8 2 1.2 F MB
Mega 4 8 4 1.2 F MB
STacy 8 1 ??? F Laptop
STBook 8 1 ??? F Notebook
520 STe 8 .5S 1.62 FM AV
1024 STe 8 1S 1.62 FM AV
Mega STe 16 1S 2.06 F AV,MB,6U
TT 16/030 Just for developers
TT 32/030 S 3.06 F AV,MB,6U Various mem/HD configs
Falcon 16/030 S 4.?? F AV,FC Many enhancements!

:FALCON: ??.??.??
What are the specs on the Falcon?
==========

Here's some stuff I culled from the (reposted) Delphi conference with Sam Tramiel.

--- Start Quoted material ---
Here's the specs on the Atari Falcon 030:

CPU: Motorola 68030 running at 16 Mhz
32-bit Bus
Optional 68881 or 68882 FPU
RAM: 1,4, or 14 megs
Standard Atari Cartridge Port
Motorola 56001 DSP chip

Expansion Bus:

Internal direct processor slot for 386SX PC emulation, or other coprocessor

Graphics:

Super VGA graphics: 640x480 with 256 colors
True color 16 bit mode allowing a display of up to 65,536 colors
Accepts external video sync signal to allow high quality genlocking
Overlay mode for easy video titling and special effects
Overscan on TV's and ST Color monitors
262,144 possible colors
hardware-assisted horizontal fine scrolling
BLiTTER graphics co-processor

Sound features:

Eight 16 bit audio DMA record and playback channels
Stereo 16 bit digital DMA input
Stereo 16 bit DMA audio output
SDMA sound/DMA Coprocessor

Standard Ports

SCSI II port with DMA
High speed LocalTalk compatible LAN
Connector for analog RGB color (ST or VGA) or composite video
RS232C serial port
Bidirectional parallel port
MIDI IN/MIDI OUT
Stereo microphone input, miniature stereo plug
Stereo audio out, miniature stereo plug
Two joystick connectors
Two enhanced digital/analog controller/light pen connectors

Data Storage

1.44 Mbyte floppy disk drive
Optional internal IDE Hard Disk

System software

Pre-emptive Multitasking with adaptive prioritzation (MultiTOS)
Inter process communication
NewDesk desktop and eXtensible control panel
Multiple window user interface; number of windows limited
only by memory or software in use.
--- End Quoted Material ---

:ACCEL: ??.??.??
Hardware Accelerators
=====================
(Thanks to Shoou-yu Tang sytang@lamar.colostate.edu for this info.)

68000 based: ICD adspeed ST/STe
Fast Tech Turbo T-16 (16MHz)
T-20 (20MHz)
T-25 (25MHz)
68030 based: Gadget by Small SST (16MHz to 40MHz user changeable, 8 SIMM slot
68882 FPU socket, 1 expansion slot, TOS 2.0x).
Fast Tech : Tiny Turbo
Full size version

:TAPE: 93.08.11
Can I use a SCSI tape drive?
============================

Yes, just about any SCSI tape drive should be useable on the ST line. (Of
course, if your computer doesn't already have a SCSI port, you'll need a SCSI
host adapter.) There are at least two freeware/shareware programs that can
help you back up your HD to SCSI tape: TapeBIOS and GEMAR (a German GEM
ARchiver)

:DRIVES: ??.??.??
What should I know about hard drives and the ST?
(Thanks to Shoou-yu Tang sytang@lamar.colostate.edu for this info.)

To get a hard drive for ST, STe, Mega, Mega STe or TT(using DMA port):
1. Host adapter (convert the ST's DMA to SCSI standard):
ICD, Supra, BMS are the three major manufature. ICD has very good
software updating support and updates very often.
2. SCSI hard drive or MFM/RLL drive with SCSI adapter:
i). SCSI drive:
Like Quantum Pro80LPS, Seagate ST-xxxN series, they have a 50 pins IDC
connector, and usually say SCSI hard drive or Mac drive. (Any Mac except
Mac128, Mac512, FatMac has SCSI built in, so a drive that works with Mac
usually has SCSI interface).
No other adapter needed, just connect to the host adapter in 1.

ii). MFM/RLL drive:
These types of drive is older and used in older IBM machines. To use
them you need an adapter to convert them to SCSI. Adaptec 4000/4000A
is for MFM, 4070 for RLL drive, Emulex and OMTI also has similar cards
availible. Adaptec has stopped production for quite sometime so look for
these in used/liquidation place. (usually goes $40 to $75 each).

Connect the drive to the adapter (said Adaptec 4000) then connect the
adapter to the host adapter. (said ICD). It looks like following:

```
-------------- ----------- ------------ ----------
| MFM drive |------->|ACB 4000 |------>| ICD |------>| ST DMA |
-------------- ----------- ------------ ----------
```

3. Case, power supply and cabels for the drive system:
Unless you have Mega, Mega STe, TT and the drive is 3.5" so you will put
the drive internally, you will need a case with power supply to house the
adapter and hard drive. IBM case is very easy to get and has a lot of space
for expansion.
For older drive you need about 40 watts each drive, for newer 3.5" drive
they use about 20 watts or less, Quantum LPS drive use about 10 watts each,
make sure your power supply has more than the drives need. Again if you
use IBM case, the 150 watts power supply for that type case can drive at
least 3 drives without problwm.
Cables: DMA cable usually comes with the host adapter.
power cable from power supply to drive usually comes with power sup
SCSI cable from host adapter to SCSI drive or adapter(for MFM/RLL),
it's 50pins IDC female connector on each end with 50 conductors
cable. Should be availible at place you get the drive.
For MFM/RLL drive you will need the usual MFM/RLL drive cable:
(a 34 conductors cable and a 20pins connector, again should be
available at the place you get the drive).

Now, connect them all together. Before power up, check the connection again.
And check the jumper setting on the drive (consult the drive's manual). If you
are using more than one drive with the system, make sure only the last drive
has the terminator (either a DIP or a signle inline package of resistor, which
usually is socketed and close to the SCSI connector on the drive circle board.
Remove the terminator from other drives. [only the last drive should have the
terminator]

Software usually comes with the host adapter, or you can FTP atari's AHDX5
from ftp sites.

:FLOPPY: 93.08.11
Can I use 1.44 meg floppy disks and Flopticals?
==========

1.4 megabyte floppy drives will soon be available from Atari for MegaSTe
and TT machines. If you own an older Atari ST, there is a company which offers
a $199 kit (including floppy) to install and use the drive.

Note that Tos versions prior to 2.05 will not format a 1.4 meg floppy from the
desktop.

Floptical drives (floppys that use optical tracking to get 21MB on a 3.5" disk)
can also be used through a SCSI port. ICD's newer host adapter software (the
'PRO' version) will handle them.

:GRAPHIC: ??.??.??
How can I enjoy enhanced graphics on my ST?
==========

For stock STs, JRI makes a chip which allows a 4096 color palette.
There is also a public domain enhancement that allows 32768 colors on
older STs. This can be found as 32kcolor.lzh on some archives.

There are a number of graphics boards on the market. Here is a first pass
at listing some of them. The information is based on postings by Ben Gilbert
and Jari Lehto.

C32 board by Matrix Datensystem (Germany)
* 800x608, 256 colors
* all ST/TT models
* 256k, 512k and 1meg versions

C75Z board by Matrix Datensystem (Germany)
* 1024x768, 256 colors
* Mega ST or STe, TT VME Buss

(Matrix GmbH has over 15, maybe over 20 with all versions, different
graphics boards available, from hobbyist to professional, from CAD
to GenLock and digitizing.)

ISAC board by Dover Research Company (U.S.)
* 1024x768, 16 colors from palette of 4096
* makes hi-res look like ST low res, just with a huge window
* Mega ST buss
* Dover Research Co. (612) 492-3913

The Imagine by Wittich Computer GmbH (Germany)
* 1024x768, 256 colors
* Mega ST only

(Versions available for all ST/TT models. Several possible resolutions.
Reasonable price, but slow and not very compatible..)

Crazy Dots by TKR (Germany)
* 1024x768, 256 colors
* Mega ST only

(1280x800, 256 colors out of 16.7 million color palette. 1664x1200 for
both 16 color and monochrome. True color option available. Mega ST,
Mega STe and TT.)

reSOLUTION SuperVGA by GengTec (Germany)
* 8 resolutions, 320x200 through 1600x1200
* 16 colors without driver, 256 out of 256,000 with driver
* 1 mb RAM
* uses a standard VGA monitor
* Mega ST or regular ST
* available in U.S. from Rio Datel, 1-800-782-9110, (702) 454-700

(1024x768 is the highest resolution with 256 colors. Driver is called
Multicolor VGA option. Compatible with NVDI and Blitter. Multisync
monitor recommended.)

AlberTT
* like ISAC card, but specific for TT VME buss

MegaScreen
* 832x624 monochrome
* connects to MegaBus
* works with Spectre

Reflex
*1024x1024 with SM124 monitor
*2048x2048 possible with expansion
*usable with most big-screen displays

ODIN by Marvin AG (Switzerland)
* external expansion
* gives TT-resolutions to a regular ST

Cyrel
* RISC-based card
* extremely costly

Here's a few more cards, available from OverScan GbR, Saentisstrasse 166,
1000 Berlin 48, West Germany, ++49 30 721 94 66, ++49 30 721 56 92 (FAX),
++49 30 727 05 6 (Mailbox, language: German)

Autoswitch OverScan for the ST (NO STE compatibility) is DM 129.--, you
don't have to buy a new monitor. The maximum resolution on a SM 124
is variable, but in most cases at about 732*480.
AutoSwitch OverScan TT is a VME board. It's about 249.-- DM, you also can use
your old monitor, but it only works in the TTs five color modes
(3 ST-compatible modes, 2 TT-modes). Resolutions are variable, ask
OverScan about the values for your monitor.
Falcon ScreenBlaster blows up your Falcons resolution to a maximum of nearly
900*600 on SVGA-monitors. It'll be shipping as soon as Falcon030s

become available, and the pricing will be near 150.-- DM.

Graphics cards for which information is sought:

OmniChrome board by Omnimon Peripherals

JRI GenLock

Atari/Lexicor 24 bit color card

Jari Lehto proposed the following recommendations:

Low budget SVGA - reSOLUTION
Professional high-end use Cyrel (or is it Cyrix?)
Hobby or semi-pro DTP Reflex
Hobby DTP MegaScreen
To obtain TT resolution ODIN

:KEY: 93.09.02
A few keyboard questions
========================

Here's how to connect a MegaST-keyboard to a 1040ST:
It's taken from the "ST-Computer" October '90 ('Quick-Tips')

Picture 1

Mega ST-Keyboard cable
(seen from outside)

```
It's no problem to connect * 1
the MegaST keyboard to the ____________ o
smaller computers 520St and ___| | * 3
1040ST. To do that, you only | 6 * | * 4
have to get a 6-pin western | 5 * | * 5
connector plug to be connec- | 4 * | * 6
ted to the keyboard. (available | 3 * | * 7
in Electronic shops) After that | 2 * | * 8
four cables must be connected | 1 * |
with the 'Pfostereihe' (the |___ | 1040ST
plug inside the 1040ST) where |____________| Keyboard-Plug
normally the dazzy original-keyboard
is plugged in. The exact connection Picture 3
is shown on picture 2 and 3
```

Eickmann Computer, Franktfurt

```
* * * * * * * * * * * * * * * o *
18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 1
```

Picture 2 520 ST Keyboard plug (not for You, Jeff)

Picture 3 (Meg to 1040ST) Picture 2 (Meg to 520ST)
MegST MegST
keyboard cable <--> 1040ST plug keyboard <--> 520ST plug

```
6 <--|----> 8 6 <--|----> 1
| |
5 <--| 5 <--|

4 <-------> 5 4 <-------> 14
3 <-------> 6 3 <-------> 15

2 <--|----> 4 2 <--|----> 13
| |
1 <--| 1 <--|
```

****
And now for No.2
****

If you remove the keyboard from the Mega ST and switch on the computer,
the computer won't boot up and send you a series of 'Alert-Beeps'.
If YOU want to let your Mega ST run without a keyboard (FAX-Server a.s.o.)
simply connect a restistor to the keyboard-plug in the Meg and at once
there's silence and he'll do his job!
(Freely translated from Eickmann-Computer by me)

```
6 * 10kj resistor
5 * _____
4 *----|_____|--
3 * |
2 *-------------+
1 *-------------|
```

Mega ST keyboard-plug
(inside-view)

****
And here's another one: This one's about the Hardcopy-function of the ST's
****

Do you hate it - after pressing <Alternate>+<Help> the same time - when
you don't have a printer connected to the parallel port of your ST and
must wait a long time to work again because of the long break taking the
computer to realize that there's no printer connected?
Well, do this and forget about it:

connect the following pins of the printer port of your computer (better:
create a Sub-D 25pin-male-plug an connect the pins on the soldering side):

pin 13 connected to 14 and 15 (all across the plug)
pin 1 connected to 10
pin 23 connected to 11 and 12

****

:JOY: ??.??.??
What joysticks work best with the Atari ST?

The Atari ST works with joysticks with a 'standard' D-Socket. IBM-style
joysticks, Apple joysticks, and Nintendo joysticks will -not- work.

Some recommended joysticks:

Konix Navigator - "best .. if you want to use it for any length of
time"
Gravis - "responsive ... great for games like MidiMaze"
WICO - "strong reed switches, hard plastic and metal components"
Atari - "FAR more controllable and responsive than other, more durable
units"

:MODEM: ??.??.??
What modems work with the Atari ST?

Any external modem should work fine with the Atari ST-series of computers. You will need to purchase or build an RS-232 cable. Be sure the cable is capable of establishing DTR with your modem, as many telecommunications packages check the status of the DTR line. (Ask your local hardware guru if you don't know what DTR is...)

The ST can connect to modems at up to 19,200 baud. Practically, you will purchase either a 2400-baud or 9600-baud modem. The cost of 2400-baud modems has dropped so much in the past few years that you should not even consider a slower modem. Believe me, modem speeds under 2400-baud are going to seem SLOOOOOOW to you!

You will probably need a serial port patch program to use high speed modems on your ST; most versions of TOS have a bug in CTS/RTS handling.

:MONITOR: ??.??.??
What should I know about monitors and the ST?

The monitor is your connection to the ST. Without a monitor, you're typing blind. (Unless, of course, you have an RF modulator on your ST and attach it to your TV set. This is discouraged, as the bandwidth and resolution are pretty terrible for anything other than arcade games.)

There are three monitor choices for those of us owning Atari ST/STe equipment:

1. Monochrome monitors - these include the venerable SM124, one of the sharpest monochrome monitors on the market. Street price is about $150, used monitors should run around $80-90. You can also purchase a 19" monochrome monitor. This gives you a 'big screen' to play around in, and is best for work with DTP and CAD systems. The price is a bit high at $1500+, and you'll need a plug-in board, which is generally set up for the Mega ST machine.

2. Color monitors - including the SC1224 in all of its incarnations (JVC and Goldstar being the primary vendors). The newer monitor, the SC1435, has a 14" screen and stereo sound.

3. Multisync monitors - these monitors provide monochrome and color access in one monitor. The street price is around $450, about $100 more than a standard Atari color monitor. You need to reset your computer to change resolutions. In many cases, a nice little switch box is provided (or you can build one) which does this for you. Examples of multisync monitors include the OMNIMON RAINBOW MONITOR.

There are any number of monitor choices for those owning Atari TT equipment, although they all boil down to 'multisync VGA'. There 14" color VGA monitor from Atari is quite nice, as is the 19" monochrome monitor. Any standard 14" multisync VGA monitor will do as well. Forget moving your SM124 or SC1224 monitor to your new system, the cabling and electronics is just not going to work.

:PCEM: ??.??.??
How can I turn my Atari ST into a PC emulator?
==========
(Thanks to Shoou-yu Tang sytang@lamar.colostate.edu for this info.)

Supercharger is the only external PC emulator with 8MHz V30 and 1MB RAM in a nice lunch box. It connects to ST's DMA port and defaults as device 3. It's powered by external power supply. Has 8087 socket and one expansion slot. The 1MB RAM can be used as RAM drive by ST when the IBM side not used.

:SPECTRE: ??.??.??
How can I turn my Atari ST into a Macintosh emulator?
==========
(Thanks to Wayne (trek@ihlpb.att.com) for this info.)

Product: Spectre GCR from Gadgets by Small, Inc
40 W. Littleton Blvd
#210-211
Littleton, CO 80120
Retail: $299.95

Description:
The Spectre GCR is a combination of software and hardware that allows the Atari Mega/ST/STe/TT line of computers to emulate an Apple MacIntosh Plus(tm) Computer. The emulation is so good that most Apple software runs out of the package using your Atari Disk drives to read in the Mac software. It does all of this while running 20% faster than the program would on a MacIntosh Plus and provides you a 30% larger screen area.

The Spectre GCR is a combination of software (written by Gadgets by Small, Inc), a cartridge (also from Gadgets), and a pair of 128K Apple ROMs (from either a MAC 512kE(tm) or Mac Plus - part numbers 342-0341 and 342-0342 which you purchase separately from an Apple source.) The Apple ROMs can currently be purchased for around $150. MacIntosh documentation and software, including the operating system (referred to as System/Finder), are also required to round out the package.

The Spectre software is currently at release Version 3.0. Gadgets supplies fairly frequent updates to allow you to keep up with the Apple OS releases. The Version 3.0 update retails for $20. Version 3.0 supports 15 of the 128K OS releases up to, but not yet including System 7 releases.

Spectre software supports Mac formatted disks (including formatting your own) with your Atari drives, Mac sound, large screen displays (1280x960) Mac harddisks via SCSI through a Megatalk board (retail $299.95 from Gadgets) or through an ACSI-SCSI host adapter (my Syquest works beautifully- and

the excessive use of disk accesses in Mac software will have you wanting
a hard drive). Spectre 3.0 also supports DOS Mounter and Apple File
Exchange if you are needing MS-DOS data disks for Mac work. Language
configuration support, keyboard support, A4 paper size support for
Lasers have also been added to 3.0.

Running Spectre:
The feeling you will get when you see your Atari transformed into a
MacIntosh with a decent screen is indescribable. The extra flexibility
that you get will also make you feel more confident in the greatness of
your Atari. You will also get to see some of the frustrations with one
of the other sides of the fence - frustrations like excessive disk access,
remembering not to remove/change a disk unless the OS tells you to, etc.

Speaking of changing disks, there are major differences in the operating
philosophies of an ST and of a MacIntosh. You really must read the
documentation that comes with the Spectre GCR (and I for one found that
a real delight. Dave and Sandy have a very different approach to software
documentation that makes it enjoyable reading.) You should also read the
Mac Operating System docs. One other reference you may need if you are
going to do much with Mac software is one of the reference manuals
referred to as the MacIntosh Bible.

If you ask an Apple dealer if a particular piece of software runs on
a GCR, don't figure you will get a straight answer. They won't know.
The current compatibility list from Gadgets lists about 450 programs
and their release numbers that have been tried and found to work with
Spectre GCR. In general, if a piece of software won't work with the GCR,
it is probably becuase of copy protection. Most serious Mac software is
not copy protected.

One last note - earlier versions of the emulator exist that were not capable
of reading Mac disks directly. It's a capability you will want.

(Thanks to Shoou-yu Tang (sytang@lamar.colostate.edu) for this info.)

Spectre GCR is the best availible, you need to obtain a set of 128KB ROM from
Apple (they are used in Mac 512KE and Mac Plus, noted that Mac512 use older 64
KB ROM which is not good) to fully utilize the device. Also it's recommanded
to use it with MONO monitor and at least 2MB RAM. The Spectre software takes
about 300 some KB of memory, so on a 1040 there is not very much left for Mac,
especially after the Mac system is loaded. 4MB memory and MONO is best.
It can read/write Mac disk direct using ST's drive (double side drive, as most
Mac drive is double side). With DOS mounter or software like that you can read
/write ST, IBM disk from the Mac desktop as well (don't try to run the ST, IBM
binary. It's only for file transfer). Or you can use Apple File Exchange to
read/write ST, IBM disk.
Syatem 6.0.5 runs fine, system 6.0.6, 6.0.7 runs also. But system 7 will not
run with it.

:UPGRADE: ??.??.??
Can/should I upgrade my ST?

The answer depends on the type of ST you currently have, and what you want to do in the future. Be aware that there are a large number of modifications one can perform on the venerable 1040ST, and that newer machines are coming down in cost so much that to obtain a certain feature it may be cheaper to purchase new than to upgrade.

1. Memory - most ST machines may be upgraded to 4 megabytes. The newer STe machines use either SIP or SIMM

2. TOS - for those still running TOS 1.0, now is the time to consider an upgrade. TOS 1.4 has been around for at least 2 years now, and is -much- faster (and safer) for those using hard drives. TOS 2.06 is available as a hardware upgrade to ST and MegaST machines for about $150 from CodeHead

==========
Hope you liked the comp.sys.atari.st FAQ. If you have comments, suggestions, more material, etc., mail me at sourada@iastate.edu

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for compiling most of this FAQ.

Later,
Steven Ourada
--
Steven Ourada --- sourada@iastate.edu
Avoid conformity. Embrace change. Resist oppression. Think freely.
Ignore me.

3047. Mega STe/more for sale

Newsgroup: comp.sys.atari.st
Date: 1993-12-06 16:16:51 UTC
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <93340.29811.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 197211

The following package is for sale. Sorry, can't offer items individually.
Atari Mega STe w/4 MB RAM and 50 MB hard drive & TOS 2.06. Includes SC1224
color monitor and SM124 B/W monitor w/A-B monitor switch. Computer has
1.44 MB internal floppy and external (drive B) 750K floppy. Package also
includes Atari Modem (900 Baud) and all cables, including two MIDI keyboard
cables. Included is Spectre GCR Mac emulator w/ROMs and System 6.08 operating
system. Software, w/documentation, includes Word Writer, Psion Chess, Strike
Eagle II, Epic, Chord Magic, Rhythm Time, Note Wizard, Scale Master, Tiger Cub,
Take Note, and ECS Keyboard Speed Reading (plus some others I can't remember
right now). $1,000 firm takes all. Also available cheap - Olympia Compact
RO daisy wheel printer (all configured to work with this system). You pay
all shipping.
If you're interested, E-Mail or call me:
Mark van Wyk (408) 739-0541
(Sunnyvale, California) - leave message if I'm not in.

3048. Items for sale

Newsgroup: comp.sys.atari.st
Date: 1993-12-06 18:05:24 UTC
From: d3hq@jupiter.sun.csd.unb.ca
Message-ID: <1993Dec6.180524.11831@jupiter.sun.csd.unb.ca>
Source record: 197232

Unfortunately many of the people who place items for sale in this news group fail to mention what currency they are selling their items in. This can lead to confusion on the part of the buyer, as recently happened to myself. Is there a simple way we could have the news reader program convert the amount shown to the local currency? This program would have to consider the current exchange rates, which is what screwed me last time (I didn't realize $28 US = $42 CDN).

Peter Green

3049. Demo of Minter's Hardcore

Newsgroup: comp.sys.atari.st
Date: 1993-12-06 18:19:17 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2dvt35$o35@mailer.fsu.edu>
Source record: 197244

After playing the 5 level demo of Hardcore, all I can say is "Wow".
Extremely cool for shoot'em up fanatics. It put me in a zonked out
"be the ball Johnny" state much faster than any other arcade game
I can remember. Highly recommended! The finished version should be
unreal.

I'm pretty sure it is on atari.archive.umich.edu. If not, I'll stick it
there. Thanks to the kind soul that emailed it to me.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3050. Re: HSModem

Newsgroup: comp.sys.atari.st
Date: 1993-12-06 18:28:48 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2dvtl0$o35@mailer.fsu.edu>
Source record: 197245

Ofir Gal (ogal@cix.compulink.co.uk) wrote:
>
> There's a new version of HSModem which is Falcon compatible. Unfortunately
> all the docs are in German. I'd be grateful for any tips on using it with
> a Falcon. My comms related programs are Connect and STraight Fax.

I second this. This is a great program, and seems to allow significantly
faster Zmodem usage on my Mega2 (than Serial Fix 2.x). I just stuck it in
my auto folder, and it works fine. However, what little I can decypher
of the doc file indicates that one can expand buffers and configure different
behavior in the program (ger2eng produces some really hilarious results with
this file, by the way).

Anyway, could some bilingual person please translate the doc file and post
it?

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3051. Local Atari User Group Meeting - Wed Dec 8/93

Newsgroup: comp.sys.atari.st
Date: 1993-12-06 18:30:59 UTC
From: daroloso@math.uwaterloo.ca
Message-ID: <CHMM3n.Gz9@undergrad.math.uwaterloo.ca>
Source record: 197213
Cross-posted to: ont.micro,kw.micro,uw.sys.atari,comp.sys.atari.st,comp.sys.atari.8bit

In December, the Kitchener-Waterloo Eight Sixteen Thirty-two (KWEST)
Atari user group will have a general meeting.

Our 16-bit library currently has over 400 disks of public domain
and shareware software.
In addition, there will be our updated catalog disk and our
disk-of-the-month.
Our 8-bit library is also available at this meeting.

As well as our own newsletter "The Hard Copy", we hope to also give
attendees the November issue of AtariUser.

The group welcomes new members and visitors with
8-bits, 16-bits, or those just curious.

Meetings held at the University of Waterloo in the
Math & Computer Building.

Room opens at 7:00 pm. Meeting starts at 7:30 pm.

Wednesday, December 8, 1993
DCS Course Room, Room 2009 (2nd floor)

Call 725-2068 for more information.

Hope to see you there,
Dani Roloson

3052. Re: WINX 2.2 Arrows look strange---bug or feature?

Newsgroup: comp.sys.atari.st
Date: 1993-12-06 18:59:50 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.82997@cix.compulink.co.uk>
Source record: 197217

In article <CHMF6C.CwJ@cs.bham.ac.uk>, C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
>
>The screenshots in the Compendium have 3D G_BOXCHARs to the left of
>the FULLER widget, with a little upwards pointing triangle (ASCII
>128?) in. Upwards pointing? But it minimises the window! Sheesh.
>
>Interesting Compendium snippet: AES 4.1 has the capability of using a
>Speedo font (any index, any point size) instead of the system font.
>You set some AES variables in the GEM.CNF, I recall. I don't know how
>this affects resource files (sizes are stored as multiples of
>characters internally)
>
It does affect resource files. This is also a feature of Geneva.

Ofir ogal@cix.compulink.co.uk

3053. Dateline Atari

Newsgroup: comp.sys.atari.st
Date: 1993-12-06 19:10:25 UTC
From: glens@natinst.com
Message-ID: <2e0031$g2n@falcon.natinst.com>
Source record: 197214
Cross-posted to: rec.games.video.misc,comp.sys.atari.st

If anybody captured Dateline Atari this past Saturday, could you either post it to the newsgroup or e-mail it to me.

Thanks.

"Jaguar: Even Better Than The R.E.A.L. Thing!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are exact opposites. InterNet: glens@natinst.com

---

3054. Wanted to buy : Atari mouse for 520ST

Newsgroup: comp.sys.atari.st
Date: 1993-12-06 19:17:22 UTC
From: ford@esvax.dnet.dupont.com
Message-ID: <ford-061293153040@fordt.es.dupont.com>
Source record: 197233

Any trackball users out there? My sister-in-law has a vintage 520ST whose mouse has up and died. She's poor but I'll pay shipping on top of some reasonable price.

Thanks!

--
Tom Ford
Chemist@Dupont (who rarely agrees with things I post!!!)

3055. Re: Is Atari Explorer dead? !!!

Newsgroup: comp.sys.atari.st
Date: 1993-12-06 19:22:57 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <93340.142257STIRRE31@MAINE.MAINE.EDU>
Source record: 197227

Yes, Atari Explorer is dead....for now anyway. Bob Brodie
said that the magazine could come back after the introduction
of the Jaguar, but who knows? I, too, am a subscriber. I
attempted to get a refund for Atarian Video Game Magazine
(anyone remeber it?) which was also produced by Atari,
but had no luck. I am surprised that a company like Atari,
which only has 2 magazines devoted to it in the US would
choose not to produce a magazine, even at a loss. The other
magazines are hard to find at bookstores, whereas Explorer
used to be at local newstands. It is good advertising.
Anyway, keep your fingers crossed and hope for it to
return. It really is a great magazine (was). If you
want to subscribe to reliable magazines, try ST Informer
or Current Notes. They've both been good for me.
-scott tirrell

3056. Atari Falcon040?

Newsgroup: comp.sys.atari.st
Date: 1993-12-06 19:34:54 UTC
From: mrathwel@herman.cs.uoguelph.ca
Message-ID: <2e01gu$o5m@nermal.cs.uoguelph.ca>
Source record: 197220

Does Atari have a Falcon040 out anywhere in the world. It seems
like other platforms are already in their way up in the Montrolo world and
Atari is still using the 68030. What's up?

3057. Atari financial reports?

Newsgroup: comp.sys.atari.st
Date: 1993-12-06 19:36:38 UTC
From: mrathwel@herman.cs.uoguelph.ca
Message-ID: <2e01k6$o5m@nermal.cs.uoguelph.ca>
Source record: 197221

Does anyone know what Atari's fincancial reports have been like
for the past four or five quarters? Ever since the folding of Atari User
(in the US), I haven't seen any financial info. The last report I saw was
one stating that Atari lost 39.6 million dollars in the US. Please fill me in.

>> MR <<

3058. Re: Dateline Atari

Newsgroup: comp.sys.atari.st
Date: 1993-12-06 19:58:49 UTC
From: <>
Message-ID: <CHMq64.I8I@mentor.cc.purdue.edu>
Source record: 197228
Cross-posted to: rec.games.video.misc,comp.sys.atari.st

In article <2e0031$g2n@falcon.natinst.com> glens@natinst.com (Glen Sescila) writes:
>If anybody captured Dateline Atari this past Saturday, could you either post
>it to the newsgroup or e-mail it to me.
>

Post it! I think a fair amount of people want to see it (myself included).
George

3059. Re: MEDUSA T40

Newsgroup: comp.sys.atari.st
Date: 1993-12-06 19:59:25 UTC
From: Lexicor@world.std.com
Message-ID: <CHMq73.2Jt@world.std.com>
Source record: 197223

In article <CHM1rM.Dyv@cwi.nl>, A.V. Groenink <avg@cwi.nl> wrote:
>Lexicor@world.std.com (Yat W Siu) writes:
>
>... MEDUSA runs ...
>
>>Cubase
>
>I take it you mean versions >= 3.0 ? :-(

Hmmm...I guess so? Just typing off the brochure...no version numbers there.
Why is that bad?

Yat

>
>
>--
>Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
>CWI, Kruislaan 413 | Room: M233 | P.O. Box 799
>1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
>Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740

3060. Best way to transfer files from STE to TT?

Newsgroup: comp.sys.atari.st
Date: 1993-12-06 20:02:42 UTC
From: ig25@fg70.rz.uni-karlsruhe.de
Message-ID: <2e0352$9b8@nz12.rz.uni-karlsruhe.de>
Source record: 197224

Hi;

what do you think is the best way/program/whatever to transfer
lots of files from a STE to a TT? Are any programs available
for either the LAN or MIDI port which are compatible with
MiNT and MultiTos?

Please e-mail, I'll post a summary if there are any replies.

Best regards
--
Thomas Koenig, ig25@rz.uni-karlsruhe.de, ig25@dkauni2.bitnet
The joy of engineering is to find a straight line on a double
logarithmic diagram.

3061. Re: MEDUSA T40

Newsgroup: comp.sys.atari.st
Date: 1993-12-06 20:02:45 UTC
From: Lexicor@world.std.com
Message-ID: <CHMqCo.3E4@world.std.com>
Source record: 197225

In article <1993Dec6.151208.1765@t.hfb.se>,
Robert Krenn <d93rkr@t.hfb.se> wrote:

>Why run Cubase on such a monster???
>
>If you can afford a MEDUSA, you can afford a New version of Cubase!
Hahahaa....I don't know if someone into MIDI actually needs a MEDUSA T40, but its the fact that you can run it that makes it interesting. I mean lets face it. Faster, more powerful is considered only to be for the better :)

But, for Graphics, rendering, animation, coding and developing it is a veritable dream! Simply because this thing operates at around 26 Mips or so.

Yat

3062. Re: Atari Falcon040?

Newsgroup: comp.sys.atari.st
Date: 1993-12-06 20:04:56 UTC
From: Lexicor@world.std.com
Message-ID: <CHMqGA.3xD@world.std.com>
Source record: 197226

In article <2e01gu$o5m@nermal.cs.uoguelph.ca>,
Mark Rathwell <mrathwel@herman.cs.uoguelph.ca> wrote:
>
> Does Atari have a Falcon040 out anywhere in the world. It seems
>like other platforms are already in their way up in the Montrolo world and
>Atari is still using the 68030. What's up?
>

Atari Falcon'040 is not released, and as usual Atari is not replying to any
questions about that. There are Clones for Atari that have an '040 processor,
you might like to check it out.

It's known as the MEDUSA T40

Cheerio

Yat

ps: Send me email for more info if you like

3063. Re: converting BBC disks to ATARI (ADFS)

Newsgroup: comp.sys.atari.st
Date: 1993-12-06 20:25:35 UTC
From: pjb1008@hermes.cam.ac.uk
Message-ID: <pjb1008.1.00146DC0@hermes.cam.ac.uk>
Source record: 197229

In article <1993Dec6.144913.7771@praxis.co.uk> gavin@praxis.co.uk (Gavin Finnie) writes:

>A more effective solution would be to convert the complete disk to a single ST
>file and then write a program that understands the ADFS directory structure and
>could extract individual files. But I never got round to that...

>Gavin

Do you know what the ADFS directory structure is?
My ADFS (Solidisk) allows password protection of directories. Does anybody
know what the decryption algorithm is?
I would like to write a program to write to ADFS disks, so I would like to
know what the structure of the ADFS's FS Map (FAT) is.

(Has anybody noticed the staggering similarity between the addresses of
"Solidisk Technology Limited" and "Solid Disk"?)

Please mail me direct as I don't have access to the University's computers
over the Christmas vacation (8 Dec - 11 Jan).

Peter Benie

3064. Atari Hardware has been sold

Newsgroup: comp.sys.atari.st
Date: 1993-12-06 20:39:49 UTC
From: CROWDER#M#_ELAINE@MSGATE.CORP.APPLE.COM
Message-ID: <CROWDER#M#_ELAINE-061293123932@17.1.7.47>
Source record: 197230
Cross-posted to: ba.market.computers,ba.forsale,comp.sys.atari.st,ca.forsale

The Atari ST hardware my friend had for sale has been sold. Thanks for all of the responses.

3065. Re: Anyone cracked Cubase 3.01 yet?

Newsgroup: comp.sys.atari.st
Date: 1993-12-06 20:44:20 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Dec6.204420.19706@newshost.lanl.gov>
Source record: 197240

In article @harvee.billerica.ma.us, esj@harvee.billerica.ma.us (Eric S Johansson) writes:
>
>hey, the try before buying attitude is not limited to just the ST world.

Never implied that it was. But this IS the comp.sys.atari.st group, right?

> ... trying before buying attitudes like mine and Akinobu's are spreading
>through the software consumer world and making life miserable for software
>vendors everywhere.

No argument there. :)

>consumers are realising that most software is not worth the asking price.

And ATARI software developers are realising that it is just not worth their time to program for the Atari anymore with attitudes this rampant. It takes roughly the same amount of work to develop a Windows/Mac application as it does for the Atari. If 10 copies are pirated for every legitimate copy sold (a conservative guess, of course) but the PC/Mac user base is THOUSANDS of times larger than Atari's, which platform would YOU program for? This is the reason piracy hurts Atarians MORE than it does PC and Mac users.

>if software was handled like other consumer products, there would be
>more software tried and a lot less software sold.

Yawn. We've heard it all before, Eric. If ALL Atarians were as conscientious as you claim to be, it wouldn't be a problem, would it? Developers could send out full versions of their software for free, or just for the cost of the media, on a "buy it if you like it/format it if you don't" honor basis. The trouble is, in the REAL world, it just doesn't work that way. Don't get mad at the developers... get mad at the pirates who make life tough on us all.

Slice it and dice it all you want, but theft is still theft. End of story.

-Hutch- @ Fair Dinkum Tech

3066. Re: Populous on the Falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-12-06 20:50:35 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Dec6.205035.21141@newshost.lanl.gov>
Source record: 197246

In article 16679@bradford.ac.uk, S.P.Taylor@bradford.ac.uk (Steve Taylor) writes:
>John Hutchinson (hutch@bellman.lanl.gov) wrote:
>
>: Ohhh, I hope you can confirm that Populous 2 (one of my favorite games of
>: all times) does NOT work on the Falcon with Backwards or any other utility.
>: I only say that because after trying it unsuccessfully on the Falcon, I darn
>: near gave the program away at Glendale this year.
>
>Whoops! Pop II works fine on the 030 with some Backwards options set.

RATS!!! Foiled again! :)

-Hutch- @ Fair Dinkum Tech <-- my normal .sig is on a diet

3067. Piracy (was: Re: Anyone cracked Cubase 3.01 yet?)

Newsgroup: comp.sys.atari.st
Date: 1993-12-06 21:02:16 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Dec6.210216.22942@newshost.lanl.gov>
Source record: 197248

In article 8nm@golem.wcc.govt.nz, wells_s@ix.wcc.govt.nz (Steve Wells) writes:
>
>Listening to mag' reviews as an excuse to buy things is not a good idea.
>
>Some mag's have given a program 85% whilst others have given it 60%,
>it's better to try before you buy! If you copy something for the sole
>intention of 'trying' it and killing it if you aren't going to buy it,
>I don't see anything wrong with that!

I don't either as long as you can convince EVERYONE to follow the same policy.
Trouble is, I don't think that you, or anyone else, can guarantee that.

>Everyone gets what they should get in the end!

Yeh, and Atari developers are getting tired of getting it in the "end." :)

-Hutch- @ Fair Dinkum Tech

3068. Re: GSZRZ 3.5

Newsgroup: comp.sys.atari.st
Date: 1993-12-06 21:18:54 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <H.eg.7h7ySKiJz2M@nasim.sta.sub.org>
Source record: 197159

sheppard_r@ix.wcc.govt.nz writes:

>In article <2dkg94$f4g@u.cc.utah.edu>, ewj8218@u.cc.utah.edu (Eric.Jolley) writes:
>>Does anybody know an ftp sight where I can get Michael Ziegler's GSZRZ
>>version 3.5?

Version 1.9b is the last freely available version. If you get
registered, you'll get the new 3.9.

>You won't as it not PD.....

>You will have to send him 30DM for it..

>I found one Big problem with it, if you are not using it with the 3 Terminal
>programs that support it, then its a wast of time....

No. Every terminal program that allows to start an external protocol
with some parameters works fine with gszrz.

It's really stupid to install it as accessory.

BTW: I'm a registered gszrz-user and I don't use it anymore, because the
internal ZModem of the new CoNnect 2.40 is really fine.

>It needs a shell and I have not found one as yet......

>Roger..... sheppard_r@kosmos.wcc.govt.nz

Bye,
Knarf
--
+---+
| Frank Bartels - knarf@nasim.sta.sub.org - Munich - West-Germany |
+---+

3069. Piracy (was: Re: Anyone cracked Cubase 3.01 yet?)

Newsgroup: comp.sys.atari.st
Date: 1993-12-06 21:53:47 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Dec6.215347.1635@newshost.lanl.gov>
Source record: 197152

In article 210914@helix.nih.gov, rvenable@helix.nih.gov (Richard M. Venable) writes:
>
>I tend to agree; selling buggy software with no refund is piracy by the
>software companies ...

I wondered when Mr. Venable would enter into this discussion... :)

Truly buggy software shouldn't be sold, granted. It's not right, but it's not piracy, either. And I fail to see the argument against limited demo versions of most products. If a demo game only has 3 levels (instead of 50) or a demo app doesn't let you save a project file, do you really mean to say that they won't give you a good "feel" for the product? Some demos are lame, sure, but all???

>if the the software is high quality, and reasonably priced, I might buy it.

Great. But do you mean by that that if the software is expensive, will you steal it since you think it's overpriced? Or if you think it's low quality you will steal it to teach the developers a lesson? So all we have to do to eliminate piracy is to provide high quality software at very low prices??? Gee, what a wonderful (and ridiculously utopian) idea!

>I wish developers would pursue program bugs with the same relentlessness
>they seem to lavish on guarding against piracy; perhaps I wouldn't feel
>so victimized by the piracy of software companies themselves.

Has _every_ piece of software you ever bought been so horribly buggy that you felt you deserved your money back? If so, you HAVE had some bad luck! I guess I've been fortunate in that the vast majority of Atari software I've bought has been quite up to par, or at the very least, functional.

You keep dumping on the developers but I think your angst is misplaced. It's the actions of the PIRATES and yes, those that turn a blind eye towards piracy, that have forced the situation we all are suffering through now. Granted, Atari's mismanagement hasn't done much to benefit sales, either. :)

If you want to help remedy the situation, then start by refusing to ever make or accept an illegal copy of software again. Spurn those that try to give you illegal copies. Tell them how it hurts the industry and most importantly, you as the user. Do not frequent pirate BBS systems and if you do find a BBS with pirated software, politely inform the sysop how much you disaprove. YOU can make a difference. The question is, do have the courage to do so???

Apologies to those who are tiring of this discussion but I will not sit idely by while piracy, even in its milder forms, is promoted on the net. Sorry.

-Hutch- @ Fair Dinkum Tech

3070. -=[fixing disks]=-

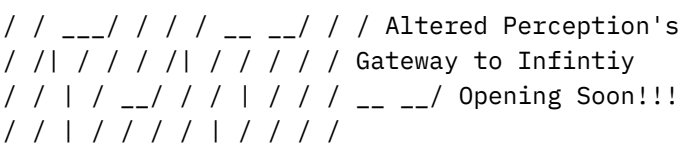
Newsgroup: comp.sys.atari.st
Date: 1993-12-06 22:00:47 UTC
From: jwilson1@alsvid.une.edu.au
Message-ID: <CHMvtB.M1I@alsvid.une.edu.au>
Source record: 197242

I bought one of those magazines with a disk stuck to the front a few weeks back for my mother with a word processor on it, and when I finally got around to looking at it the other day I found everything on it was unnaccessable! ("Data may be corrupted...")

I can get a listing of the files, but when I try to load any of them I get the message. :(

Anyway, is their some Disk Doctor style of programme that might be able to solve this problem? Or any other possible solutions?

Mail replies would be prefered (jwilson1@alsvid.une.edu.au)

tnx
--


3071. Re: QuickBBS ST (was: Re: BBS Software)

Newsgroup: comp.sys.atari.st
Date: 1993-12-06 22:11:30 UTC
From: roba@nutmeg.ntu.edu.au
Message-ID: <2e0ami$ddf@pellew.ntu.edu.au>
Source record: 197218

Theo_Runia wrote:
: In a message of <Thu 25 Nov 93 05:23>, Alexander Bochmann (2:281/202.0)
: writes:

: PS I will move from Fido/NeST more to Internet/Usenet. I personally had it
: with the Fidonet type of nets. Internet is more to my liking.
: You can get QuickBBS ST support here too now.

Thats great Theo, can you let me know a valid internet address for you? The one on this posting is not valid.

: Gr. *-Theo-*

Greetings Rob.

: --- JetMail 0.94beta2
^^^^^^^ when will this be available... im still using IOS

3072. Re: Hi

Newsgroup: comp.sys.atari.st
Date: 1993-12-06 22:34:56 UTC
From: kosmatoo@JSP.UMontreal.CA
Message-ID: <CHMxEA.L15@cc.umontreal.ca>
Source record: 197153

A.V. Groenink (avg@cwi.nl) wrote:
: elaan@dutentb.et.tudelft.nl@ writes:

: >blaat blaat

: Veel meer kunnen ze in Delft niet. Is dat wat je bedoelt?

JA! JAAA!

: --
: Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
: CWI, Kruislaan 413 | Room: M233 | P.O. Box 799
: 1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
: Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740

--
|~~~~|_ "It is by will alone I set my mind in motion.
| O .| | It is by the jus de raisin that the thoughts acquire speed,
|.o |_| the t-shirt acquires stains, the stains become a warning..."
|_._o| Odisseas Kosmatos email: kosmatoo@jsp.umontreal.ca

3073. Re: 16-bit text with Speedo problem

Newsgroup: comp.sys.atari.st
Date: 1993-12-06 23:02:43 UTC
From: alex@falcon.demon.co.uk
Message-ID: <755218963snz@falcon.demon.co.uk>
Source record: 197250

In article <CHLyKD.6Jq@cs.bham.ac.uk> C.J.Ridd@cs.bham.ac.uk writes:

>In article <754962264snz@falcon.demon.co.uk> alex@falcon.demon.co.uk writes:
>>In article <CHGKtB.HD1@cs.bham.ac.uk> C.J.Ridd@cs.bham.ac.uk writes:
>>
>>>Any suggestions welcome... I'm disassembling the VDI bindings at the
>>>moment to figure out what's going on :-(
>>
>>If you ask me nicely I'll send you the bindings (actually you don't need
>>to ask that nicely!).
>>
>>AFAICR the binding just points the intin point in the control array to the
>>string that you pass.
>>
>
>From what I understand, v_ftext16() et al assume the word array is
>terminated by a 0x0000 word. Unfortunately, this *appears* to be a
>legal BICS character, namely space.
>
>I hacked a new binding to take an extra len parameter, which thus
>copied the 0 words across, but Speedo simply failed to print after the
>first 0x0000 (well, it might have printed a space, but I couldn't
>distinguish white space from the white screen :-(
>
>Sooo... the Lattice binding appears to be Ok (AGK breathes easily...)
>but my info on BICS seems to be in flawed.
>
>Anyone know anything on BICS? Like how to print a space??

Nah, the binding is hosed... the original concept was that we'd turn
ANSI wide characters into a 16 bit type which would then map beatifully
onto the Speedo set, hence the ...wc... binding names (at this point
in time the Compendium wasn't published & the Atari docs made no
suggestions as to binding names). The first copy of the Compendium arrived
just as I was doing a final VDI library sweep & I just tossed in the
bindings, w/o (I'm afraid) really reading the stuff.

As far as ANSI wc stuff goes a wc string terminator is L'\0', so mapping
this onto a 16 bit zero seemed sensible, not least because the only
character set documentation we had on Speedo was 'borrowed' of another
Speedo OEM who we were friendly with (and who was willing to break his
NDA - yes, the character set is NDA'd...). Anyway this character set stuff
implied the Bitstream character ID view of the world, so we figured we
were OK - dumb move, why would Speedo use a font independent method..?

Anyway I plan on keeping the ...wc... variant as is, and fixing the ...16() variants (which I did today); the READ.ME now says use the 16s, not the wc...s

>Oh, the main reason I want 16-bit text was to get proper typographical
>quotes and dashes, you know, like the Macintosh. I doubt there will be
>a speed penalty using 16-bit characters, considering the binding for
>8-bit characters!

It should be much faster; you now just get pointer twiddling & no copying.

>PS: did the documentation on global constructors/destructors fall out
>of the word processor Alex?

Errrm, yes... I don't know quite where it went, I'm sure you've figured this, but the magic prefixes are _STI and _STD which the linker then massages into a jump table.

--
Alex Kiernan, alex@falcon.demon.co.uk

This is a private account, all opinions expressed are my own - I cannot speak for my employer; he can do that himself...

3074. Re: Atari Show in UK

Newsgroup: comp.sys.atari.st
Date: 1993-12-06 23:28:54 UTC
From: jaszcz@donald.EEAP.CWRU.Edu
Message-ID: <2e0f7m$b0o@usenet.INS.CWRU.Edu>
Source record: 197249

In article <CHLy1G.6Ep@cs.bham.ac.uk> C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
>System Solutions were selling 28 and 36MHz accelerators for STs,
>demonstrated a F030 32MHz running BlowUP 2 (on sale) with Cubase Audio
>(on sale), and their normal stuff like Tower cases.
>--Chris

do you chris (or anyone else) have the address of the company? i'm interested
in their accelerators...

--Bart

3075. Re: GSZRZ 3.5

Newsgroup: comp.sys.atari.st
Date: 1993-12-07 00:09:50 UTC
From: swhatley@blkbox.COM
Message-ID: <CHn1sE.5n8@NeoSoft.com>
Source record: 197161

How do I get GSZRZ. How much does it cost in U$D? Right now I am get
1070 cps with zmdm on compressed files with 9600 baud modem. Will
I see an increase in performance with my MEGA 4 ST?

I quit using xyz becuase it was slower and more errors occurred.

Thanks,
Steven Whatley

3076. Re: GEM GNUChess (was Re: Gui Go?)

Newsgroup: comp.sys.atari.st
Date: 1993-12-07 01:14:52 UTC
From: warwick@cs.uq.oz.au
Message-ID: <16673@uqcspe.cs.uq.oz.au>
Source record: 197160

rahin@scs.leeds.ac.uk (M A Rahin) writes:
>In article <16631@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:

> >BTW, GNUChess GEM port is done - I'm just waiting to see if a GCC 2.5.x

> Will this run on Mono monitors unlike the earlier one which only runs
> on colour monitors ?

Yes. This is why I'm now only going to develop GEM programs. Developing machine-specific programs (such as Graphical GNU Chess which only ran in ST Low resolution) is too much work for too little compatibility.

If anyone has any burning desires for features, let me know. Only user interface things though - I'm not changing the GNU Chess engine at all. Currently it gives a 2D board display with configurable icon size and colour. I can't really think of anything else to add.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| AMS = C++ game library
/ * <- Computer Science Department, |||||| GEM++ = C++ GEM library
_.-._/ University of Queensland, _// || _ Both are Free Software
_____ v ___ Brisbane, Australia. ______ |_/ || _| ________________________

3077. Re: .DFT files

Newsgroup: comp.sys.atari.st
Date: 1993-12-07 01:47:21 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2e0nb9$183@news.dmpe.CSIRO.AU>
Source record: 197162

I think that they are Deluxe Paint files .... Dunno tho ...

Karl.
--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| Work: +61 3 252 6222 Fax: +61 3 252 6244 Home: +61 3 853 9622 |

3078. Re: Lack of ka9q SLIP documentation

Newsgroup: comp.sys.atari.st
Date: 1993-12-07 01:47:53 UTC
From: u1418@sparc25.cs.uiuc.edu
Message-ID: <CHn6Bt.48D@sparc0a.cs.uiuc.edu>
Source record: 197157

Sorry, sorry!

Ok, it looks like I'll be getting a new unlharcer pretty soon...

~Adam Aulick

3079. Re: ST520 for sale

Newsgroup: comp.sys.atari.st
Date: 1993-12-07 01:55:15 UTC
From: ETAT@delphi.com
Message-ID: <931206.75315.ETAT@delphi.com>
Source record: 197158

How much do you want for the timeworks stuff?

3080. Re: Atari Show in UK

Newsgroup: comp.sys.atari.st
Date: 1993-12-07 02:53:55 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <memo.85772@cix.compulink.co.uk>
Source record: 197247

In article <2e0f7m$b0o@usenet.INS.CWRU.Edu>, jaszcz@donald.EEAP.CWRU.Edu (jaszcz) writes:
>In article <CHLy1G.6Ep@cs.bham.ac.uk> C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
>>System Solutions were selling 28 and 36MHz accelerators for STs,
>>demonstrated a F030 32MHz running BlowUP 2 (on sale) with Cubase Audio
>>(on sale), and their normal stuff like Tower cases.
>>--Chris
>
> do you chris (or anyone else) have the address of the company? i'm interested
>in their accelerators...
>

Their email address is ssolutions@cix.compulink.co.uk. Tel: 081 693 3355.

Ofir ogal@cix.compulink.co.uk

3081. UVK

Newsgroup: comp.sys.atari.st
Date: 1993-12-07 02:57:24 UTC
From: wells_s@jethro
Message-ID: <2e0rek$7lv@golem.wcc.govt.nz>
Source record: 197154

What is the name & address of UVK's author!
Also, how much does he want for the latest version!

(That %)%*^$ virus is back again..... Apparently UVK is the only thing
that recognises it.....)

(The symptoms are that of the 'BielStein' (sp?) virus.....)

(I don't suppose he has a net address!?)

```
/-------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, O O |
| you can be 100% sure that it will! o |
| WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/
```

3082. HELP! Need GEM font info

Newsgroup: comp.sys.atari.st
Date: 1993-12-07 03:26:35 UTC
From: storch@cs.uiuc.edu
Message-ID: <CHnAwC.AwL@cs.uiuc.edu>
Source record: 197151
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

HELP!

I have several Amiga fonts that I need to convert to the GEM font format.
Does anyone know of a program that will do this conversion???

How about a program to convert from TrueType fonts to GEM fonts?

Failing that, where can I find a good technical description of the GEM
format, so I can write my own?

As a last resort, how about a good source of ftp'able GEM fonts?

Thanks for any and all help!
Matt Storch (storch@cs.uiuc.edu)
--

Matthew Storch (storch@cs.uiuc.edu)

3083. Re: cannon fodder

Newsgroup: comp.sys.atari.st
Date: 1993-12-07 04:21:10 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <755237404.1@mettav.royle>
Source record: 196938

It was none other than J S that wrote on the 30 Nov 93 that
,

JS> Any one know if or when cannon fodder and frontier are coming out
on
JS> the STE?
Frontier is out already in the UK , actually ahead of the official
release
date ... that must be a first !

Graham

* Origin: Graham's Point at the Tavern (100:1011/0.8)

3084. GCC

Newsgroup: comp.sys.atari.st
Date: 1993-12-07 05:38:10 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2e14s2$8ag@golem.wcc.govt.nz>
Source record: 197156

I noticed GNU C v2.5.5 has just been stuck on a.a, a 1.2meg ZOO file.

Files that big, surely the program with the best compression would
be used, as downloading that much ain't cheap! (Eventually....)

Why not Lh5 it!? (Lharc 2.32 is blindingly fast, and is getting to the
stage of having all the options ZOO does.)

I don't want to start (another) archiver war, but on files 1meg+ - using
such old methods is a bit pedantic!

```
/-------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, O O |
| you can be 100% sure that it will! o |
| WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/
```

3085. Re: Any Speedo-Fonts in the Pu

Newsgroup: comp.sys.atari.st
Date: 1993-12-07 05:44:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A9578@MS.maus.de>
Source record: 197135

In article <1993Dec1.162731.4993@ibr.cs.tu-bs.de>, Axel Kielhorn
(c0031098@ws.rz.tu-bs.de) wrote:
>Oh no, it wasn't!
>
>You can get 1000+ font from Bitstream (buy them of course).
>Some years ago, when Atari decided to use the Bitstream-Format
>there was no alternative around:
>Adobe hadn't released the Type1 specifications
>Noone had ever heard of True Type.

Atari decided this during spring '92. True Type *did* exist, and there
were Adobe Type 1 scalers available.

3086. Formatters / Copiers for Falcon.

Newsgroup: comp.sys.atari.st
Date: 1993-12-07 05:58:10 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2e161i$1um@news.dmpe.CSIRO.AU>
Source record: 197167

I was Un-MSAing STNEWS 8.2 the other night, and realised that MSA won't format 11 sector disks. No problems, just whip out old FastCopy. Don't work. Try Megaform. Don't work.
Now is it just me, or is every program that copies/formats (apart from the desktop) broken on the Falcon!?
I really would love to copy some disks ...

Also, why oh why did Atari do such a dumb thing as to not put a HD-Disk detect in? Formatting a 720k disk to 1.44mb is StUpId!

Best Regards,

Karl.
--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| Work: +61 3 252 6222 Fax: +61 3 252 6244 Home: +61 3 853 9622 |

3087. Going Back to TOS 1.0 or 1.2 from TOS 2.06

Newsgroup: comp.sys.atari.st
Date: 1993-12-07 06:38:57 UTC
From: ralph@cerfacs.fr
Message-ID: <RALPH.93Dec7063857@hal.cerfacs.fr>
Source record: 197184
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Isn't there a program which reconfigures an ST (Mega 4) running TOS 2.06 to act like one running TOS 1.0 or 1.2? I found a few old programs that now give bombs on TOS 2.06.

I vaguely remember that such a program exists, but do not remember its name, or where it can be found.

Thanks in advance,

--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
==========
Got a Sun IPC lap clone w/1.05 GB! Got a Mega 4STfm with TOS 2.06, floptical!

3088. Re: gcc2.5.3

Newsgroup: comp.sys.atari.st
Date: 1993-12-07 08:40:34 UTC
From: steve@earth.ox.ac.uk
Message-ID: <1993Dec7.084034.19922@zaphod.earth.ox.ac.uk>
Source record: 197163
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <H.eg.6jLpTYU_jO_@semprini.waterloo-rdp.on.ca>,
Chris Herborth <cherborth@semprini.waterloo-rdp.on.ca> wrote:
>I'll try 2.5.5 as soon as it moves out of New on a.a.u.e; I've heard
>that 2.5.x also have sever problems on Linux and other x86 and 0x0
>architectures... from the sound of things, they were being pretty
>optimistic when they said 2.5.5 would be the last 2.5.x...

2.5.6 is already out due to "major bugs" in 2.5.5.

Steve

--

Computer Systems Administrator, Dept. of Earth Sciences, Oxford University.
E-Mail: steve@uk.ac.ox.earth (JANET) steve@earth.ox.ac.uk (Internet).
Tel:- Oxford (0865) 282110 (UK) or +44 865 282110 (International).

3089. CoNnect 2.xx registration help!

Newsgroup: comp.sys.atari.st
Date: 1993-12-07 08:49:03 UTC
From: aykrua@acad2.alaska.edu
Message-ID: <1993Dec7.044903.1@acad2.alaska.edu>
Source record: 197182

Help me with CoNnect, please?

I need to find a good program that handles ZMODEM and does VT100 (at least) to comfortably access my university VAX system... I've been using Uniterm, but it has no ZMODEM. None of the .ttp ZMODEM programs are an elegant enough solution, because none of them seem to work from the 'Run Program' menu item of Uniterm 2.0e (the version I have)...

So the question is- how does somebody in Alaska buy a copy or even register a copy of CoNnect 2.40??? The latest 'shareware' version I've been able to find (on wuarchive.wustl.edu) is 2.10 with patches/upgrades to 2.20 in the same area (in the Telecomm subdirectory)... does archive.umich.edu have a newer one to ftp? Also, if not, back to the original question -- if I'm way the heck up here in Alaska (not a single dealer in the entire state to my knowledge), can I still register my older version and/or get the upgrade to 2.40 by sending $50 to the address listed in the archived docs?

Michael Baffoni
2493 Beechwood Dr. <----- Still valid for U.S.A. registration?
Paso Robles, CA. 93446

Or should I be scrounging/saving up the deutchmarks???

BTW- I've never actually gotten either version of CoNnect to work, they do almost everything except DIAL the number... either I'm doing something wrong (most likely scenario) or these truly are 'demo' versions. That's too bad if it is the latter case, as I'd like to see how it *really* handles VT emulation, an absolute requirement for using the mailer on our VAX. (It uses TPU as a full screen editor and strict adherence to VT must be there to make it simple, otherwise I'm stuck with EDT - line editing! Welcome to the dark ages of computing, eh? No more igloos, but they still use 20 year old text editors on a VAX! Go figure. A month ago they just figured out what gopher and archie were up here... sheesh!

--
R. Warner
aykrua@acad2.alaska.ed (no email please...)
anrlw1@acad2.alaska.ed (send email here!)

3090. Re: Formatters / Copiers for Falcon.

Newsgroup: comp.sys.atari.st
Date: 1993-12-07 09:05:51 UTC
From: <>
Message-ID: <2e1h1f$1j0g@info2.rus.uni-stuttgart.de>
Source record: 197172

In article <2e161i$1um@news.dmpe.csiro.au>,
Karl Meyland <karlm@highett.mel.dbce.csiro.au> wrote:
>I was Un-MSAing STNEWS 8.2 the other night, and realised that MSA won't format
>11 sector disks. No problems, just whip out old FastCopy. Don't work. Try
>Megaform. Don't work.
>Now is it just me, or is every program that copies/formats (apart from the
>desktop) broken on the Falcon!?

Yes, that's right. I have found a nice replacement for FCopy on the Falcon:
Get HCopy (for example on ftp.uni-kl.de) or the commercial followup ECopy.
This will work if you set the HD-switch on TT/STE.

Ciao, Heiko.

+--+
| Heiko Hartmann | MEMBERS OF |
| higgi@yeti.faveve.uni-stuttgart.de | GOOD TASTE Taste-Ware! |
+--+

3091. Re: HD Backup Utility - Help

Newsgroup: comp.sys.atari.st
Date: 1993-12-07 09:12:56 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CHnqxK.4sG@barclays.co.uk>
Source record: 197180

```
In article <CHH3o2.EF1@arc.ab.ca>, erkamp@titan.arc.ab.ca (bob erkamp) writes:
|> I recently installed TOS 2.06 in my Mega 2 St and Turtle (v3.02 I think) no
|> longer wants to work. Is there a workaround? If not can someone recommend a
|> similar backup utility (hopefully free/shareware).
|>
Why not mail the author? He's very helpful with problems. What is the exact
problem? I used to run turtle on a 2.06 machine with no probs

--
+---------------+-------------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-------------------------------------------------------------+
```

3092. Re: converting BBC disks to ATARI

Newsgroup: comp.sys.atari.st
Date: 1993-12-07 09:13:53 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CHnqz5.4tA@barclays.co.uk>
Source record: 197181

```
In article <CHF56J.yz@liverpool.ac.uk>, spb@liverpool.ac.uk (Mr. S.P. Bode) writes:
|>
|> Does anyone know of any software that will allow me to read a BBC disk
|> on my Atari?, I have a BBC program with pages of data statements which
|> I need to convert to run on my ATARI.
Your best bet is to get a Beeb, link it to the ST via a serial lead & copy it
across via a comms package.

--
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-----------------------------------------------------------+
```

3093. Re: C'T : Any german readers get this!?

Newsgroup: comp.sys.atari.st
Date: 1993-12-07 09:53:26 UTC
From: rincewind@discworld.oche.de
Message-ID: <2d051d0a55ed43@discworld.oche.de>
Source record: 197121

In <2dueer$qd7@news.dmpe.CSIRO.AU>,
Karl Meyland (karlm@highett.mel.dbce.csiro.au) wrote:

KM>I am posting this that someone who gets/reads C'T will e-mail me some
KM>information about it. I am particularly interested in it as it seems to have
KM>many articles on hardware projects, such as the ST IDE controller, the TOS 2.06
KM>board, etc., but I am yet to find a place which sells it here in Australia
KM>(maybe something to do with it's German Language ...)

There are few Atari hardware articles in c't now, and some aren't very good.
The IDE/TOS 2.06 card is OK, and the PAK (68030/68881 board) is well done, too
- but there were some articles (like TOS 2.05 in a normal ST) which could make
you laugh (cut BERR instead of creating a proper DTACK etc.).

There are interesting basic articles on topics like morphing, compression,
raytracing, etc. - that's mainly why I still read this magazine.

cu
Michael
--
Michael Schwingen Ahornstraï¿½e 36 W-5100(52074) Aachen Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for long mails!

3094. Re: MiNT and Neodesk 3

Newsgroup: comp.sys.atari.st
Date: 1993-12-07 10:04:32 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.93Dec7110433@issan.informatik.uni-dortmund.de>
Source record: 197169
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <H.eg.w0G6iSn1Oek@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

|> In <SCHWAB.93Nov29110000@issan.informatik.uni-dortmund.de>, Andreas Schwab writes:
|>> Newer versions of MiNT (i don't know which version, probably after
|>> 1.04) will also run the auto folder programs after itself, i.e. it
|>> doesn't have to be the last auto program. It also fiddles with the
|>> basepage chain so that MiNT is not visible. Thus maybe a newer version
|>> of MiNT can help you.

|> I've never actually seen that in action... When I run MiNT (1.08; 1.09
|> soon) it doesn't load anything after it in the AUTO folder.

It works for me. Are you sure that you have really anything
physically located after MiNT? Or, you have renamed MiNT to
something other than mint.prg or mintnp.prg.
--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

3095. Re: GCC

Newsgroup: comp.sys.atari.st
Date: 1993-12-07 10:12:49 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.93Dec7111249@issan.informatik.uni-dortmund.de>
Source record: 197170

In article <2e14s2$8ag@golem.wcc.govt.nz>, wells_s@ix.wcc.govt.nz (Steve Wells) writes:

|> I noticed GNU C v2.5.5 has just been stuck on a.a, a 1.2meg ZOO file.
|> Files that big, surely the program with the best compression would
|> be used, as downloading that much ain't cheap! (Eventually....)

|> Why not Lh5 it!? (Lharc 2.32 is blindingly fast, and is getting to the
|> stage of having all the options ZOO does.)

[flameproof suit on]

Because Lharc is still incompatible with everything (like MinixFS),
and would only give you <1% improvement, if at all.

If you want real good compression and maximum portability, use GZIP!

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

3096. Re: Z80 simulator for ST?

Newsgroup: comp.sys.atari.st
Date: 1993-12-07 11:00:05 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <2e1nnl$fuf@cismsun.univ-lyon1.fr>
Source record: 197168

In article <754914106.16365@minster.york.ac.uk> ae-a@minster.york.ac.uk writes:
>I am currently working on building a Z80 based computer, and during my
>holliday, I will not have access to it, but I can use my 1040STE. If no such
>program exists, could someone tell me how to use the ZX81 or ZX Sprctrum
>emulators to just simulate a Z80.

Also look at the CP/M emulator available around there... May be a help as well
as both mentionned above...

Patrice LACOUTURE
Chambre E516
Institut National des Sciences Appliquees - Lyon
Dept of Computer Science
69621 Villeurbanne Cedex - France

ZombyX 81 (IRC Nick)	This document does not exhaust CFCs.
Atari MegaSTE / (Multi)TOS	It does not harm the ozone layer.
PC 286 :-(	
_____	_____

3097. Re: Demo of Minter's Hardcore

Newsgroup: comp.sys.atari.st
Date: 1993-12-07 11:45:46 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <CHny0A.Hzv@cen.ex.ac.uk>
Source record: 197171

In article <2dvt35$o35@mailer.fsu.edu> boyd@hardy.math.fsu.edu (Mickey Boyd) writes:

> After playing the 5 level demo of Hardcore, all I can say is "Wow".
> Extremely cool for shoot'em up fanatics. It put me in a zonked out
> "be the ball Johnny" state much faster than any other arcade game
> I can remember. Highly recommended! The finished version should be
> unreal.

That's what I thought too. My highscore is now 45 million!
All we have to do now is send lots of letters to Llamasoft to get him to
a) finish it and
b) write a falcon version.

> I'm pretty sure it is on atari.archive.umich.edu. If not, I'll stick it
> there. Thanks to the kind soul that emailed it to me.

No problem.
{{{ Dan }}}

3098. Re: UVK

Newsgroup: comp.sys.atari.st
Date: 1993-12-07 11:49:16 UTC
From: ewj8218@u.cc.utah.edu
Message-ID: <2e1qjs$lcd@u.cc.utah.edu>
Source record: 197174

In article <2e0rek$7lv@golem.wcc.govt.nz>, Steve Wells <wells_s@jethro> wrote:
>(That %)%*^$ virus is back again..... Apparently UVK is the only thing
>that recognises it.....)
>(The symptoms are that of the 'BielStein' (sp?) virus.....)

Just out of morbid curiousity, what does this virus do to your system? Do
you know where you got it? Regarding UVK, I thought Oregon Research
was handling support in the States, and Hi-Soft in Europe. I could be
wrong...

--
\ Eric Jolley \ Eric.Jolley@m.cc.utah.edu \
\ Film Studies Major, U. of U. \ GEnie: E.JOLLEY \
\ For PGP Public Key, finger Eric.Jolley@u.cc.utah.edu \

3099. Using an old Protar host adapter with a new Hard Disk

Newsgroup: comp.sys.atari.st
Date: 1993-12-07 11:57:37 UTC
From: adw@ukc.ac.uk
Message-ID: <7015@eagle.ukc.ac.uk>
Source record: 197173
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I am trying to use a second hand Protar host adapter to attach a SCSI
hard disk to my ST.

I am having difficulties caused (I believe) by the fact that the hard disk has
not been formatted in advance for use with the Protar adapter.

The software I have for the adapter (Progate manager v4.0) doesn't seem to want
to recognise that there is a hard disk present (to allow me to format it).

So, does anyone know if what I am trying will work?

is there software for formatting a hard drive that will work through a
protar host adapter?

does anyone have a newer version of the Protar software that will work in
this case?

what else can I do (short of buying a new host adapter)?

Lloyd.

P.S: I have tried other software (the closest to working of which was the hdx
part of ahdi which at least caused the drive select light to turn on - but
nothing else).

3100. Re: Populous on the Falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-12-07 12:00:24 UTC
From: andrew@minster.york.ac.uk
Message-ID: <755265624.6251@minster.york.ac.uk>
Source record: 197089

I have run Populous II on my Falcon too. It does work but I was
told to run it from low resolution and from floppy. To run it from
a hard disk you need to reboot the machine from Backward 2.23
without the HD (hold ALT down).
Then invoke AHDI.PRG from a floppy to load in the HD driver and
then run Populous II from Hard disk whilst your in Low Res.

I ran it in 16MHz with 16Mhz Blitter and it is storming.

-Andrew

3101. Re: Formatters / Copiers for Falcon.

Newsgroup: comp.sys.atari.st
Date: 1993-12-07 12:02:33 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <CHnysA.JEK@cen.ex.ac.uk>
Source record: 197175

In article <2e161i$1um@news.dmpe.CSIRO.AU> karlm@highett.mel.dbce.csiro.au (Karl Meyland) writes:

> Now is it just me, or is every program that copies/formats (apart from the
> desktop) broken on the Falcon!?
> I really would love to copy some disks ...

Disable the cpu caches with xcontrol and most of them will work fine.

> in? Formatting a 720k disk to 1.44mb is StUpId!

I find it it works perfectly. Fcopy marks the marginal sectors as bad like
for a hard drive and then they work fine. I haven't had any problems with DDs
formatted to HD and I have been using them since about March...
{{{ Dan }}}

3102. CLA v2 RELEASE ANNOUNCE

Newsgroup: comp.sys.atari.st
Date: 1993-12-07 12:18:47 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CHnzJD.Dr@newcastle.ac.uk>
Source record: 197177

```
================================================================================
CLA
DIGITAL LOGIC DESIGN & SIMULATION ENVIROMENT
Version 2 Release 1
================================================================================

Release Date: 6/12/93

After a rather prolonged delay, (over a year), CLA LOGIC v2 has now been released.

Here is the specification of this, the Version 2 Release 1 edition of the system.

- MultiTOS friendly (Xacc2 support coming soon as well).

- Full GDOS support (for printed output), with a choice of GDOS or custom vector
fonts in printed output.

- .GEM Metafile output of schematics & simulation results for inclusion in
documentation (GDOS/NVDI/FontGDOS/Speedo)

- A whole new GUI, with flying dialogs (in a window of course), roll-up toolbars,
pop-up & pull-down menus, multiple editor windows, and more....all fully
GEM'ed & MTOS happy. TOS4+ is supported. If you've ever used Motif or
MS windows, then you'll appreciate this.

- Multi-window editor allows you to work on many blocks simultaneously, either
using a scaled-to-fit view, or a scrolling window.

- Selectable drawing scale & page size (individual to each block).

- Falcon/TT/STE/ST compatible - tested & working :)

- Works in Colour, but a minimum vertical resolution of 400 is needed, so a
virtual screen driver is needed on ordinary ST/STE's to use colour.
(eg Monster)

- Support for Falcon extended GFX modes (ScreenBlaster, etc), and TT video
cards such as the CrazyDots Card.

- Better gate level editting (Move gate, rotated gates, etc).

- Improved Display quality (proper arcs & circles) & speed.

- Full hierarchical structuring of designs with easier block traversal.

- User definable keyboard shortcuts for all functions.

- User edittable gate representations, via a newly written vector object
editor.
```

- Interactive simulation, with the following tools:
o Multiple 20 trace logic analysers
o 'Active' probing
DISABLED o Monitoring bulbs, for those 'quick little checks'
o Variable simulation resolution.
o Auto clocking inputs at definable frequencies
o Manually setable inputs for interactive simulation
o Multiple Word Generators for batch simulations

The simulation functions are fully integrated and accessable at any time.

- Library module facilities:
o Predefined libraries
o Library module loading.
o Design merge
o Proper (new) Librarian program for maintaining libraries

- VHDL support. A (very limited at present) subset of VHDL is supported for textual design, in the form of a seperate compiler which produces CLA blocks which may then be inserted into designs.

- A seperate (for now) Finite State Machine editor which produces PALASM code for your design so that you can actually design real chips.
(Only supports the 22V10 directly at the moment). Also outputs .GEM files for documentation purposes, and gives detailled reports of how the FSM has been implemented in the PAL, including:
o Device Pinouts
o Output Equations and States
o State Equations
o Input Variables & Transistion lists.
All on top of the PalAsm source code (there is a PD version of PALASM for the ST called PASSM which can then be used to produce JEDEC files for programming PAL's with. This is the first of the device synthesis modules for CLA, but will not be the last.

- Fanout checking has been removed & will now become part of an upcoming EPLD Synthesis Tool for CLA designs.

- Maximum number of Gates : 10,000

This was a summary of some of the nicer features of the program. There are many more features actually in the package.

SYSTEM REQUIREMENTS:

- Basic System
This is a real minimum, a hard drive & NVDI are recomended as the speed of the system on this set up will not be good, and the screen area will seem very cramped, with no room for toolbars & analysers.
o Atari ST
o 2 Meg memory (minimum - more is needed for large designs).
o Double sided floppy.
o 640*400 Mono Monitor

I have been informed that the speed on a machine without NVDI is simply unusable.

- Our System
This is what we develope on (and in future, for). Although we test with multiTOS, it tends to slooow thiiings dooown in practice, so we don't use it.
o Falcon 030
o 4 Meg memory
o 65Meg Hard drive
o SVGA Monitor + extended screen drivers (800*600 16 colour).
o NVDI + WINX2.1

- Ideal System
This is what we'd like to have, but cann't afford.
o Atari TT
o MultiTOS
o Loads of memory (8Meg +)
o Hard Drive
o 19" Monitor.
o NVDI

Where Can You Get It ?

CLA2 has been uploaded to atari.archive.umich.edu & ftp.uni-kl.de.

PLEASE NOTE THAT CLA IS SHAREWARE......AND MANY EXTENSIONS WILL NOT BE MADE AVAILABLE VIA FTP (such as the Extended Finite State Machine Designer & EPLD Synthesis Tool).

Questions to :

craig.graham@newcastle.ac.uk

Thanks to my Beta testers for knocking things into something close to working order. Special mention to Chris Forker, Julian Cole, Si Harrison for testing on their machines, and Pete & Mal for showing me the error of my ways on mine.

NOTE: v2r2 should be out before christmas.

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 4883098
Stevenage,England.|| Snail-mail: 2 Sun Street, Suniside, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

3103. Re: The Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-12-07 12:41:23 UTC
From: vctec@westminster.ac.uk
Message-ID: <CHo0Fx.ltp@westminster.ac.uk>
Source record: 197176

In article <CHMBus.IFz@dsbc.icl.co.uk> andym@dsbc.icl.co.uk (Andrew D Milligan) writes:
>In article <1993Dec6.105100.24454@unix.brighton.ac.uk> teh@unix.brighton.ac.uk (Tom Haines) writes:
>>csypge@scs.leeds.ac.uk (P G Eyles) writes:
>>> Hopefully someone out there can answer these questions and pour light on the
>>> subject of 'Atari and Advertising'!!!
>>>
>>> Peter
>>
>>Its not officially out yet in this country, advertising would be a bit premature
>>
>>In the couple of places in the US were it is out Atari are advertising (on TV!!)
>>
>>I think you should be able to expect a lot of advertising when it arrives!!
>>
>>Tom.
>
>HMV in Edinburgh were advertising and taking orders for the machine two weeks
>ago for delivery on December 10th. The price was 199 UK quids. I guess this
>is the UK release date.
>
>I didn't buy one but I might...
>
>Andy D.M.

A video game shop in Manchester advertised them in the shop window, and were taking orders. I went in to ask how much and was given a price of 250 pounds, being told that it depended on the exchange rate.

I haven't been into Manchester to look around the shops. I was just passing through this side street, and came across this. So, I don't know if HMV and Virgin will be selling them.

Also, in London, in a computer exchange shop, I saw a 3DO, selling for 700 quid. I think that a lot of people will go for the Jaguar, if only for the cost (even though the Jag is a better machine IMHO)

Danny.
--
<===>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

3104. Re: GCC

Newsgroup: comp.sys.atari.st
Date: 1993-12-07 12:57:26 UTC
From: vctec@westminster.ac.uk
Message-ID: <CHo16n.JH7@westminster.ac.uk>
Source record: 197178

In article <2e14s2$8ag@golem.wcc.govt.nz> wells_s@ix.wcc.govt.nz writes:
>I noticed GNU C v2.5.5 has just been stuck on a.a, a 1.2meg ZOO file.
^^^^^^^^^^^^

How the heck am I supposed to download that onto a 720K floopy at college which I can then take home and install from my 720K floppy disk on the Atari?

Maybe download into my account, uuencode, then split the file. Is that it? But why not just have it like that in the first place. Do many users use 1.44 meg floppies nowadays, and I'm the only ione left with a 720?

>
>Files that big, surely the program with the best compression would
>be used, as downloading that much ain't cheap! (Eventually....)
>
>Why not Lh5 it!? (Lharc 2.32 is blindingly fast, and is getting to the
>stage of having all the options ZOO does.)
>
>I don't want to start (another) archiver war, but on files 1meg+ - using
>such old methods is a bit pedantic!
>
>
>
> /--\
> | If there's a 50/50 chance of something going wrong, O O |
> | you can be 100% sure that it will! o |
> | WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand _/ |
> \- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/
>

--
<===>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

3105. Re: MicroEmacs 3.12 (was Re: QUESTIONS!)

Newsgroup: comp.sys.atari.st
Date: 1993-12-07 13:09:49 UTC
From: evgaster@cbnewsf.cb.att.com
Message-ID: <CHo1wD.FL3@cbfsb.cb.att.com>
Source record: 197179
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <cwardCH8Bny.J9E@netcom.com> cward@netcom.com (Craig Ward) writes:

0440400-gasteren e.m. van(hv4404)hv-91 (evgaster@hvsag01.ATT.COM) wrote:
> ...
> Version 3.12 of MicroEmacs has been available since April this year.
> You can pick it up from midas.mgmt.purdue.edu in dist/uemacs312.
> ...

When I looked, I didn't see an ST binary, only MS-DOS and MS-Windows version\s.

True, unfortunatly, but I have uploaded an uemacs312.zoo to a.a.u.e.

I brought the code in only to find that it would not compile with Mark
Williams C V2.0. (Although I did manage to get it built under VAX/VMS and
OpenVMS AXP.)

I haven't got MWC 2.0 anymore, so I can't verify nor fix that problem.
I use MWC 3.0.5 which works fine. There is at least 1 bug and fix for
3.12 on VMS. Can't give you more details because I lost interest in
VAX/VMS and consequently don't keep track of MicroEMACS events on it.

The documents that come with the distribution state that for a $25 fee, you
can get an up-to-date binary and printable documentation. I sent a check
about eight weeks ago and have heard nothing....

I know Daniel Lawrence is very very busy with lots of different
things, but I agree that 8 weeks is a bit long. I suggest you drop him
an email.

Below I have included the readme.1st of the uemacs312.zoo.

Ed M. van Gasteren,
ed_m_van_gasteren@ns-nl.att.com

--

This is a partial distribution of MicroEMACS 3.12 for the Atari.

The best place to get more of the whole package is dist/uemacs312 on
midas.mgmt.purdue.edu. That is where Daniel Lawrence puts it. But you
will not find an Atari executable there. So here is one!

I will continue to work on MicroEMACS, particularly the Atari part of
it. If you have questions, remarks, suggestions, bugs, fixes ... then
don't hesitate to contact me.

Ed M. van Gasteren,
ed_m_van_gasteren@ns-nl.att.com

- emacs.prg

I used Mark Williams C version 3.0.5 to build it from ue312dev.zip and the few changed files you find here. I have found no problems, but plenty warnings, in the building process.

- estruct.h

Configured appropriatly.

- word.c

Fixed delete-previous-word. It deleted the wrong part of the buffer.

- input.c

The common routine for buffer, file and command name completion was not re-entrant. I had a problem with that in a rather complex $exbhook.

- st52.c

-- Removed several local #defines in favour of those provided by MWC. Substituted some hardcoded numeric values and (x)bios calls with #defines.

-- Obtain the size of the whole screen (WF_FULLXYWH) iso of just the work area (WF_CURRXYWH). My 1040 STf with TOS 1.4 and my Falcon with TOS 4.02 returned different values in the latter case. That resulted in not being able to get to the desk menu on my Falcon.

-- Initialize the number of rows and columns better to use the whole screen and to adjust better to different screen resolutions.

-- Open a full screen window inorder to be able to get back to MicroEMACS by clicking in it (after you went someplace else).

With MiNT/MultiTOS it appeared that I needed a window handle anyway to determine if mouse button events and such stuff were for MicroEMACS.

-- Handle some of the window change related messages in combination with mouse control better. Before you had to click on a accessory in the desk menu sometimes more then once to get to it.

-- Removed the first/second mouse handler stuff and the event queue that came with it. There is no need for stmouse.s anymore.

With MiNT/MultiTOS you simply can't get away with grabbing the mouse vector because you don't alwasy 'own' the mouse.

-- Mouse button events with shift, ctrl and alt now return the proper key code.

-- Mouse move events implemented.

3106. ATARI SWAP MEET

Newsgroup: comp.sys.atari.st
Date: 1993-12-07 14:26:57 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <2e23rh$73t@charm.magnus.acs.ohio-state.edu>
Source record: 197102
Cross-posted to: osu.general,oh.general,comp.sys.atari.st,comp.sys.atari.st.tech,alt

THE ATARI COMPUTER ENTHUSIASTS OF COLUMBUS (OHIO)

presents their annual

ATARI SWAP MEET

7:30pm, WEDNESDAY, DECEMBER 8, 1993

AT

CHEMICAL ABSTRACTS
2540 OLENTANGY RIVER ROAD
COLUMBUS, OHIO
1/2 MILE NORTH OF LANE AVENUE
OPPOSITE THE OSU PRACTICE FIELDS

COME BUY, SELL OR TRADE ATARI COMPUTERS AND GAME-SYSTEMS HARDWARE AND SOFTWARE.

10% OF YOUR GROSS SALES MUST BE DONATED TO A.C.E.C.

_
--
Vice | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
President | P.O.BOX 29103 | 8-bit
of: | COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *

3107. Re: Z80 simulator for ST?

Newsgroup: comp.sys.atari.st
Date: 1993-12-07 14:29:13 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CHo5Kq.8wt@newcastle.ac.uk>
Source record: 197185

There is also a straight Z80 emulator knocking about somewhere......

and Artemis (a spectrum emulator) allows register dumps & loads of
debugging stuff (break points, etc) ....

3108. Re: Wanted to buy : Atari mouse for 520ST

Newsgroup: comp.sys.atari.st
Date: 1993-12-07 14:34:52 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2e24ac$nsq@mailer.fsu.edu>
Source record: 197183

Tom Ford (ford@esvax.dnet.dupont.com) wrote:
> Any trackball users out there? My sister-in-law has a vintage 520ST whose
> mouse has up and died. She's poor but I'll pay shipping on top of some
> reasonable price.

There is an ad in this month's Current Notes advertising ST trackballs.
They are $29.95, with free shipping through 12/31 (they were $10 less
until October, bummer). It appears that they are converted CX-80 Atari
trackballs. You can also get a pool ball for an additional fee. Current
Notes did a review of them, and claimed they were high quality stuff (better
than the Kraft and Best Electronics units, and cheaper to boot). You can
order them with any button placement you desire.

The address is:

MTS Creations
P.O. Box 56762
Chicago, IL 60656
(312) 763-1822

If you just want a mouse, and cannot locate a used unit, Toad computers has a
selection of them (1-800-448-TOAD).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3109. M-Disk to X-Disk?

Newsgroup: comp.sys.atari.st
Date: 1993-12-07 14:36:12 UTC
From: saj@chinet.chinet.com
Message-ID: <CHo5wD.6t2@chinet.chinet.com>
Source record: 197108

I just looked at M-Disk which came with CS-TeX. Looks real interesting,
but I have a little problem for which I hope there's a quick fix (your cue).

When M-Disk installs a RAMdisk, it always makes it drive M. I have a physical
drive M, so I can't use the RAMdisk. A quick scan of the documentation
didn't give me a workaround. What I'd like is either a convenient way to
change the drive assignment of M-disk, or an easy and reversable way to make
the last partition on a CDC-Wren SCSI drive attached to a Falcon be unreconized
(that's M: It's infrequently-used stuff, so difficult access is acceptable.
It's a pretty big partition, though, so I'd hate to lose it completely).

Steve

3110. Re: Encrypt *.PRG to Xchange data with DOS?

Newsgroup: comp.sys.atari.st
Date: 1993-12-07 14:46:31 UTC
From: Robert.Anisko@daytonoh.ncr.com
Message-ID: <CHo6DJ.4MI@uc2372c.DaytonOH.NCR.COM>
Source record: 197187

In article <1993Dec6.012015.5432@bradford.ac.uk>, S.P.Taylor@bradford.ac.uk (Steve Taylor) says:
>
>: Could you name me programs which allow the exchange of encrypted
>: data between TOS and DOS-machines? I would use the PRG for an Atari
>: 1040 STF.
>
>I would try the ZIP archiving utility. On the ST, STZip by Vincent Pomey
>is used, and on the PC, PKzip is used. Later versions include data
>encryption along with compression and archiving facilities.

I'll just throw my 3 cents in as well (inflation :-) He might be talking about something like PGP ("Pretty Good Privacy") which just by my casual reading on the nets is supposed to be a means of encrypting a message so that only the intended receiver can easily decrypt it.

There should be an Atari version, as well as a PC version (and others), probably available at wuarchive.wustl.edu and your other "friendly neighborhood FTP sites" :-)

Rob

3111. Re: Civilization Again

Newsgroup: comp.sys.atari.st
Date: 1993-12-07 15:09:10 UTC
From: cf580@city.ac.uk
Message-ID: <1993Dec7.150910.15074@city.ac.uk>
Source record: 197186

Paul Purdom (pwp@cs.indiana.edu) wrote:
> lpzssm@unicorn.nott.ac.uk (S. Marshall) writes:

> >4) The manual is very confusing about making specialists - it tells
> >how to make an entertainer into a taxman, but nothing seems to make an
> >entertainer. Hints anyone ?

> Click on the city to get the information about the city displayed. Then click
> on the map of the squares around the city. Choose a square were there are
> symbols which indicate that some one is working. This will make the person
> working there into an entertainer. If you have some specialists and click on
> a square where no one is working then one of the specialists will become a
> worker. Often you will want to use this technique to change where people are
> working.

> Can someone post information about where one can get Civilization for the ST?
> My comments are based on the IBM version, but I would have gotten the ST
> version if I had known it was available (and I still might if the price is
> not too high).

Personally, I wouldn't. It's bugged enormously, and even in the latest
version (v3) the most serious ones haven't been fixed. I've hassled
Microprose about this regularly for about 9 months now to no avail.

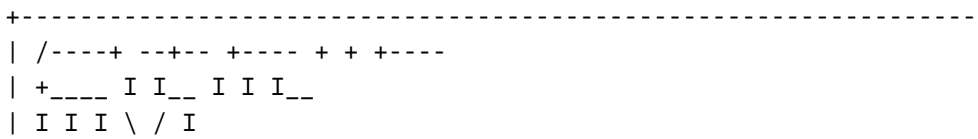
Tim Wright - T.J.Wright@city.ac.uk

3112. RAM Upgrade Board

Newsgroup: comp.sys.atari.st
Date: 1993-12-07 15:10:22 UTC
From: steveb@thed.usup.uk22.bull.co.uk
Message-ID: <steveb.755277022@thed.usup.uk22.bull.co.uk>
Source record: 197198

Does anyone still have a 520 STFM and would like to upgrade to 1MB easily and cheaply ? I have an easy fitting upgrade board for sale, which needs no soldering. I still have the manual and all the details you'll need. If you know of anyone that may be interested then please send me an e-mail message to: s.bacall@ieee.org

Thanks,

Steve Bacall
--


3113. Re: Wanted to buy : Atari mouse for 520ST

Newsgroup: comp.sys.atari.st
Date: 1993-12-07 15:34:33 UTC
From: Robert.Anisko@daytonoh.ncr.com
Message-ID: <CHo8LM.6t0@uc2372c.DaytonOH.NCR.COM>
Source record: 197188

In article <ford-061293153040@fordt.es.dupont.com>, ford@esvax.dnet.dupont.com (Tom Ford) says:
>
>Any trackball users out there? My sister-in-law has a vintage 520ST whose
>mouse has up and died. She's poor but I'll pay shipping on top of some
>reasonable price.

You might look into getting a IBM-compatible serial mouse (assuming you have a free serial port). I believe I've seen a driver that will let you use one of these mice as a normal Atari mouse (and with the price of PC mice around $20 for some brands, it might be worth looking into). But you might want to track down the driver before you buy one though...

Rob

3114. Help for Aidan

Newsgroup: comp.sys.atari.st
Date: 1993-12-07 16:03:26 UTC
From: slp10@cl.cam.ac.uk
Message-ID: <1993Dec7.160326.29265@infodev.cam.ac.uk>
Source record: 197101

Here is a call for help if ever I heard one:

- - ------- Forwarded Message

Return-Path: <@mhs.ac.uk:"/G=AIDAN/S=GIBSON/O=BRITISH GAS PLC/PRMD=BRITISH GAS PLC/"@gb.gold-400>
Delivery-Date:
Received: from mhs.ac.uk by swan.cl.cam.ac.uk via JANET with NIFTP (PP-6.5) id <24629-0@swan.cl.cam.ac.uk>; Mon, 6 Dec 1993 17:29:12 +0000
X400-Received: by mta sun2.mhs-relay.ac.uk in /PRMD=uk.ac/ADMD= /C=gb/; Relayed; Mon, 6 Dec 1993 17:28:43 +0000
X400-Received: by /ADMD=GOLD 400/C=GB/; Relayed; Mon, 6 Dec 1993 17:28:28 +0000
X400-Received: by /PRMD=BRITISH GAS PLC/ADMD=GOLD 400/C=GB/; Relayed; Mon, 6 Dec 1993 17:29:45 +0000
Date: Mon, 6 Dec 1993 17:29:45 +0000
X400-Originator: "/G=AIDAN/S=GIBSON/O=BRITISH GAS PLC/PRMD=BRITISH GAS PLC/"@gold-400.gb
X400-Recipients: STEVE.POPE@cl.cam.ac.uk
X400-MTS-Identifier: [/PRMD=BRITISH GAS PLC/ADMD=GOLD 400/C=GB/;60627160213991/51930@PMBV04]
X400-Content-Type: P2-1984 (2)
From: "/G=AIDAN/S=GIBSON/O=BRITISH GAS PLC/PRMD=BRITISH GAS PLC/"@gold-400.gb
Message-ID: <"54927160213991/373339 BGMHSGATEW*"@MHS>
To: STEVE POPE <STEVE.POPE@cl.cam.ac.uk>

About the PD stuff... you couldn't put out a request on the sadness (news) in the Atari group asking if there is any PD software specifically for the Falcon on internet. It's just that most (well about half) of the ST stuff won't run on the Falcon.

Thank you so much
Thank you thank you thank you
Please Thank you... etc,,,,

3115. re: CoNnect 2.xx registration help!

Newsgroup: comp.sys.atari.st
Date: 1993-12-07 16:29:42 UTC
From: lannie@ins.infonet/net
Message-ID: <2e2b1m$fb7@insosf1.infonet.net>
Source record: 197106

In article <1993Dec7.044903.1@acad2.alaska.edu> aykrua@acad2.alaska.edu writes:
>Help me with CoNnect, please?
>
>I need to find a good program that handles ZMODEM and does VT100 (at least) to
>comfortably access my university VAX system... I've been using Uniterm, but it
>has no ZMODEM. None of the .ttp ZMODEM programs are an elegant enough
>solution, because none of them seem to work from the 'Run Program' menu item of
>Uniterm 2.0e (the version I have)...
>
>BTW- I've never actually gotten either version of CoNnect to work, they do
>almost everything except DIAL the number... either I'm doing something wrong
>(most likely scenario) or these truly are 'demo' versions. That's too bad if
>it is the latter case, as I'd like to see how it *really* handles VT emulation,
>an absolute requirement for using the mailer on our VAX. (It uses TPU as a full
>screen editor and strict adherence to VT must be there to make it simple,
>otherwise I'm stuck with EDT - line editing! Welcome to the dark ages of
>computing, eh? No more igloos, but they still use 20 year old text editors on
>a VAX! Go figure. A month ago they just figured out what gopher and archie
>were up here... sheesh!
>
>--
>R. Warner
>aykrua@acad2.alaska.ed (no email please...)
>anrlw1@acad2.alaska.ed (send email here!)
>
I have dialed into the VAX at my place of work and the VT emulation
is pretty good. It doesn't handle the verticle lines very well.
We have menus that have a box around them and they are all
garbled up. I think it is a tabing problem. I have never
gotten Connect to dial. It is a nice program, but it is
useless without the dialer IMHO. Is the registration $50
or is it $29.95. It lists both numbers.
Later

3116. Re: Je suis desole

Newsgroup: comp.sys.atari.st
Date: 1993-12-07 16:46:00 UTC
From: patrik_sanfridsson@p2.stacken.ct.se
Message-ID: <2d04b4e6@p2.stacken.ct.se>
Source record: 197031

> From: bourlon@gla.ecoledoc.ibp.fr (Marc BOURLON)
>
> Le monsieur ayant dit que Populous II ne marchait pas sur Falcon,
> j'ai repondu que j'etais desole - de le contredire - mais qu'il
> marchait tres bien.

Tackar som fr}gar, hur st}r det till sj{lv? :-)

Patrik_Sanfridsson@p2.stacken.ct.se (Max 16KB) /|\ Atari Falcon030
Fido 2:204/419.2 NeST 90:1100/110.2 STacken BBS +46-(0)142-19331

3117. Re: Populous works well on the Falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-12-07 17:01:05 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Dec7.170105.725@newshost.lanl.gov>
Source record: 197193

In article skh@hal.cerfacs.fr, doucet@ripolin.laas.fr (Jean-Etienne Doucet) writes:
>
>In article esh@vishnu.jussieu.fr, bourlon@gla.ecoledoc.ibp.fr (Marc BOURLON) writes:
>)) I'm really sorry, but PopulousII works fine with Backward 2.23, option
>)) compatibility best, and even perhaps with 030/BLiTTER at 16....
>))
>
>I don't understand why are you sorry because of Pop II running well on Falcon ?
>You don't like it or what ?
>BTW, are there new news about Civilization on F030 ?

No, he was replying to me because I originally posted that I hoped it did NOT
work on the Falcon since I had sold my copy of Pop2 a long time ago, before I
knew of the Backwards utility.

BTW, does anyone have a copy of Populous 2 they would like to sell?
I'm suffering from PW (Populous Withdrawl). :)

-Hutch- @ Fair Dinkum Tech

3118. Modula-2 on the ST..

Newsgroup: comp.sys.atari.st
Date: 1993-12-07 17:03:44 UTC
From: u9262385@wumpus.cc.uow.edu.au
Message-ID: <2e2d1g$6vv@wumpus.cc.uow.edu.au>
Source record: 197191

Does anyone know whether there exists aa decent and/or cheap version of Modula-2 for the Atari ST or STe... I am looking for a copy, primarily for uni but also to do my own programming... I am in Australia, so preferably mail order or shareware addresses (or FTP sites??) would be helpful...

Reply in Email to -
u9262385@cc.uow.edu.au

Thanks.

Rob.!

P.S. Atari are truly hopeless here... rumour has it to support the Falcon in Australia they sponsored a Fender-Bender (Speedway demo-derby car) because it was a Falcon-model car!!! And if that wasn't bad enough, they gave the guy $3000!!! The whole car cost only $1000!!!! Great Computers, lousy marketing....

3119. Re: Civilization Again

Newsgroup: comp.sys.atari.st
Date: 1993-12-07 17:14:25 UTC
From: doucet@ripolin.laas.fr
Message-ID: <2e2dlh$6c5@hal.cerfacs.fr>
Source record: 197107

In article 15074@city.ac.uk, cf580@city.ac.uk (WRIGHT T J) writes

[discussion about bying ST version of Civilization deleted...]

))Personally, I wouldn't. It's bugged enormously, and even in the latest
))version (v3) the most serious ones haven't been fixed. I've hassled
))Microprose about this regularly for about 9 months now to no avail.
))
))Tim Wright - T.J.Wright@city.ac.uk

How can you see what version number you've got ?


```
-----------------------------------------------------------------
__ _____ _____
__| | ___| \ doucet@laas.fr (Jean-Etienne Doucet)
| | | ___| | |
\_____|_____|_____/ LAAS-CNRS / Toulouse / France
-----------------------------------------------------------------
```

3120. German, Dutch & French CWCII now ready

Newsgroup: comp.sys.atari.st
Date: 1993-12-07 17:29:10 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Dec7.172910.5520@newshost.lanl.gov>
Source record: 197196

*** NEW PRODUCT ANNOUNCEMENT ***

I'm pleased to announce that Fair Dinkum's popular Crossword Creator II product is now available in Dutch, French and German language versions as well as the original English. Also available in Dutch or English only is the companion program, Word Search Creator.

These versions include fully translated, printed manuals as well as the programs themselves. For info on ordering, contact our exclusive distributor, Missionware Software, at j.trautschol@genie.geis.com . For specs or info on the programs themselves, simply send an email request to hutch@ilmen.lanl.gov.

Sorry for the semi-commercial post but I thought our European readers might be interested in this announcement as these versions are new and generally not yet available through European outlets.

Thanks!

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____

3121. Re: PC-ANSI font for Warp 9?

Newsgroup: comp.sys.atari.st
Date: 1993-12-07 17:31:11 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2e2ekv$4se@mailer.fsu.edu>
Source record: 197189

Trevor Eaton Cordes (umcordes@ccu.umanitoba.ca) wrote:
> Does anyone out there have (or know of) a PC-ANSI font that I can load
> into the Warp 9 control panel? I'm talking about a font that has
> characters 128-255 defined as the little graphic characters that the ibm has.
>
> I have looked on atari archive and there seems to be nothing there.
>
> I basically want something that came with STalker 3, but in a format Warp
> 9 can use! (What the hell does Warp 9 use anyway?)

I don't have a font for you, but I can answer the last question. From the
Warp9 manual: "created with either the DEGAS font editor or the Warp9
Customizer". DEGAS fonts only consist of 128 characters, so the extended
characters that you want cannot be obtained from a DEGAS font. However,
there are zillions of DEGAS fonts out there (a bunch come with Warp9).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3122. TT and LaserBrain Epson Emulator

Newsgroup: comp.sys.atari.st
Date: 1993-12-07 17:34:03 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Dec7.173403.6742@newshost.lanl.gov>
Source record: 197197

I'm looking for owners of Atari SLM laser printers who also use the LaserBrain Epson FX Emulator software with it. A friend of mine with a TT says he cannot get LaserBrain to work on his system. I always thought that LaserBrain was TT compatible but can anyone here confirm or deny this for me? For that matter, does it work with the Falcon? I have a Falcon but no SLM to try it on. Unfortunately, Atari has dropped all support for this nifty utility.

It's important as I frequently recommend LaserBrain to SLM owners for final quality printing of puzzles created with my Crossword Creator II software (which is now marketed exclusively through Missionware Software). It would be somewhat of a kicker if I find out LaserBrain won't work with a TT or Falcon!

Also, does anyone have a _complete_ list of printer control codes for the SLM, either in 'native' or Diablo emulation modes? I'd like to develop an SLM specific printer driver for my puzzle software but I've been unable to locate a complete listing of control codes. I've asked Atari for this info on three occasions and have been disappointed each time with incomplete data. I wonder if Scott Sanders' Atari Compendium book has that info?

Thanks for any help or advice.

-Hutch- @ Fair Dinkum Tech

3123. Re: CoNnect 2.xx registration help!

Newsgroup: comp.sys.atari.st
Date: 1993-12-07 17:37:12 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2e2f08$4se@mailer.fsu.edu>
Source record: 197190

aykrua@acad2.alaska.edu wrote:
> I need to find a good program that handles ZMODEM and does VT100 (at least) to
> comfortably access my university VAX system... I've been using Uniterm, but it
> has no ZMODEM. None of the .ttp ZMODEM programs are an elegant enough
> solution, because none of them seem to work from the 'Run Program' menu item of
> Uniterm 2.0e (the version I have)...

First, there are Uniterm macros available (that I hacked together) that will
enable you to use the GEM SZRZ package from Uniterm. GSZRZ is really nice,
and looks good with Uniterm. I set it up so there is an SZ and RZ button
on the little popup window, so Zmodem up/downloading is just a couple of
mouseclicks away. Ftp to ftp.math.fsu.edu (192.12.122.28), and grab the
files. I don't claim my macros are the greatest, but they work for me!

I just got a new version of GSZRZ, and am currently upgrading my macros to
use it. I'll put them up and post when they are done.

> BTW- I've never actually gotten either version of CoNnect to work, they do
> almost everything except DIAL the number... either I'm doing something wrong
> (most likely scenario) or these truly are 'demo' versions. That's too bad if
> it is the latter case, as I'd like to see how it *really* handles VT emulation,
> an absolute requirement for using the mailer on our VAX. (It uses TPU as a full
> screen editor and strict adherence to VT must be there to make it simple,
> otherwise I'm stuck with EDT - line editing! Welcome to the dark ages of
> computing, eh? No more igloos, but they still use 20 year old text editors on
> a VAX! Go figure. A month ago they just figured out what gopher and archie
> were up here... sheesh!

I had trouble getting Connect to dial as well. It is a configurational
problem. I seem to remember that you have to change the default dialing
string, and that there is some small trick involved (like, there is a magic
character to indicate a return, like "|" or something). You do all this from
the dialing menu. I cannot remember the details, but you can fix it with
sufficient fumbling :-).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3124. Re: Dungeon Master 2 will be coming out for...

Newsgroup: comp.sys.atari.st
Date: 1993-12-07 17:40:56 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.QTn479rvx1Q@semprini.waterloo-rdp.on.ca>
Source record: 197002

In <cs93294.754870983@wolfcreek.cs.ualberta.ca>, Stuart David A writes:
> Now we all know that DM2 is coming out for the PC clones and not for atari.
> However I for one have sent my complaint to the guys making it at the
> internet address posted up here awhile ago. This message is just a reminder.
>
> Have you sent your complaint? Try to convince them in the merits of making
> a version for the falcon.

Such as the tiny market and the slow CPU made slower by graphics
contention?

Perhaps you should ask them to develop a Jaguar version, that machine
might actually go somewhere.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3125. WANTED: 1040 floppy + portfolio

Newsgroup: comp.sys.atari.st
Date: 1993-12-07 17:44:06 UTC
From: scott@santafe.edu
Message-ID: <SCOTT.93Dec7104407@wupatki.santafe.edu>
Source record: 197192

It seems my deal for a dsdd 1040 compatible flopy fell through (ie: I never recieved it in mail)... so, once again, I'm looking for a CHEAP dsdd drive to replace my broken one in my 1040ST.

I would also like a portfolio. If you want to sell either of these items at a very low price-- please contact me.

(ie: there's no reason for me to pay $45 for a floppy when I can get a 1040ST for $100-- in fact, I may just get one of these $100 STs JUST for the damn drive.).

Scott

3126. Re: Falcon Game : Llamazap

Newsgroup: comp.sys.atari.st
Date: 1993-12-07 17:46:20 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.liGoBZ3Oa_o@semprini.waterloo-rdp.on.ca>
Source record: 197004

In <CHEJMK.FLz@newcastle.ac.uk>, Craig Graham writes:
>
> Well - Atari does it again.
>
> Last week I decided it was time to buy some Falcon games - so top of the
> list was Jeff Minter's latest & greatest Llamazap.
>
> So I phone up Llamasoft - the nice lady there say's
>
> "Ahh yes - Llamazap. Jeff finished writing that 4 MONTHES AGO."
> "It's being marketed by Atari - contact them."

[body of typical Atari story deleted]

> Sigh....will I ever play this game? Has anyone else persuaded Atari to sell them
> a copy ?

Every day, it amazes me that people (_intelligent_ people at that!) are
still developing hardware and software for the Atari platform. Atari's
actions are incredibly mind-boggling.

Personally, I think they know _exactly_ what they're doing. They're
killing off their compute business _on_purpose_ so they can concentrate
on the Jaguar. They haven't just said, "Ok, we're dropping the
ST/TT/Falcon." because it would scare developers away from the Jaguar.

--
-------------------==-------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3127. Jaguar makes NEWSWEEK

Newsgroup: comp.sys.atari.st
Date: 1993-12-07 18:26:23 UTC
From: klasmekj@ucunix.san.uc.edu
Message-ID: <2e2hsf$di3@ucunix.san.uc.edu>
Source record: 197194

I just got my Newsweek magazine today (Dec. 13, 1993 issue) and there it was. Jaguar continues to find its way into the spotlight of Nintendo and Sega articles. It was a pretty good segment about 4 inches long out of a (sort of) two page spread.

+====-==-===-========+
|Here is the segment:|
+====-==-===-========+

CHICKEN AND EGG: But like Mario or Luigi prancing through a maze oblivious to the lurking danger, both Sega and Nintendo may get ambushed. Last month Atari, the videogame founder that went belly-up in the 1980s, rolled out Jaguar. At $249, the player offers 60-bit processing capacity that crunches data 100 times faster than SNES or Genesis. The result: color graphics of newr videotape quality, smooth instead of jumpy movement, realistic sounds of screaming jets or human noices and a futuristic three-dimensional game platform. But in a classic chicken-and-egg problem, software developers have shied from creating games for Jaguar until more units are hooked up in America's rec rooms; shoppers are wary of a system for which there exist a mere four cartridges. Although Jaguar won't be for sale outside New York and San Francisco until next year, it has cybercritics gushing. The magazine Electronic Games called it "one powerful cat," and GAMEPRO magazine predicted "Atari may well become king of the jungle once again." (Really, that's what they wrote.) If they're right, the battering that parental wallets take this year will be nothing compared to what's in store in '94.
Or, you could buy your kids a book.

--SHARON BEGLEY with JOSHUA COOPER RAMO
December 13, 1993 Newsweek Magazine (P. 75)

It is nice to see Atari step on every Sega or Nintendo article in the popular press. Good Luck ATARI!!!!!

+-------------------------------------+_
*> Kevin Klasmeier	
*> NET: klasmekj@ucunix.san.uc.edu	
*> GEnie: K.KLASMEIER	
[Cincinnati, Ohio in the US of A]	
+-------------------------------------+ |
'-------------------------------------'

3128. Using an old Protar host adapter with a new Hard Disk

Newsgroup: comp.sys.atari.st
Date: 1993-12-07 18:53:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d04d132@troed.ct.se>
Source record: 197110

In a message of 07 Dec 93 12:57:37, A.D.Webber wrote:

A> I am trying to use a second hand Protar host adapter to attach a SCSI
A> hard disk to my ST.

Works great, I'm running my BBS on one .. :-) ... (Quantum 105LPS and the
original 50Mb Seagate)

A> I am having difficulties caused (I believe) by the fact that the hard disk
A> has
A> not been formatted in advance for use with the Protar adapter.

Hmm .. shouldn't have to.

A> The software I have for the adapter (Progate manager v4.0) doesn't seem to
A> want
A> to recognise that there is a hard disk present (to allow me to format it).

Then you must have connected something wrong .. you should be able to select
the HD from the ID-wheel in the beginning.

A> So, does anyone know if what I am trying will work?

Yup!

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

3129. Re: Civilization Again

Newsgroup: comp.sys.atari.st
Date: 1993-12-07 19:04:45 UTC
From: cf580@city.ac.uk
Message-ID: <1993Dec7.190445.17343@city.ac.uk>
Source record: 197195

Jean-Etienne Doucet (doucet@ripolin.laas.fr) wrote:
> In article 15074@city.ac.uk, cf580@city.ac.uk (WRIGHT T J) writes

> [discussion about bying ST version of Civilization deleted...]

>))Personally, I wouldn't. It's bugged enormously, and even in the latest
>))version (v3) the most serious ones haven't been fixed. I've hassled
>))Microprose about this regularly for about 9 months now to no avail.
>))
>))Tim Wright - T.J.Wright@city.ac.uk

> How can you see what version number you've got ?

Because I got a nice covering letter with my upgrade telling me that
it was version three. :) If the programmers were half as competent
as the customer services, I'd have no complaints...

> ____
> __ _____ _____
> __| | ___| \ doucet@laas.fr (Jean-Etienne Doucet)
> | | | ___| | |
> _____|_____|_____/ LAAS-CNRS / Toulouse / France
> ____

Tim Wright - T.J.Wright@city.ac.uk

3130. Re: Demo of Minter's Hardcore

Newsgroup: comp.sys.atari.st
Date: 1993-12-07 19:17:57 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2e2kt5$c8g@golem.wcc.govt.nz>
Source record: 197109

```
] I'm pretty sure it is on atari.archive.umich.edu. If not, I'll stick it
] there. Thanks to the kind soul that emailed it to me.

It wasn't on there when I looked - quick! I want it! :)

/------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, O O |
| you can be 100% sure that it will! o |
| WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/
```

3131. Help! Missed my bus!

Newsgroup: comp.sys.atari.st
Date: 1993-12-07 19:20:44 UTC
From: c-hjr@math.utah.edu
Message-ID: <C-HJR.93Dec7122045@solitude.math.utah.edu>
Source record: 197199

Help! Earlier today I went to download some programs from my computer
to my SX using kermit and it wouldn't work. I keep getting the same
message and I don't know what it means, "FATAL: BUS ERROR".
Then, kermit crashes and I am back to my desktop. Just what does that
mean? I have never seen it before and I can't make it stop.

Aaaaaaaahhhhhhhh!!!!!!!!!! Why can't the files just take a taxi? Kermit
should be able to handle a cab; I think I saw it in a muppet movie once...

Please help!

Damn frog,

Jeff Healey

3132. windowed dialogs

Newsgroup: comp.sys.atari.st
Date: 1993-12-07 19:40:38 UTC
From: richards@sulu.orl.mmc.com
Message-ID: <1993Dec7.194038.2956@iplmail.orl.mmc.com>
Source record: 197104

I have been trying to implement dialogs in a window code using the winddial library supplied by Erlend Nagel. However, it seems to be having a problem with edit fields. You can move the cursor between the fields, but cannot enter text in the field. The dialog works fine using standard dialog calls.

Does anyone have any source that will allow dialogs in windows??? I am using HSC 1.4.

Larry Richardson
richards@foghorn.orl.mmc.com

3133. Re: Jaguars in Jacksonville

Newsgroup: comp.sys.atari.st
Date: 1993-12-07 19:47:25 UTC
From: foster@rufus.nsc.com
Message-ID: <1993Dec7.194725.21872@berlioz.nsc.com>
Source record: 197146

Or how about a lawsuit between Atari and Yuban Coffee for using the exact same picture? (Jaguar Eyes)

3134. Atari repair in NYC

Newsgroup: comp.sys.atari.st
Date: 1993-12-07 19:51:58 UTC
From: jk@panix.com
Message-ID: <2e2msu$nna@panix.com>
Source record: 197117

My 520ST is on the blink. It doesn't seem to want to tell the disk drive to read anything, and when you boot you get a blank desktop. Does anyone know of a place in New York City where I could get it looked at? Village Computers used to service STs, but no more (they got too upset with the company).

Thanks.
--
Jim Kalb (jk@panix.com)

"Nothing has an uglier look to us than reason, when it is not of our side." (Halifax)

3135. Re: Trouble with formatting megafi

Newsgroup: comp.sys.atari.st
Date: 1993-12-07 20:49:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A59216@M4.maus.de>
Source record: 197017

>WINCAP-file and formatted the drive using HDX 5.0 and set
>that the default partition to 15-15-15-15. After Formating
>HDX reported <Root sector corrupted, reformat drive!>
>I ignoered this message since it appeared after each formatting
>I tried. To my surprise I could access to disc and it was
>formatted! Why this error message?

Because you were using HDX 5.0. Use 3.0 to format a customized Megafile
unit.
Or try 5.04; 5.00 had some rather strange bugs, it crashed when formatting
a standard SH205/Megafile 20, for example.

>The second problem could be caused by the first:
>AHDI 6.04 (June 93) reports ACSI-UNIT 0 as unspecified drive.
>Why?

Because the Megafile controller doesn't know his name.
Only "true" SCSI drives are able to return their name to the caller.
Use 6.06 instead of 6.04, it fixes a rare GEMDOS bug that might erase an
entire partition.

>I heard about a patch area in the AHDI to specify the drive that
>are present. Could a patch there speed up booting since it takes
>several second recognize that there are no further drives?

Yes, use HD_PATCH.PRG (from Atari) to disable scanning of all units that
you don't have.

bye, Peter

3136. Re: Home/Personal Accounting Packa

Newsgroup: comp.sys.atari.st
Date: 1993-12-07 20:53:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A59217@M4.maus.de>
Source record: 197033

>Another quick question,
>
>Could someone please describe the med-res (or is it low-res ?) boot
>problem
>on the STe and its remedy ?

TOS 1.06 equipped 1040 STEs won't boot in medium resolution, they always
come up in low rez, no matter what rez it was in when "Save Desktop" was
invoked.
(This is for color monitors - in mono, everything's fine.)

Bugfix: Use Atari's STE_FIX.PRG in your favourite AUTO folder, or upgrade
to TOS 2.06 :-), or "upgrade" to a used TOS 1.62 chipset from s.b. who now
has 2.06.

bye, Peter

3137. Re: Anyone cracked Cubase 3.01

Newsgroup: comp.sys.atari.st
Date: 1993-12-07 20:57:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A59218@M4.maus.de>
Source record: 197021

>Home taping is *not* killing music. Home taping is *spreading* music. I
>write music so that people hear it and possibly to achieve fame, but
>the more people that hear it the more likely it is that someone will
>buy it anyway. I also had the same view when I wrote computer games
>myself. I would be honoured if people pirated my work. (I originally
>heard this view expressed by Jim Kerr and Chrissy Hynde.)

Yeah, sure. I guess you don't pay the rent by making software...

3138. Re: HPLaserjet4L configuration

Newsgroup: comp.sys.atari.st
Date: 1993-12-07 20:59:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A59219@M4.maus.de>
Source record: 197024

>I too bought a Laserjet 4L (in the summer) and would like to hear from
>anyone
>who has done this, or has any info about what can be done. The software
>I got
>was for the PC, and all the settings on the printer can only be done
>through
>software. Many phone calls to HP, and Atari dealers in the UK did not
>help.
>
>If you require any info, I've got all the books that came with it, so
>please
>e-mail me if you require any info. Please, I need to run the printer in
>Econo-mode.

In my net (German Maus-Net) there IS software for this task. Can't
remember where to get it, though.

3139. Re: Re: QUESTIONS!

Newsgroup: comp.sys.atari.st
Date: 1993-12-07 21:12:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A59220@M4.maus.de>
Source record: 197023

>>> I mean something that would help in porting a GEM application to a
>TermCap
>>> TOS-based application. Actually, a GEM version of curses also sounds
>good
>
>I don't know if its what you're looking for, but I've done some library
>routines that let you painlessly port a TOS app to a Gem app, at least as
>far as the output side goes. Lets you send strings with embedded VT52
>codes

Hmmm, a really plain TOS program using ONLY VT-52 style output does no
harm to multitasking - MultiTOS includes a window manager for TOS
programs. It just opens a VT-52 console window for each TOS program
running.
Other multitasking systems also have this feature.

3140. eMail-list

Newsgroup: comp.sys.atari.st
Date: 1993-12-07 21:15:00 UTC
From: Achim_Wilhelm@m4.maus.de
Message-ID: <A59212@M4.maus.de>
Source record: 197020

Hi there.

As announced in the ST user-magazine, I compiled a list of programmers, hardwarehackers and companies from the ATARI-scene, witch can be contacted via email. This list now contains german people from the MausNet and the german-speaking InterNet. This work is done now, and I start to collect the adresses out off the english-speaking InterNet.

So, get this list via ftp:

ftp.cs.tu-berlin.de, pub/atari/doc/emaillst.zip

This should work. If not, give me a mail. Then I post the complete archive in this group uucoded. Packed, but uncoded, this archive has about 12kB.

If you miss your name, send me a mail containing your realname, your products, your email-adress, and if you like, your private adress and telephone number. For a companies adress, send me the companies name, adress, the name of the person, which stands behind the email-adress, and the email-adress.

Ok, that's it for now. I hope to get a lot of adresses to compile a mostly complete list.

regards, Jimmy

3141. Re: Modula-2 on the ST..

Newsgroup: comp.sys.atari.st
Date: 1993-12-07 21:39:37 UTC
From: dwb29497@uxa.cso.uiuc.edu
Message-ID: <2e2t6p$ed1@vixen.cso.uiuc.edu>
Source record: 197200

u9262385@wumpus.cc.uow.edu.au (Mitchell Robert Duke) writes:

>Does anyone know whether there exists aa decent and/or cheap version of
>Modula-2 for the Atari ST or STe... I am looking for a copy, primarily
>for uni but also to do my own programming... I am in Australia, so preferably
>mail order or shareware addresses (or FTP sites??) would be helpful...

There is a shareware M2 compiler from ana-systems. It can be found at
atari.archive.umich.edu in the atari/Languages directory. There is also
a german M2 compiler there, but I don't speak German, so I haven't tried
it yet.
Personally, I use FTL Modula-2 From HiSoft. It is an excellent compiler,
although it hasn't been updated for a few years. The developer's version
includes a make utility, resource construction set, and a symbolic debugger
It also comes with some very useful nonstandard modules and their complete
source code. I bought it from Toad Computers in Maryland:
(800) 448-8623,(410)544-6943
It was about $100 for the developer version, I think the regular version
is about $80.
Good Luck, and keep programming in Modula!
-Dan Bullok
(woodhead@uiuc.edu)

3142. Re: MEDUSA (68040) System

Newsgroup: comp.sys.atari.st
Date: 1993-12-07 21:57:00 UTC
From: mjr@geob7.geo.uni-bonn.de
Message-ID: <2e2u7c$aif@news.rhrz.uni-bonn.de>
Source record: 197103
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <CHFB76.60q@world.std.com>, Lexicor@world.std.com (Yat W Siu) writes:
|>
|> The MEDUSA T40 is a 68040/64 Clone based on TOS 3.06, the machine is

Incorrect. Although the MEDUSA is advertized to run at 64 MHz, it is only a 32 MHz machine. The Guy who constructed the beast specifies the MC68040 at its internal clock rate which is twice the external (and Motorola-official) rate. To my knowledge, the fastest 68040 sold by Motorola runs at 40 MHz.

Price/Performance: about 15 Months ago, i have been very impressed by the performance of an early prototype of the box (was an ST accelerator). But 6000 DM for a system with only 8 MB RAM and 240 MB IDE-Disk is expensive. Consider the Linux-box You will get for the same price (roughly twice the RAM, twice the disk capacity, twice the speed).

Or, consider a SPARC Classic clone. Recently i saw 6900 DM for a system with 15x2.54-cm monitor (in germany it is illegal to write inches :-)), 16 MB RAM, 1 GB Disk, Solaris 1.x or 2.x (+15 % tax).

Or consider the DM 6000 (incl. tax) i paid for my 25 MHz SPARC clone w. 17x2.54 cm grayscale monitor, 16 MB RAM, 422 MB DISK, SunOS 4.1.2 one year ago? This system is about as fast as the 32 MHz 68040 of the MEDUSA !!.

Concluding: the MEDUSA is probably a very nice system, so nice that Atari should licence it and sell it under the official label (Atari: this might be cheaper than the development of the urgently needed powerful system, doesn't it?), but the prices have to drop a lot before the system will be competitive to the real world. (Atari was: power without the price. Now it seems to be the opposite).

Michael Ritzert

BTW: i still like my good old accelerated Mega ST!

3143. Re: Populous on the Falcon030

Newsgroup: comp.sys.atari.st
Date: 1993-12-07 23:04:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A59221@M4.maus.de>
Source record: 197019

>Ohhh, I hope you can confirm that Populous 2 (one of my favorite games of
>all times) does NOT work on the Falcon with Backwards or any other
>utility.
>I only say that because after trying it unsuccessfully on the Falcon, I
>darn
>near gave the program away at Glendale this year.

Well, I sucessfully ran a fresh copy of Poulous II on our demo unit Falcon 030 at the time PII came out. Backward was just needed for emulating the ST's sound hardware bug, seems as if the author still uses illegal soundchip mirror adresses. Apart from that, it ran fine in 16 MHz on a VGA monitor.

bye, Peter

3144. Re: Atari Show in UK

Newsgroup: comp.sys.atari.st
Date: 1993-12-07 23:43:50 UTC
From: Paul.Civati@mettav.royle.org
Message-ID: <755410204.0@mettav.royle>
Source record: 196940

On 30 Nov 93 at 22:57:15 (Yat W) wrote the following:

>> There's an Atari Show in Birmingham (UK) on 5th December at
the
>> National Motorcycle Museam (???).
>>
>> - These things are never properly advertised are they ???
>
> Anyway...I think some of th magazines should have mentioned
it...i
> don't know
> of an AD though..don't expect an AD like on TV or so *grin*. The
Future
> SHow
> was properly advertised...but it was a Games Show really...

There is a one page ad in the December issue of ST Applications.

-Paul-

--
~=~=~=

3145. STacy / STbook

Newsgroup: comp.sys.atari.st
Date: 1993-12-07 23:43:58 UTC
From: woodford@esca.com
Message-ID: <1993Dec7.234358.4209@esca.com>
Source record: 197114

Work has taken me to the US of A for a while, away from my ST :-/
As a result, a portable ST, like STacy or STbook would be very useful...

Q. Do Atari still make and market the STacy and/or STbook? If so,
does anyone in the Seattle area (_if_ there is any ST life here!) know of
an outlet?
Q. What are the specs.?
Q. Which is best?

I need at least 20meg disk space and a DMA port. Does the STbook have this?

Cheers, y'all: Steve ;-)

3146. Re: MEDUSA (68040) System

Newsgroup: comp.sys.atari.st
Date: 1993-12-07 23:56:25 UTC
From: Lexicor@world.std.com
Message-ID: <CHovu3.530@world.std.com>
Source record: 197105
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

>Incorrect. Although the MEDUSA is advertized to run at 64 MHz, it is only a 32 MHz
>machine. The Guy who constructed the beast specifies the MC68040 at its internal
>clock rate which is twice the external (and Motorola-official) rate. To my
>knowledge, the fastest 68040 sold by Motorola runs at 40 MHz.

It says "clock doubled", to whatever point and degree that may be true...

>
>Price/Performance: about 15 Months ago, i have been very impressed by the
>performance of an early prototype of the box (was an ST accelerator). But 6000 DM
>for a system with only 8 MB RAM and 240 MB IDE-Disk is expensive. Consider the
>Linux-box You will get for the same price (roughly twice the RAM, twice the disk
>capacity, twice the speed).

Your prices are 15 Months old too :) 6000, DM is about 4,000 U$D am I right?
8 Megabyets of RAM and 240 MB Ide harddrive for the T40 is around 3,000 U$D
ok, ok ok, so its in the USA :) but that's still 1,000 U$D Cheaper...and has
an ET-4000..

>
>Or, consider a SPARC Classic clone. Recently i saw 6900 DM for a system with
>15x2.54-cm monitor (in germany it is illegal to write inches :-)), 16 MB RAM, 1
>GB Disk, Solaris 1.x or 2.x (+15 % tax).
>
>Or consider the DM 6000 (incl. tax) i paid for my 25 MHz SPARC clone w. 17x2.54
>cm grayscale monitor, 16 MB RAM, 422 MB DISK, SunOS 4.1.2 one year ago? This
>system is about as fast as the 32 MHz 68040 of the MEDUSA !!.
>

Is that a brandnew SPARC or a second hand? Anyway, yes, SPARC is nice too!
I mean...an INDY costs 5,000 U$D only...and THAT's REALLY nice :) if you're
going to take it that far <grin>

>Concluding: the MEDUSA is probably a very nice system, so nice that Atari should
>licence it and sell it under the official label (Atari: this might be cheaper than
>the development of the urgently needed powerful system, doesn't it?),

I would agree, but that is not Atari's style now is it ;)

but the
>prices have to drop a lot before the system will be competitive to the real world.
>(Atari was: power without the price. Now it seems to be the opposite).
>

Define drop a lot.....the Medusa does have some nice things to it like
the on board RAM Expansion to 64 Megs of RAM, ISA Bus for ET-4000 and the

PC Pizzabox Design for additional boards :)

Well...the Medusa is not the right system to compare it with...it is a separate system, designed by an individual company, compare the Medusa to an Amiga 4000 pricing then it isn't so bad, and please do not forget its a niche Market, and the wholesome argument is the use of your Software with it, a new System would ultimately mean a new spendin on Software.

It's also the only 68040 Atari around....

Cheerio

Yat

3147. Re: Piracy (was: Re: Anyone cracked Cubase 3.01 yet?)

Newsgroup: comp.sys.atari.st
Date: 1993-12-08 01:09:08 UTC
From: rvenable@helix.nih.gov
Message-ID: <1993Dec7.200908@helix.nih.gov>
Source record: 197111

In article <1993Dec6.215347.1635@newshost.lanl.gov>, hutch@bellman.lanl.gov (John Hutchinson) writes:
|> In article 210914@helix.nih.gov, rvenable@helix.nih.gov (Richard M. Venable) writes:
|> >I tend to agree; selling buggy software with no refund is piracy by the
|> >software companies ...
|>
|> I wondered when Mr. Venable would enter into this discussion... :)

Gee, it's nice to be noticed...

|> Truly buggy software shouldn't be sold, granted. It's not right, but it's not
|> piracy, either. And I fail to see the argument against limited demo versions of
|> most products. If a demo game only has 3 levels (instead of 50) or a demo app
|> doesn't let you save a project file, do you really mean to say that they won't
|> give you a good "feel" for the product? Some demos are lame, sure, but all???

I agree, there's a broad spectrum of quality wrt. demo software; but if I want to test the graphics format conversion and the "demo" program won't let me save any files, what good is it? And what about unintentional bugs introduced in having a "demo" version and a "real" version? For games, it may be fine, but for other programs, I have my doubts.

|> >if the the software is high quality, and reasonably priced, I might buy it.
|>
|> Great. But do you mean by that that if the software is expensive, will you
|> steal it since you think it's overpriced? Or if you think it's low quality
|> you will steal it to teach the developers a lesson? So all we have to do to
|> eliminate piracy is to provide high quality software at very low prices???
|> Gee, what a wonderful (and ridiculously utopian) idea!

No. I do not practice or condone piracy. I write software myself, both professionally (mostly scientific Fortran) and as a hobby, and can both appreciate and understand the position of developers. Stealing is wrong. I only wish to point out that the situation is NOT one-sided; taking money for buggy software is also stealing. I either buy it or do without; if the software is overpriced, well, it's the developer's loss (of sales). I simply vote with my wallet; that's the only "lesson" needed, IMHO.

|> >I wish developers would pursue program bugs with the same relentlessness
|> >they seem to lavish on guarding against piracy; perhaps I wouldn't feel

|> >so victimized by the piracy of software companies themselves.
|>
|> Has _every_ piece of software you ever bought been so horribly buggy that
|> you felt you deserved your money back? If so, you HAVE had some bad luck! I
|> guess I've been fortunate in that the vast majority of Atari software I've
|> bought has been quite up to par, or at the very least, functional.

Well, most of the companies I purchased "buggy" software from are no longer
in business; I'm not sure what that means. And most of what I bought does
work, usually fairly well. Unless you include the fact that half my games
"broke" when I upgraded to TOS 1.4; it seems the developers used some tricks
specific to earlier TOS versions. Well, now there's hundreds of dollars down
the drain-- due to poor programming practices.

|> You keep dumping on the developers but I think your angst is misplaced. It's
|> the actions of the PIRATES and yes, those that turn a blind eye towards
|> piracy, that have forced the situation we all are suffering through now.
|> Granted, Atari's mismanagement hasn't done much to benefit sales, either. :)

Piracy and Atari management are major problems; but I'm out at least a
thousand dollars due to bad programming practices. I can't blame pirates
or Atari for that; they had nothing to do with it.

|> If you want to help remedy the situation, then start by refusing to ever
make
|> or accept an illegal copy of software again. Spurn those that try to give
you
|> illegal copies. Tell them how it hurts the industry and most importantly,
you
|> as the user. Do not frequent pirate BBS systems and if you do find a BBS
with
|> pirated software, politely inform the sysop how much you disaprove. YOU can
|> make a difference. The question is, do have the courage to do so???

Please, just because I defend the notion of "try before buy", don't infer
anything more. I make enough money to buy the software I want, and I do
NOT have a single copy of ANY pirated software for my ST, and never did.
I don't know of and have never frequented any pirate BBS systems.

As you've noted, we don't live in an ideal world, and at times, when
people can take an unfair advantage, they will. Just don't assume that
these people are always on one side of the situation; every computer
owner is not a pirate, and not all developers are free from blame.

I contend that crappy software has hurt the Atari market, as well as
piracy and Atari itself. There's an old saying (Irish perhaps) which
goes: "Fool me once, shame on you; fool me twice, shame on me." I want
to try software before I buy it, because I have been burned. Since when
does caution make me a pirate?

--
___ O== ==O
|__) ICK O== ==O "It's deja vous all over again."

```
| \ / O== ==O
\/ ENABLE O== ==O -- Yogi Berra
```

3148. Re: Snapper v0.2 FTP Software DatabasE

Newsgroup: comp.sys.atari.st
Date: 1993-12-08 02:13:47 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CHp270.41n@utnetw.utoledo.edu>
Source record: 197112
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

```
Karl Meyland (karlm@highett.mel.dbce.csiro.au) wrote:
: Hi there everyone out there in Net-Land!

: Well today, after many problems (mainly finals ...) I release the
: first official copy of SNAPPER. A few of us (Erlend, Hermann and I)
: have noticed that there is a sad lacking of an information system to
: find out what software is available for the good old ATARI range of
: computers by FTP, so we created a project called SNAPPER. SNAPPER
: is/will be a database of all the software we can find for FTP'ing.
: The database is similar to the FISH index on the AMIGA (bleurgh ;^))
: and the LINUX operating system. By compiling a database of what is
: available, we hope to aide those "I've need of a XXXX type program.."
: requests, and to ensure that people can always get the latest
: software versions. A brief synopsis is in the file itself, as are
: the instructions. We welcome all your comments, suggestions, praise!?
: and hope that everyone will participate in the project by filling out
: entries for us.

: Well that's about it, If you have problems, whatever, feel free to
: drop me some e-mail at:

: karlm@mel.dbc.csiro.au

: and I'll endeavour to reply to everyone!

: Best Regards,

: Karl.

: ----- 8< ---- CUT HERE FOR SNAPPER v0.2 TEMPLATE ----- 8< -----

: ------------------------------------------------------------------------

: SNAPPER - Atari FISH Software DataBase Template

: e-mail this to karlm@mel.dbce.csiro.au,
: and a copy of the software as well if possible.

: +----------------------------------------+
: | Release Date : Friday November 11th, 1993.|
: +----------------------------------------+

: ------------------------------------------------------------------------
: +---------+
: | HISTORY |
: +---------+
```

: Snapper is a DataBase of information about each of the software
: packages that are available by FTP for the Atari range of computers.
: It was thought that an indexing system whereby people could easily
: search for particular types of software, updates of previous software,
: etc. should be created. After seeing similar systems on the Amiga
: range of computers, (such as the FRED FISH series), and the LSM (Linux
: Software Map) for the Linux operating system, it was deemed that not
: only was such a tool useful, but in light of all the different sites
: around the world which are growing, it is almost a necssity. And so
: it began ...
:
: Why 'Snapper'? Well, Snapper is a breed of FISH ..... ;^)

: Credits go to Erland Nagel (error@stack.urc.tue.nl) and Hermann Samso
: (S_SAMSO@irav1.ira.uka.de) for getting me to do this (even though I
: should have been more logical in thinking ... %@))
: ---
: +---------+
: | UPDATES |
: +---------+

: New versions of this document will be uploaded to two main sites
: directly,
: * The University Of Michigan Archives (atari.archive.umich.edu),
: * Universiy Of Kaiserslauten (ftp.uni-kl.de)
: as they are released. Updates will also be posted to the newsgroups
: * comp.sys.atari.st
: * comp.sys.atari.8bit
: when updated.
: ---
: +--------------+
: | INSTRUCTIONS |
: +--------------+

: Firstly, when submitting, ALWAYS use the template below. Not only
: does it save time for the Snapper maintainers, but it also stops us
: from learning hieroglyphics, etc. ;^) Please submit all entries in
: English! It doesn't matter if the english is bad, just make it
: understandable. Entries in languages other than English will be
: deleted.

: Now the key rules.
: 1. Fill in as much as possible! This usefullness of this DataBase
: depends entirely on how much information you can give, so fill 'em
: up!
: 2. Don't delete anything! If you don't have anything to add in, just
: leave it BLANK.
: 3. Also, as above, don't rename anything. If you have suggestions
: for changes, e-mail me, Erlend or Hermann, and we'll try to
: integrate your ideas into the next revision. Otherwise,
: leave the sheet alone!
: 4. Once finished, e-mail the completed copy to me

: (karlm@mel.dbce.csiro.au)!
: 5. Also, if you notice any changes or corrections that are necessary,
: mark them on a copy of the template. This makes it easier for me
: to understand changes, and it also aides you in trying to explain
: the changes!

: Thanks for putting in the time and filling out this template. Your
: time and enthusiasm will help all Atari users out there, and your help
: will ensure that the Snapper DataBase will continue to become a
: trusted resource in the Atari Community.

: Best Regards,

: Karl.

: (Karl Meyland) (karlm@mel.dbce.csiro.au)
: ---
:
: Sample Guide :
: ------------------
:
: Program Name : The name of the program!
: Program Type : Ray Tracer, Text Editor, Sound Editor, etc.
: Version Number : Revision number - i.e. v1.0.a
: Release Date : The date this version was released - DDMMYY
: Intended Systems : Falcon 030, STf, etc.
: Minimum Requirements :
: Memory : 1 Mb ST Ram, 1 Mb TT Ram
: Processor : 68030, 68881
: DMA-Sound : Not Necessary
: TOS Version : 1.4 +
: Other : Joystick, NVDI v2.5, etc.
: 8-Bit Prog? : No. - Is it intended for 8-bit computers?
: Written By :-
: Name : The Author's name
: Address : Their Address i.e.
: : 2/114 Walpole St,
: : Kew,
: : 3101
: Country : The Author's Country of residence - i.e. Australia
: Telephone : Number & Preferred Hours - +41 3 853 9622, 18:00-20:00
: E-Mail : Internet E-Mail Address - karlm@mel.dbce.csiro.au
: Contact Method : E-Mail - Respect what the authors want! (not
: everyone wants lotsa E-Mail ...)
: Program Description : What does it do? Is it a 24bit Targa Raytracer,
: : or a Vector Graphic Program, or what?
: :
: :
: :
: Archive Name : The name of the original archvie, ORIG1.ZIP
: Archive Size : How big is it? In Kb or Mb, 423Kb , 1.4 Mb, etc.

```
: FTP Dist. Site : ftp.uni-kl.de
: Site Path Name : /pub/atari/test
: Known Bugs/
: Incompatibilities : What doesn't it work with? Tos v2.06, NVDI,
: : DeskTracker v1.5, Color Monitors, etc.
: :
: :
: :
: Submitted By : Who submitted this completed template,
: e-mail : Their e-mail address,
: snail : And their snail-mail Address.
: :
: :
: :
:
:
: -------------------- 8< -- Cut Here -- 8< ----------------------------
: ------------------------------------------------------------------------
: SNAPPER DATABASE LISTING ENTRY SHEET v0.2
: ------------------------------------------------------------------------
: Program Name :
: Program Type :
: Version Number :
: Release Date :
: Intended Systems :
: Minimum Requirements :-
: Memory :
: Processor :
: DMA-Sound :
: TOS Version :
: Other :
: 8-Bit Prog? :
: Written By :-
: Name :
: Address :
: :
: :
: :
: Country :
: Telephone :
: E-Mail :
: Prefferred -
: Contact Method : E-Mail / Post (Snail Mail) / Phone
: Program Description :
: :
: :
: :
: :
: Archive Name :
: Archive Size :
```

: FTP Dist. Site :
: Site Path Name :
: Known Bugs/
: Incompatibilities :
: :
: :
: :
: :
: Submitted By :
: e-mail :
: snail :
: :
: :
: :
: Submission Date :
: ---
: --
: | Karl Meyland CSIRO Division of Building, Construction and Engineering |
: | Post Office Box 56, Highett, Victoria, Australia 3190 |
: | Internet: karlm@mel.dbce.csiro.au |
: | Work: +61 3 252 6222 Fax: +61 3 252 6244 Home: +61 3 853 9622 |

Thought I'd quote the whole article as it has expired on most NNTP sites and will be shortly on others...

Does anyone know what this user was talking about? I've watched for followups to this post, but nothing! Apparently there's some sort of program database available to search for Atari products???

-me? I think?

3149. Falcon as HS Modem?

Newsgroup: comp.sys.atari.st
Date: 1993-12-08 02:59:21 UTC
From: metalhed@kaiwan.com
Message-ID: <CHp4Ax.ILs@kaiwan.com>
Source record: 197113
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Way, way, WAAAAAAAAAAY back when, I heard about the possibility that you could get a bit of hardware and software, under $100 US, that would plug into the DSP port on the Falcon and evvectively emulate a v.32bis/v.42bis modem.

Does this exist? If so, where is it available, and how much?

As I am STILL crawling at 2400 baud, I could REALLY use something like this soon after I get my Falcon... Though my F purchase may be delayed and instead I may be getting myself a US Robotics Sportster from work for myself for Christmas...

<---===The /\/\etal]-[ead===--->

3150. Re: gcc2.5.3

Newsgroup: comp.sys.atari.st
Date: 1993-12-08 03:04:40 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1571@usdtsg.DaytonOH.NCR.COM>
Source record: 197116
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <H.eg.6jLpTYU_jO_@semprini.waterloo-rdp.on.ca>
cherborth@semprini.waterloo-rdp.on.ca writes:
>
>I'll try 2.5.5 as soon as it moves out of New on a.a.u.e; I've heard
>that 2.5.x also have sever problems on Linux and other x86 and 0x0
>architectures... from the sound of things, they were being pretty
>optimistic when they said 2.5.5 would be the last 2.5.x...

Just curious what's the main changes between 2.3.3 and 2.5.5?
Well, since I'm asking, anyone know the difference between GCC
2.5.5 and 2.5.6 that are at atari.archive?

And I just learned how to use "patch." I think I'll buy
myself a pizza for that one :-)

Rob

3151. Re: ST520 for sale

Newsgroup: comp.sys.atari.st
Date: 1993-12-08 03:39:14 UTC
From: ETAT@delphi.com
Message-ID: <931207.81554.ETAT@delphi.com>
Source record: 197115

I was only inquiring about the Timeworks stuff...I would be interested in PartnerST and WordWriterST.

3152. Re: re: CoNnect 2.xx registration help!

Newsgroup: comp.sys.atari.st
Date: 1993-12-08 04:00:51 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CHp75F.JqI@cix.compulink.co.uk>
Source record: 197118

```
*In message <2e2b1m$fb7@insosf1.infonet.net>, lannie@ins.infonet/net said:
> I have dialed into the VAX at my place of work and the VT emulation
>is pretty good. It doesn't handle the verticle lines very well.
>We have menus that have a box around them and they are all
>garbled up. I think it is a tabing problem. I have never
>gotten Connect to dial. It is a nice program, but it is
>useless without the dialer IMHO. Is the registration $50
>or is it $29.95. It lists both numbers.
>Later

It dials OK for me. Never had a problem with the dialler.

Ofir ogal@cix.compulink.co.uk
```

3153. AHDI - is 6.06 a real release?

Newsgroup: comp.sys.atari.st
Date: 1993-12-08 04:52:41 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2e3mip$1im@news.dmpe.CSIRO.AU>
Source record: 197120

Hi.

Just wondering if anyone knows if AHDI v6.06 is a real release. There are two dates in the file when I scanned through it, and just wondered if someone hadn't just renamed the Dates, etc. with a text-editor? I worry, cause I have to back up 80 meg of stuff before I start trashing my HD ....

Best Regards,

Karl.
--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| Work: +61 3 252 6222 Fax: +61 3 252 6244 Home: +61 3 853 9622 |

3154. Help! My STe keeps crashing!

Newsgroup: comp.sys.atari.st
Date: 1993-12-08 05:39:02 UTC
From: rjung@netcom.com
Message-ID: <rjungCHpBp3.9xr@netcom.com>
Source record: 197119

I have a very, very weird and annoying problem here...

I have a four-megabyte 520 STe, which has been working wonderfully until the last two months. I do not know why, I do not know how, but now the machine has a tendency to reboot, and eventually crash, without provocation.

Crashes occur without rhyme or reason, or at least none that I can detect. The machine will run fine for hours on end one day, then crash relatively quickly on the next. Once it starts crashing, rebooting is difficult, and it often bombs while running the contents of the AUTO folder or soon after I reach the Desktop. Only a power-down and long wait seems to alleviate the problem, but eventually it returns.

It's crashed even while I've done nothing at all (idling on the GEM Desktop). Sometimes, when it reboots, the screen displays an "Out of internal memory -- please use FOLDERXXX.PRG" message.

To my recollection, I haven't added any new software that may be causing the crashes to occur.

I left the machine with my local Atari dealer for three weeks, and they could not get in to crash at all. I think it's a software problem as a result. I was thinking about a virus for a while, but running AV_KILL does not reveal anything.

I've tried disabling and re-ordering my accessories and AUTO programs. I think I have the problem narrowed down to either G+PLUS or WARP 9, but attempts to change the order that the accessories and programs load do not seem to help. The system is running TOS 1.62, WARP 9 version 3.75, and G+PLUS version 1.3. This seems especially confusing to me because these programs were working fine "before".

Anyway, if I sound frazzled, it's because I am. B-) I'm at the end of my rope here, and wonder if anyone else have a solution or suggestion. Answers by both e-mail or posts are fine, though mail is preferred.

--R.J.
B-)

Send mail to rjung@netcom.com Any time, any place, any game -- Lynx Up!

Babs: "I'd be terrific! Colossal! Stupendous! Mediocre even!"
Aide: "You are applying for the position of President of the United States?"
--Buster's Guide to Part-Time Jobs, TINY TOON ADVENTURES

3155. Lattice C

Newsgroup: comp.sys.atari.st
Date: 1993-12-08 06:56:18 UTC
From: klotz@milliways.physik.unizh.ch
Message-ID: <1993Dec8.065618.20057@rzu-news.unizh.ch>
Source record: 197129

I'm using Lattice C for several years. Slowly, I'm coming to the conclusion, that several parts of the library might well support anu update. Thus my question: is there still any producer or distributor for Lattice C. Any hints even overseas are welcome.
thank you in advance
Hans
klotz@milliways.physik.unizh.ch

3156. Re: MEDUSA (68040) System

Newsgroup: comp.sys.atari.st
Date: 1993-12-08 08:31:21 UTC
From: monnier@di.epfl.ch
Message-ID: <2e43cp$36u@disun41.epfl.ch>
Source record: 197122
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <2e2u7c$aif@news.rhrz.uni-bonn.de>,
Michael Ritzert <mjr@geob7.geo.uni-bonn.de> wrote:
> Incorrect. Although the MEDUSA is advertized to run at 64 MHz, it is only a 32 MHz
> machine. The Guy who constructed the beast specifies the MC68040 at its internal
> clock rate which is twice the external (and Motorola-official) rate. To my
> knowledge, the fastest 68040 sold by Motorola runs at 40 MHz.

Come on ! It's been centuries now we know the 68040 doesn't run
internally at double clock speed, even though there is a little tiny
small negligible part of the processor that uses a clock twice as
fast. The 040 is NOT clock doubled. Go ask Motorola...

Stefan
--

-- On the average, people seem to be acting normal --

3157. Re: Atari Show in UK

Newsgroup: comp.sys.atari.st
Date: 1993-12-08 08:59:23 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <CHpKz0.5H2@cs.bham.ac.uk>
Source record: 197123

In article <memo.85772@cix.compulink.co.uk> ogal@cix.compulink.co.uk writes:
>
>
>In article <2e0f7m$b0o@usenet.INS.CWRU.Edu>, jaszcz@donald.EEAP.CWRU.Edu (jaszcz) writes:
>>In article <CHLy1G.6Ep@cs.bham.ac.uk> C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
>>>System Solutions were selling 28 and 36MHz accelerators for STs,
>>>demonstrated a F030 32MHz running BlowUP 2 (on sale) with Cubase Audio
>>>(on sale), and their normal stuff like Tower cases.
>>>--Chris
>>
>> do you chris (or anyone else) have the address of the company? i'm interested
>>in their accelerators...
>>
>
>Their email address is ssolutions@cix.compulink.co.uk. Tel: 081 693 3355.
>
>Ofir ogal@cix.compulink.co.uk

And one of their addresses is (they have two):

Atari Workshop/System Solutions
Windsor Business Centre
Vansittart Estate
Windsor
Berkshire
SL4 1SE
ENGLAND

--Chris

3158. Re: Atari Falcon040?

Newsgroup: comp.sys.atari.st
Date: 1993-12-08 09:06:17 UTC
From: elendir@enst.fr
Message-ID: <2e45e9$e2d@cismsun.univ-lyon1.fr>
Source record: 197124

Mark Rathwell (mrathwel@herman.cs.uoguelph.ca) wrote:

: Does Atari have a Falcon040 out anywhere in the world. It seems
: like other platforms are already in their way up in the Montrolo world and
: Atari is still using the 68030. What's up?

The primary concern at this time is the Jaguar. Atari will release the 040
Falcon if that game machine sells okay.

That's all the infos I got from Atari Europe.

Vince.

--
PSG Vainqueurs de la coupe de France 1982, 1983, 1993
PSG Champions de France 1985/86 1/2 Finaliste C3: 1993
PSG PARIS SAINT GERMAIN FC --- NOTRE HISTOIRE DEVIENDRA LEGENDE.

3159. Re: MEDUSA (68040) System

Newsgroup: comp.sys.atari.st
Date: 1993-12-08 09:27:03 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CHpM94.C7E@newcastle.ac.uk>
Source record: 197125
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <2e2u7c$aif@news.rhrz.uni-bonn.de>, mjr@geob7.geo.uni-bonn.de (Michael Ritzert) writes:
>In article <CHFB76.60q@world.std.com>, Lexicor@world.std.com (Yat W Siu) writes:
>|>
>|> The MEDUSA T40 is a 68040/64 Clone based on TOS 3.06, the machine is
>
>Incorrect. Although the MEDUSA is advertized to run at 64 MHz, it is only a 32 MHz
>machine. The Guy who constructed the beast specifies the MC68040 at its internal
>clock rate which is twice the external (and Motorola-official) rate. To my
>knowledge, the fastest 68040 sold by Motorola runs at 40 MHz.

But isn't that how Intel specify their chips ? A DX2/66 is only a clock doubled DX33.....but they always advertise the systems as "66 MHz 486". Only the inside of the processor is 66MHz - even the VESA bus is only 33MHz.

>Price/Performance: about 15 Months ago, i have been very impressed by the
>performance of an early prototype of the box (was an ST accelerator). But 6000 DM
>for a system with only 8 MB RAM and 240 MB IDE-Disk is expensive. Consider the
>Linux-box You will get for the same price (roughly twice the RAM, twice the disk
>capacity, twice the speed).
>

Hmm...not sure about twice the speed there, Motorola chips are significantly faster than Intel chip of the same clock (they're better designed). And also note that in Intel based systems, only the VESA bus sections actually run at anything like processor speed, the rest of the system is on a seperate bus at a much lower clock. From what I hear the performance of the Medusa is more in the SPARC or high end MAC arena, not in the sub-Pentium PC arena.

>Or, consider a SPARC Classic clone. Recently i saw 6900 DM for a system with
>15x2.54-cm monitor (in germany it is illegal to write inches :-)), 16 MB RAM, 1
>GB Disk, Solaris 1.x or 2.x (+15 % tax).

You could also get a Sparc 2 cw 19" monitor & 32MB of RAM for 3,1936.50 inc vat (UK). But you have to bear in mind that for a SPARC, the cheap bit is the hardware - the cose of workstation based applications make PC & Atari programs seem like PD.

>
>Or consider the DM 6000 (incl. tax) i paid for my 25 MHz SPARC clone w. 17x2.54
>cm grayscale monitor, 16 MB RAM, 422 MB DISK, SunOS 4.1.2 one year ago? This
>system is about as fast as the 32 MHz 68040 of the MEDUSA !!.

See above......

>
>Concluding: the MEDUSA is probably a very nice system, so nice that Atari should
>licence it and sell it under the official label (Atari: this might be cheaper than
>the development of the urgently needed powerful system, doesn't it?), but the
>prices have to drop a lot before the system will be competitive to the real world.
>(Atari was: power without the price. Now it seems to be the opposite).

We'll see. It seems likely that a friend of mine here at Newcastle is going to
buy a Medusa - so I'll get him to run some proper benchmarks.

>
>Michael Ritzert
>
>BTW: i still like my good old accelerated Mega ST!

And I still like my (soon to be accellerated) Falcon.

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 4883098
Stevenage,England.|| Snail-mail: 2 Sun Street, Suniside, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

3160. Re: Any Speedo-Fonts in the Public Domain???

Newsgroup: comp.sys.atari.st
Date: 1993-12-08 09:38:58 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CHpMsz.M8v@barclays.co.uk>
Source record: 197128

```
In article <H.eg.pyf8BWo7bk_@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
|> In <16538@uqcspe.cs.uq.oz.au>, Warwick Allison writes:
|> > C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
|> >
|> > >The format is encrypted, and the only way to decrypt them is to use
|> > >Speedo itself, or another program that has licensed ($$$ of your
|> > >favourite currency) the encryption keys.
|> >
|> > Well, that was a stupid thing for Atari to use then, wasn't it.
|>
|> Is anyone keeping a list?
You can buy over 300 Speedo fonts off the shelf that will work with Atari
Speedo. There is *no* problem getting fonts for speedo at good prices (50
fonts for 30GBP - WP6.0 pack)
--
+---------------+-------------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-------------------------------------------------------------+
```

3161. Re: AHDI - is 6.06 a real release?

Newsgroup: comp.sys.atari.st
Date: 1993-12-08 09:52:47 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CHpnFz.2pL@cix.compulink.co.uk>
Source record: 197126

*In message <2e3mip$1im@news.dmpe.CSIRO.AU>, karlm@highett.mel.dbce.csiro.au said:

>Just wondering if anyone knows if AHDI v6.06 is a real release. There are two
>dates in the file when I scanned through it, and just wondered if someone
>hadn't just renamed the Dates, etc. with a text-editor? I worry, cause I have
>to back up 80 meg of stuff before I start trashing my HD ....

I don't know, but I use AHDI 6.061. No problems so far, and yes, I was
wondering the same thing. 6.06 is a real release AFAIK.

Ofir ogal@cix.compulink.co.uk

3162. Week Chips

Newsgroup: comp.sys.atari.st
Date: 1993-12-08 10:42:38 UTC
From: sheppard_r@jethro
Message-ID: <2e4b2u$hik@golem.wcc.govt.nz>
Source record: 197132
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Can some one Help me..

***** WEAK CHIPS *****

When the MEGA ST came out there was a lot of talk about weak Chips,
in this computer and problems with the Mac-Sac/Spectre etc..

What were these weak chips and what were they replaced with...

Thanks.............

Roger.................. sheppard_r@kosmos.wcc.govt.nz

3163. Re: MEDUSA (68040) System

Newsgroup: comp.sys.atari.st
Date: 1993-12-08 10:48:49 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CHpq1E.H5w@newcastle.ac.uk>
Source record: 197127
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <2e43cp$36u@disun41.epfl.ch>, monnier@di.epfl.ch (Stefan Monnier) writes:
>In article <2e2u7c$aif@news.rhrz.uni-bonn.de>,
>Michael Ritzert <mjr@geob7.geo.uni-bonn.de> wrote:
>> Incorrect. Although the MEDUSA is advertized to run at 64 MHz, it is only a 32 MHz
>> machine. The Guy who constructed the beast specifies the MC68040 at its internal
>> clock rate which is twice the external (and Motorola-official) rate. To my
>> knowledge, the fastest 68040 sold by Motorola runs at 40 MHz.
>
>Come on ! It's been centuries now we know the 68040 doesn't run
>internally at double clock speed, even though there is a little tiny
>small negligible part of the processor that uses a clock twice as
>fast. The 040 is NOT clock doubled. Go ask Motorola...
>
>

Actually - there is a clock doubled 68040 - Go ask motorola :)

> Stefan
>--

Craig.

3164. Re: 30/1

Newsgroup: comp.sys.atari.st
Date: 1993-12-08 11:04:15 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CHpqr4.MyI@barclays.co.uk>
Source record: 197130

In article <754963046snz@falcon.demon.co.uk>, alex@falcon.demon.co.uk (Alex Kiernan) writes:
|> In article <CHCpH6.8sp@barclays.co.uk> Iain.Laskey@barclays.co.uk writes:
|>
|> >What you want is on the way. According to n add in an ST mag this month, Titan
|> >designs who are doing a realtime color digitiser & a genlock do another product
|> >which you get free if you buy the above, that lets you have video in a window.
|>
|> If they can manage more than 160x120@25fps at under UKP200 I shall happily
|> eat my eat my hat... TC video in a window is a major bandwidth headache when
|> you don't have a video card 'feature connector'.
|>
|> I have a design on the table which can do this resolution direct to hard
|> disk, but pulls every stunt I know to improve bandwidth & even then probably
|> won't work on a basic Falcon030 (subject to the price contraint).
|>
|> --
|> Alex Kiernan, alex@falcon.demon.co.uk
Just going by the add Alex. Call them for more details. The add was sketchy as to exactly what it would do.
--
+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

3165. Re: WINX 2.2 Arrows look strange--

Newsgroup: comp.sys.atari.st
Date: 1993-12-08 11:06:00 UTC
From: Martin_Osieka@wi2.maus.de
Message-ID: <A9902@WI2.maus.de>
Source record: 197029

```
> +-----+
> | up- |
> | arr |
> |-----|
> | | <---- curious selectable box
> |-----|
> |. . .|
```

These boxes are new control elements. They work only with GEM 3.xx (TOS 2.xx/3.xx). If one of the scrollboxes is selected, the direction and distance between scrollbox and mouse determine the direction and speed of scrolling. (speed: only if the program supports the extended WM_ARROWED messages).
So you can scroll to all directions you want with various speed.

Martin

BTW: Is there a new version of AutoRaise which supports WINX 2.2?
Until now I told the people to use the following patch:

AutoRaise 2.0 patch:

```
0406: 70 FF
06F0: 30 2B 20 6F 66 20 33 31 20 4A 75 6C 20 31 39 39 33 20
```

3166. Re: MEDUSA T40

Newsgroup: comp.sys.atari.st
Date: 1993-12-08 11:50:39 UTC
From: djs@jet.uk
Message-ID: <1993Dec8.115039.27847@jet.uk>
Source record: 197131

In <1993Dec6.151208.1765@t.hfb.se> d93rkr@t.hfb.se (Robert Krenn) writes:

>In article Dyv@cwi.nl, avg@cwi.nl (A.V. Groenink) writes:
>>Lexicor@world.std.com (Yat W Siu) writes:
>>
>>.... MEDUSA runs ...
>>
>>>Cubase
>>
>>I take it you mean versions >= 3.0 ? :-(
>>
>Why run Cubase on such a monster???

>If you can afford a MEDUSA, you can afford a New version of Cubase!
If he can afford a Medusa, then he can afford to buy Cubase, rather than pirate it. Which he admitted doing a few months ago:

>In <CEIu8A.1q9@cs.ruu.nl> avgroeni@cs.ruu.nl (Annius Groenink) writes:

>Yesterday I was working with my cracked version of 2.0, and just when...
--
- Yamaha TX81Z for sale, Email for info.
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

3167. Re: GNU 2.5.5 fixes C++ bugs

Newsgroup: comp.sys.atari.st
Date: 1993-12-08 13:15:46 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.Nhk&m1M3RFc@semprini.waterloo-rdp.on.ca>
Source record: 197001
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Bammi's port of GNU C/C++ 2.5.6 has moved out of New on atari.archive...
Hopefully I'll get to test it tonight.

So far, all of the 2.5.x C++ compilers have been severely broken on the
ST; they won't work at all on a 68k. My fingers are crossed for this
one!

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3168. Re: FALCON GAMES

Newsgroup: comp.sys.atari.st
Date: 1993-12-08 13:20:51 UTC
From: incp@majestix.rz.tu-clausthal.de
Message-ID: <1993Dec8.132051.12998@solaris.rz.tu-clausthal.de>
Source record: 197134

andrew@minster.york.ac.uk wrote:
: I have a large list of Falcon Compatible Games now and it is still
: growing. Most of it comes from the FOG-UK and they got theirs from
: Silicon Magic in the USA.

: If I have a lot of requests for it, I'll post it.

: -Andrew
Yes, of course, I am interested.

Chris

3169. Re: MEDUSA (68040) System

Newsgroup: comp.sys.atari.st
Date: 1993-12-08 13:27:52 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.ZT8uZzW2A&E@semprini.waterloo-rdp.on.ca>
Source record: 197150
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <CHFB76.60q@world.std.com>, Yat W Siu writes:
> If anyone wants more info on the MEDUSE T40, then fell free to email me.
>
> The MEDUSA T40 is a 68040/64 Clone based on TOS 3.06, the machine is
> available through us as well as through Medusa Systems in Switzerland.

I really, REALLY wish you guys would stop calling it a "64Mhz" machine.
It's not. You can't attach an '040 to a 64Mhz bus. The '040 doesn't
use "clock-doubling" like the Intel monstrosities... in fact, it uses
the clock in a different way.

Didn't we explain this several times already?

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3170. Re: Mega STe / AppleTalk connection possible ?

Newsgroup: comp.sys.atari.st
Date: 1993-12-08 13:30:18 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.2na8lGiAM2_@semprini.waterloo-rdp.on.ca>
Source record: 197149
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <CHGJHr.60B@lincoln.gpsemi.com>, Martin Kite writes:
> A while back, when someone was trying to sell a Mega STe they posted a
> "features list" which I know was a bit flawed, but they stated that the LAN
> socket on a Mega STe was "LocalTalk" compatible. Does this mean that this port
> can be used to network a Mega with Macs/Newtons ? or am I missing the point ?

This is indeed the point. The TT and Falcon also have this AppleTalk
port.

> Also, if this networking is possible, is there any software support for this,
> or information about what would be required to make this work ?

That's the one thing Atari overlooked... there is absolutely NO
software that I know of that will allow you to network with other
MegaSTe/TT/Falcon computers using the LAN port, let alone a Mac/PC using
AppleTalk.

Are you at all surprised?

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3171. Re: Rat Soft BBS killed Atari devlopment

Newsgroup: comp.sys.atari.st
Date: 1993-12-08 13:42:50 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.muyydPDUOrE@semprini.waterloo-rdp.on.ca>
Source record: 197006

In <1993Dec3.172213.1778@newshost.lanl.gov>, John Hutchinson writes:
> And if you are going to claim the IAAD report contained errors or misinformation
> of any kind, please be much more specific about your accusations. A LOT of very
> hard work, time and expense went into the research and writing of that report
> for the specific purpose of educating the public. The ONLY people that have
> come out against it so far are the avowed pirates who were caught in the act.
>
> Are IAAD members (or any software developer) somewhat biased concerning piracy?
>
> YOU DARN WELL BET THEY ARE!

The IAAD should write a similar article about Atari's dealings since the
ST was released. IMHO, Atari itself is more of a liability than any
number of pirates (you don't see DOS vendors suffering, and I've never
seen a DOS machine that didn't have pirated software on it).

Oh, but I guess that would put the writer and anyone that helped them on
Atari's famous "black list", wouldn't it?

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3172. Re: Rat Soft BBS... Not what it's cracked up to be.

Newsgroup: comp.sys.atari.st
Date: 1993-12-08 13:48:38 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.ALwgvFd8aws@semprini.waterloo-rdp.on.ca>
Source record: 197007

In <2dicqp$8tp@infko.uni-koblenz.de>, Andreas Edler writes:
> In article <2d56ov$ftu@access.digex.net> j. hurwitz wrote:
>
> >Give us a break, you are not serious when you say that a BBS will coexsist
> >with other software running on a 8 or 16mhz computer. MultiTOS will need a
> >50mhz machine to run a BBS and other software at the same time.
>
> That's right. I tried to run my own BBS program under MTOS, but the
> computer get's so slow that you're no longer able to work on it.

You guys don't listen well. I was gathering information for when I get
a _new_ /f/a/s/t/e/r/ computer. There's no point in having more than
one machine on my desk (hey, it's small), and other systems (PCs running
OS/2 or Linux or Solaris or NeXTstep, NeXT workstations, Amigas, Sun
workstations, etc) can all do it no problem. Why would anyone want to
have a computer dedicated to a BBS, unless they were locked into some
brain-dead OS like TOS or DOS?

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3173. Re: GCC

Newsgroup: comp.sys.atari.st
Date: 1993-12-08 13:51:57 UTC
From: Robert.Anisko@daytonoh.ncr.com
Message-ID: <CHpyIM.87s@uc2372c.DaytonOH.NCR.COM>
Source record: 197137

In article <2e14s2$8ag@golem.wcc.govt.nz>, wells_s@ix.wcc.govt.nz (Steve Wells) says:
>
>I noticed GNU C v2.5.5 has just been stuck on a.a, a 1.2meg ZOO file.
>
>Files that big, surely the program with the best compression would
>be used, as downloading that much ain't cheap! (Eventually....)
>
>Why not Lh5 it!? (Lharc 2.32 is blindingly fast, and is getting to the
>stage of having all the options ZOO does.)

If I remember correctly (and I'm sure someone will point it out if I'm not :-)
I believe that ZOO 2.10 (high compression mode) uses the same or similar
compression method to Lharc's LH5 mode. Hence not much of a difference
in size either way (I haven't checked out this particular binary to see
if it is in that mode or not)...

>I don't want to start (another) archiver war, but on files 1meg+ - using
>such old methods is a bit pedantic!

See above paragraph.... (if anything, Lharc 2.30? probably archives
and unarchives FASTER, but I dunno if it compresses any smaller)...

Just something I've notices scanning around the various nets. It seems
as the following are the popular conventions (not necessarily agreed upon,
but just appearances):

Atari ST series Lharc and STZIP
IBM's PkZIP
Unix/Gnu ZOO, Gzip

This is not to say these are the only ones used. But if you're looking for
a particular set of files, it might be helpful to have the appropriate
compressers.

One last question (to anyone): does Lharc 2.30(?) support extended
filenames in the Atari version (i.e. if I have some files on the minix
partition named "math-68881.h" and similar, will it handle these fine?).
Now that I'm messing with minix partitions, this stuff becomes
meaningful to me :-)

> | If there's a 50/50 chance of something going wrong, O O |
> | you can be 100% sure that it will! o |

Ah, an optimist! ;-) Here's one for ya: "Some say the glass is half
empty, some say the glass is half full. I say you have a glass that's
twice as big as it needs to be..."

Rob

"I wish to leave my body to science fiction" - Steven Wright

3174. Re: GCC

Newsgroup: comp.sys.atari.st
Date: 1993-12-08 13:57:36 UTC
From: Robert.Anisko@daytonoh.ncr.com
Message-ID: <CHpys0.8Cs@uc2372c.DaytonOH.NCR.COM>
Source record: 197136

In article <SCHWAB.93Dec7111249@issan.informatik.uni-dortmund.de>,
schwab@ls5.informatik.uni-dortmund.de (Andreas Schwab) says:

>[flameproof suit on]
>
>Because Lharc is still incompatible with everything (like MinixFS),
>and would only give you <1% improvement, if at all.

[not really a flame, but... :-]

I've seem to notice that I can use Lharc to uncompress TO a minix partition
from a TOS partition, but I think I had problems working solely under minix.
Has anyone compiled the unix (not Atari) sources to the latest version
of Lharc so as to get a minix-friendly version?

>If you want real good compression and maximum portability, use GZIP!

Don't forget that compatible Lharc, Zip, Zoo, Gzip, and many other good
archivers are available on different computers and operating systems.
Portability overdrive :-)

Rob

"call me a doctor..."
"you're a doctor..."

3175. Re: SKIP THE 040!

Newsgroup: comp.sys.atari.st
Date: 1993-12-08 13:58:16 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg._8rOuXUa4ZU@semprini.waterloo-rdp.on.ca>
Source record: 197008

In <1993Dec3.134729.23204@Informatik.TU-Muenchen.DE>, Ewald Seibert writes:
>
> In article <H.eg.Mk6RmEtFwM6@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
>
> |> They ought to use a PPC601 and have a 603-based laptop.
> |>
> |> They ought to release a FalconTT in a real case.
> |>
> |> I don't think they'll ever release another computer.
>
> They will. Wait for the CeBit.
> You are a pessimist and don't tell me you are a realist.

I am indeed a pessimist. But I'm confident in my pessimism.... I've bet
Stephen Jacobs a video game of the winner's choice that Atari will not
release another computer by Jan 1/95. I believe the terms of our bet
are "available for sale", not Atari's usual "oh, it's released, but
you'll have to wait 6-8 months to see it".

Atari's shown things before that never appeared in reality. ST-Pad for
example, and ST-Book (outside of a few European ones that were
produced).

Atari't got _all_ of its eggs in the Jaguar basket right now... Even
Eric Smith, the OS hacker behind MiNT, has been working on Jaguar stuff!

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3176. TT 19" Monitor

Newsgroup: comp.sys.atari.st
Date: 1993-12-08 14:10:17 UTC
From: gruber@austin.ibm.com
Message-ID: <CHpzD5.1tHs@austin.ibm.com>
Source record: 197003

I'm looking for a TT 19" monitor to buy, anyone selling theirs ?

Thanks,
Scott

3177. Re: CoNnect 2.xx registration help!

Newsgroup: comp.sys.atari.st
Date: 1993-12-08 14:17:39 UTC
From: Robert.Anisko@daytonoh.ncr.com
Message-ID: <CHpzpF.9HA@uc2372c.DaytonOH.NCR.COM>
Source record: 197139

In article <1993Dec7.044903.1@acad2.alaska.edu>, aykrua@acad2.alaska.edu says:
>
>So the question is- how does somebody in Alaska buy a copy or even register a
>copy of CoNnect 2.40??? The latest 'shareware' version I've been able to find
>(on wuarchive.wustl.edu) is 2.10 with patches/upgrades to 2.20 in the same area
>(in the Telecomm subdirectory)... does archive.umich.edu have a newer one to
>ftp?

The latest *English* version of CoNnect is 2.20 up to this point. CoNnect 2.40
is available, but it's in german (the english RSC and help files are not in it
yet - hopefully soon though). Actually, you can simply use the files in
the 2.20 archive and work (the only thing out of 2.10 you might want are
some of the "extra" files like the highspeed modem RTS things, etc).

>Also, if not, back to the original question -- if I'm way the heck up here
>in Alaska (not a single dealer in the entire state to my knowledge), can I
>still register my older version and/or get the upgrade to 2.40 by sending $50
>to the address listed in the archived docs?

[re: Michael Baffoni]

Probably should still be a good address. This is how I registered. Either
he or Wolfgang Warner (the author) check out the newsgroups here and
there, so they may reply as well...

>BTW- I've never actually gotten either version of CoNnect to work, they do
>almost everything except DIAL the number... either I'm doing something wrong
>(most likely scenario) or these truly are 'demo' versions.

You might check out your modem settings. When you try to use the dialer,
do you get a message like "you're already connected to a host" or something
like that? If so, try a "AT&C1" command. (I mention this because my new
modem, a Linelink 144e (it's a MAC modem, shhhh, don't tell Sinclair :-)
has the CD light on all the time, which makes CoNnect think it's already connected -
I just change this setting and the dialer works fine; this never happened
with my Supra2400, BTW). CoNnect is fully functional for I think up to
30 days prior to registration...

Or for the mean time (to test it out) maybe just "ATDT<number>" from the
window until you figure out why the dialer is acting strange for you?

>That's too bad if
>it is the latter case, as I'd like to see how it *really* handles VT emulation,
>an absolute requirement for using the mailer on our VAX.

It should work (also with PHONE and other fun-filled VAX utilities :-)

Cool thing is to view "VT100 movies" with CoNnect - because some,
like "Twilight Zone" really seem to push the emulation...

Rob

3178. erlingh@pvv.unit.no - where are you?

Newsgroup: comp.sys.atari.st
Date: 1993-12-08 14:29:34 UTC
From: bjgrier@bnr.ca
Message-ID: <1993Dec8.142934.4391@nrtpa038.bnr.ca>
Source record: 197133

Erling,
Your postmaster keeps rejecting your user name. What's up?

Brian

--

Disclaimer: The opinions expressed are mine not those of BNR.

```
_____________________________________________________________________
| Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |
| Bell Northern Research | on I'd buy an Amiga. However I have |
| Research Triangle Park, NC | real work to do. So please get lost! |
|____________________________________|_____________________________________|
```

3179. Re: Falcon Game : Llamazap

Newsgroup: comp.sys.atari.st
Date: 1993-12-08 15:57:51 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CHq4CG.2zM@barclays.co.uk>
Source record: 197144

```
In article <CHEJMK.FLz@newcastle.ac.uk>, Craig.Graham@newcastle.ac.uk (Craig Graham) wri
|> Well - Atari does it agai
|> Last week I decided it was time to buy some Falcon games - so top of the
|> list was Jeff Minter's latest & greatest Llamazap.
|>
|> So I phone up Llamasoft - the nice lady there say's
|> "Ahh yes - Llamazap. Jeff finished writing that 4 MONTHES AGO."
|> "It's being marketed by Atari - contact them."
|>
|> Now then - this tied up with screen shots I'd seen with Atari Corp. on the
|> title page.
|>
|> So I phoned up Atari U
|> Me - "Hello I'd like to buy...
|> Atari - "You want ours sales dept.
|> I get transferred
|> Me - "Hello I'd like to buy Llamazap for my falcon please.
|> Atari - "Sorry, thats not by us. We've never heard of it. Llama-what? Jeff who?
|> Click. End of phone call
|> Sigh....will I ever play this game? Has anyone else persuaded Atari to sell them
|> a copy ?
|>
|> Bugger.......
I called Atari UK on reading the above. Got put through to sales where a nice lady
told me they hadn't made an official announcement but expected it to go on sale
around mid January with the new Falcon game controller. they hadn't got a price
yet though. Sometimes it pays to persevere when it becomes apparant the first
person you speak to is a twit. Some people at Atari UK are actually on the ball
most of the time. Most of the time.
--
+---------------+-------------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-------------------------------------------------------------+
```

3180. Good ST Software Dealers in the US?

Newsgroup: comp.sys.atari.st
Date: 1993-12-08 16:22:17 UTC
From: ms20@carson.u.washington.edu
Message-ID: <2e4uvp$l23@news.u.washington.edu>
Source record: 197138
Cross-posted to: comp.sys.atari.st,comp.music

I've decided to buy myself some music tutorial software for Christmas,
now I need to know who a good dealer for it might be.

Thanks,

ROmeo
--
ms20@u.washington.edu

3181. Anyone use PFM+ ?

Newsgroup: comp.sys.atari.st
Date: 1993-12-08 17:08:31 UTC
From: renfro@bnr.ca
Message-ID: <2e51mf$9tu@crchh610.bnr.ca>
Source record: 197143

After using Home Accountant for a couple years (which I really liked, but it was limited in features) and then using Mega Check v.1.x for a year (which I also like, but does not work well with Geneva or Falcon), I am considering the purchase of yet another home accounting program. Has anyone had any good or bad experiences with Personal Finance Manager + that they would like to share? Any other suggestions?

Thanks,
RandyH

3182. Re: MEDUSA (68040) System

Newsgroup: comp.sys.atari.st
Date: 1993-12-08 17:08:40 UTC
From: Lexicor@world.std.com
Message-ID: <CHq7MI.1z0@world.std.com>
Source record: 197140
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

>>
>
>Actually - there is a clock doubled 68040 - Go ask motorola :)
>
>> Stefan
>>--
>
>Craig.
>

Oh nice :), so maybe THAT'S it :), I can just tell by the speed <grin>

Yat

3183. Re: Z80 simulator for ST?

Newsgroup: comp.sys.atari.st
Date: 1993-12-08 18:14:11 UTC
From: avg@cwi.nl
Message-ID: <CHqAnn.DA8@cwi.nl>
Source record: 197037

Patrice.Lacouture@aedi.insa-lyon.fr (Patrice.Lacouture) writes:

>In article <754914106.16365@minster.york.ac.uk> ae-a@minster.york.ac.uk writes:
>>I am currently working on building a Z80 based computer, and during my
>>holliday, I will not have access to it, but I can use my 1040STE. If no such
>>program exists, could someone tell me how to use the ZX81 or ZX Sprctrum
>>emulators to just simulate a Z80.

>Also look at the CP/M emulator available around there... May be a help as well
>as both mentionned above...

And of course there are the ZX81 speed and ZX Spectrum emulators... They are
quite nice on a TT. Except, you can't play breakout on the ZX 81... it's way
too fast.

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 799
1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740

3184. Re: MEDUSA T40

Newsgroup: comp.sys.atari.st
Date: 1993-12-08 18:16:13 UTC
From: avg@cwi.nl
Message-ID: <CHqAr1.DB9@cwi.nl>
Source record: 197040

d93rkr@t.hfb.se (Robert Krenn) writes:

>In article Dyv@cwi.nl, avg@cwi.nl (A.V. Groenink) writes:
>>Lexicor@world.std.com (Yat W Siu) writes:
>>
>>.... MEDUSA runs ...
>>
>>>Cubase
>>
>>I take it you mean versions >= 3.0 ? :-(
>>
>Why run Cubase on such a monster???

>If you can afford a MEDUSA, you can afford a New version of Cubase!

If you don't buy software, you can buy bigger computers.

(I don't mean to say you shouldn't buy ZFC's text editor when it's
released, of course :-)

--
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3185. Re: MEDUSA T40

Newsgroup: comp.sys.atari.st
Date: 1993-12-08 18:18:26 UTC
From: avg@cwi.nl
Message-ID: <CHqAuq.DCq@cwi.nl>
Source record: 197034

Lexicor@world.std.com (Yat W Siu) writes:

>In article <1993Dec6.151208.1765@t.hfb.se>,
>Robert Krenn <d93rkr@t.hfb.se> wrote:

>>Why run Cubase on such a monster???
>>
>>If you can afford a MEDUSA, you can afford a New version of Cubase!
>Hahahaa....I don't know if someone into MIDI actually needs a MEDUSA T40, but
>its the fact that you can run it that makes it interesting. I mean lets face
>it. Faster, more powerful is considered only to be for the better :)

>But, for Graphics, rendering, animation, coding and developing it is a
>veritable dream! Simply because this thing operates at around 26 Mips
>or so.

I've seen Cubase 3.0 running on a TT. The difference is amazing. The whole
meaning of the program changes as you'll have space for more windows, you can
actually move and size them efficiently.

--
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1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740

3186. lharc 2.30 was: GCC

Newsgroup: comp.sys.atari.st
Date: 1993-12-08 18:51:45 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <1993Dec8.185145.22688@ibr.cs.tu-bs.de>
Source record: 197013

In article <CHpyIM.87s@uc2372c.DaytonOH.NCR.COM>, Robert.Anisko@daytonoh.ncr.com writes:
|> In article <2e14s2$8ag@golem.wcc.govt.nz>, wells_s@ix.wcc.govt.nz (Steve Wells) says:
|> >
|> Atari ST series Lharc and STZIP
|> IBM's PkZIP
|> Unix/Gnu ZOO, Gzip
Atari MiNT ZOO (Guess why:-))

|> One last question (to anyone): does Lharc 2.30(?) support extended
|> filenames in the Atari version (i.e. if I have some files on the minix
|> partition named "math-68881.h" and similar, will it handle these fine?).
|> Now that I'm messing with minix partitions, this stuff becomes
|> meaningful to me :-)

2.30 will try but 2.32 will do it.
I had many problems with 2.30 (well, 4 then i switched back to 2.22)
2.32 works fine now, even with /tmp on a MinixFS, long filenames (14 chars)
and it creates files on case-sensitiv FS in lower case when they
come from a case-insensitive FS.

(And lharc is coded in assembler, ZOO in C, which makes ZOO more
portable. Ever tried to extract an -lh5- file with lharc on
a HP 400 running HP-UX 9.0?)

If someone has / knows about a new lharc for HP 400 and/or HP 700,
runing HP-UX 9.0/9.01, please tell me!

--
Axel Kielhorn

The blue wizzard

c0031098@ws.rz.tu-bs.de

3187. Re: HPLaserjet4L configuration

Newsgroup: comp.sys.atari.st
Date: 1993-12-08 19:22:00 UTC
From: Achim_Wilhelm@m4.maus.de
Message-ID: <A59537@M4.maus.de>
Source record: 196903

-A21496@K0

If anyone likes software for the HP LJ 4, 4L or 4P, you can contact Donald Bork in Vienna, Austria. Here is his email-adress:

Bork, Donald HP_LJ4L Donald_Bork@
HP_LJ4 a2w.maus.sub.org
HP_LJ4P

BTW: This is a part of my email-list, which I announced here some days ago.

Er, this little programms are CPXe for ATARIs XCONTROL.

regards, Jimmy
(Net)

3188. Re: Help! My STe keeps crashing!

Newsgroup: comp.sys.atari.st
Date: 1993-12-08 20:02:44 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2e5bt4$l4e@golem.wcc.govt.nz>
Source record: 197147

] I have a four-megabyte 520 STe, which has been working wonderfully until
] last two months. I do not know why, I do not know how, but now the machi
] has a tendency to reboot, and eventually crash, without provocation.

Sounds like loose SIMM's. Mine was doing this the other day, (brand new),
I'd say it had been knocked around a bit on the way over, so I did the
old pick it up an inch and drop it onto the table trick. This is not
really a good idea, but it works. If your machine is no longer under
warrantee, remove the cover, and push the SIMM's and maybe also the ROM's
(Which will require removal of some shielding), down firmly, as after
a while they can come loose, causing problems much like you describe,
I've heard of it happening quite often. The local repair-person sticks
little blobs of hot-glue on the ends of the simms to stick them to their
slots. That keeps 'em still!

(Mine kept crashing all the time, dropped it, been fine since, although
I'm trying to work out a way of upgrading to 4meg without stuffing
the warrantee, as it took almost a month to get here, and I don't want
to use a TOS 1.0 machine again... (Yecch, 1.62 is Soooo much faster!!)

```
/-------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, O O |
| you can be 100% sure that it will! o |
| WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/
```

3189. Need an address! :)

Newsgroup: comp.sys.atari.st
Date: 1993-12-08 20:04:06 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <CHqFqu.7r8@ecf.toronto.edu>
Source record: 197142

Oi! To anyone out there with time (and info) on their hands!
I need the address to Wizztronics (in the US I'm led to believe...)
Also, does anyone know anything about their Falcon accelerator (specs,
and _price_!) That'd be all then! :)

TIA to anyone who replies! :)
AcEzE /.^J
--
********** WHO AM I, YOU SAY? ********** "If time is money, (c)
********** Shahir Al Rashid *aka* AcEzE ********** we're all in debt!" - Me
***** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ***** ----------
* This message brought to you by the Bollocks Bros. * No Fate But What We Make

3190. Trouble with harware I sold

Newsgroup: comp.sys.atari.st
Date: 1993-12-08 20:04:44 UTC
From: eggert@sun.lclark.edu
Message-ID: <1993Dec8.200444.19721@lclark.edu>
Source record: 197141
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I recently sold a computer to a net user in San Francisco. The day
before I packed the computer and shipped it out, I tested it to make sure
it worked. Everything appeared fine. I played around with several disks
and even loaded Captain Blood for a quick little game.

David received the computer yesterday, and then sent this message to me.

>Hi. The computer came yesterday, but I was not home. It came
>again and I paid the COD in full. The monitor has not come yet.
>
>There is a problem though. I plugged the 1040ST into my Atari color
>monitor. I get the desktop, but no drive icon shows up. Even when
>I put a disk in the drive, nothing happens and no icon shows up.
>Also, when I turn on the system the drive light does not come on.
>Do you know what the problem is?
>
>-Dave Lee-
>ddlee@crl.com
>415-664-7336

I don't dispute that there is a problem with the machine. I assume the
drive was damaged in transit. David said that he opened the case and
checked all the connections but it did not help.

Can anyone suggest possibilities as to what the problem might be and ways
to fix it? Mr. Lee is going to try an external drive this evening, and
if the controller is okay, we'll probably assume that the trouble lies in
the drive mechanism.

We would both prefer an easy fix to trying to deal with UPS for insurance
coverage (I did have it insured).

Please send replies to both dave and myself.

eggert@lclark.edu
ddlee@crl.com

Thanks.
Jon.

3191. Stalker 3

Newsgroup: comp.sys.atari.st
Date: 1993-12-08 20:07:39 UTC
From: cse0947@desire.wright.edu
Message-ID: <1993Dec8.150739.16289@desire.wright.edu>
Source record: 197145

Can anyone give me a review of Stalker 3 for the ST?

3192. Re: -=[fixing disks]=-

Newsgroup: comp.sys.atari.st
Date: 1993-12-08 20:08:15 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Dec8.200815.17272@unix.brighton.ac.uk>
Source record: 197022

Send it back to the magazine company...they will replace it and refund your postage in most cases.

Pads

--

```
_______________________________________________________________________________
Desk File Options
-------------------------------------------------------------------------------
| Info | ---------------------------------------
|________| | Michael May (mm68@uk.ac.bton.unix) |
| University of Brighton, Sussex, England |
| These views are my own, so there! |
-----------------------------------------
```

3193. Re: Desktop icons (Was: Re: New files uplo

Newsgroup: comp.sys.atari.st
Date: 1993-12-08 20:12:20 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Dec8.201220.19381@newshost.lanl.gov>
Source record: 197012

In article VMxr4lowbrQ@semprini.waterloo-rdp.on.ca, cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
>
>SDS seems to have vanished for a long time while writing the Atari
>Compendium, and ignored their customers while they were doing it...

Yes, Scott Sanders at SDS had some difficulty there for awhile but he really is trying his best to make up for it. He has sent unsolicited refunds and even _free_ product out to customers who had originally ordered software but never received it for one reason or another. If anyone has an unresolved problem with SDS, I encourage you to contact them now for assistance.

-Hutch- @ Fair Dinkum Tech

3194. Re: GSZRZ 3.5

Newsgroup: comp.sys.atari.st
Date: 1993-12-08 21:08:00 UTC
From: Roland_Schorr@hd.maus.de
Message-ID: <A1978@HD.maus.de>
Source record: 197025

Hi!

GSZRZ ist a commercial product, you can only get it, when you've paid -
only direcly from the author.

Each version >1.9b is not public and should be deleted on FTP-Servers!

Write to "michael_ziegler@m.maus.de" for further information.

Roland.
--
no head - no footer.

3195. Re: Fax modem software??

Newsgroup: comp.sys.atari.st
Date: 1993-12-08 21:57:00 UTC
From: Dirk_Theisen@su.maus.de
Message-ID: <A11503@SU.maus.de>
Source record: 196951

Hello Andrew!

>In 2nd last AEO it was mentioned that their was a new pd/s fax program
>out there somewhere. It might be on a.a.u.e. I remember seeing a
>description of the program that said it would only allow you to see only
>so many lines of a fax. So it's crippleware.

Yes. It kosts 90 DM.

It's CoMa (_Co_mmunications _Ma_nager). Actual Version is 1.50.
Very simple handling!

Gruï¿½
DIRK
~~~~~~
~~~~~~

3196. What did i do wrong? (FTP Prob

Newsgroup: comp.sys.atari.st
Date: 1993-12-08 22:39:02 UTC
From: Jorn.Moe@f100.n30.z47.byte.bbs.no
Message-ID: <755391872.AA02100@byte.bbs.no>
Source record: 197148

```
I just tried to get some files from atari.archive, but here's what
happend:

*** import on ***

** some login stuff deleted **

230 Guest login ok, access restrictions apply.

FTP Command execution:
GET /Mint/Filesystems/mfs609s.zoo
---> TYPE A
200 Type set to A.
---> PORT 193,71,1,2,14,99
200 PORT command successful.
---> LIST /Mint/Filesystems/mfs609s.zoo
150 Opening ASCII mode data connection for /bin/ls.
226 Transfer complete.
/Mint/Filesystems/mfs609s.zoo not found

---> TYPE I
200 Type set to I.
---> PORT 193,71,1,2,14,100
200 PORT command successful.
---> RETR /Mint/Filesystems/mfs609s.zoo
550 /Mint/Filesystems/mfs609s.zoo: No such file or directory.
Failure on RETR command

FTP Command execution:
GET /Gnustuff/TOS/0index
---> TYPE A
200 Type set to A.
---> PORT 193,71,1,2,14,101
200 PORT command successful.
---> LIST /Gnustuff/TOS/0index
150 Opening ASCII mode data connection for /bin/ls.
226 Transfer complete.
/Gnustuff/TOS/0index not found

---> TYPE I
200 Type set to I.
---> PORT 193,71,1,2,14,102
200 PORT command successful.
---> RETR /Gnustuff/TOS/0index
550 /Gnustuff/TOS/0index: No such file or directory.
Failure on RETR command
```

FTP Command execution:
CLOSE atari.archive.umich.edu
---> QUIT
221 Goodbye.

*** import off ***

This is part of the error message I got from the mailserver I use. It
works as a script driven FTP robot. I mail it the script, and it
reports back and if successfull; mails me the uuencoded file I've
requested.
Both the files I tried to get were cut and pasted from the weekly
report from the archie robot, so they realy ought to be there and
correctly spelled.

Jorn Moe | Email: jorn.moe@byte.bbs.no

-- ReadMail ST

3197. Re: GCC

Newsgroup: comp.sys.atari.st
Date: 1993-12-08 23:31:04 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2e5o3o$n99@golem.wcc.govt.nz>
Source record: 197010

] If you want real good compression and maximum portability, use GZIP!

Erm, no thanks!

```
/------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, O O |
| you can be 100% sure that it will! o |
| WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/
```

3198. Re: The Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-12-08 23:53:18 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Dec8.235318.1664@newshost.lanl.gov>
Source record: 197018

In article 24062@gps.leeds.ac.uk, csypge@scs.leeds.ac.uk (P G Eyles) writes:
>
> Hopefully someone out there can answer these questions and pour light on the
>subject of 'Atari and Advertising'!!!

Oh, oh... you did a no-no.

You put "Atari" and "Advertising" in the same sentence! :)

But seriously, I've heard about the "massive" print advertising campaign and the limited TV spots in the NYC and bay areas but believe me folks, it's going to take a lot more than that to put a dent in Nintendo's armor!

It doesn't matter if the Jaguar is superior. Slick advertising and lots of it is what's going to sell this thing. And once again Atari has missed the mark for a big, nation-wide rollout in time for Christmas. <sigh>

-Hutch- @ Fair Dinkum Tech

3199. Re: Demo of Minter's Hardcore

Newsgroup: comp.sys.atari.st
Date: 1993-12-08 23:56:26 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2e5pja$hkh@mailer.fsu.edu>
Source record: 197011

Steve Wells (wells_s@ix.wcc.govt.nz) wrote:
>] I'm pretty sure it is on atari.archive.umich.edu. If not, I'll stick it
>] there. Thanks to the kind soul that emailed it to me.
>
> It wasn't on there when I looked - quick! I want it! :)

I put it there a couple of days ago, along with lharc 2.32 and GEM SZRZ 2.28.
It should appear in the Newitems directory soon, if not already.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3200. Re: MEDUSA (68040) System

Newsgroup: comp.sys.atari.st
Date: 1993-12-09 00:01:29 UTC
From: monnier@di.epfl.ch
Message-ID: <2e5psp$756@disun41.epfl.ch>
Source record: 197035
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <CHpq1E.H5w@newcastle.ac.uk>,
Craig Graham <Craig.Graham@newcastle.ac.uk> wrote:
> Actually - there is a clock doubled 68040 - Go ask motorola :)

Great ! What clocks are available ?
(and what's the name...I guess it isn't 68DX2040, is it ?)

Stefan
--

-- On the average, people seem to be acting normal --

3201. Re: MEDUSA (68040) System

Newsgroup: comp.sys.atari.st
Date: 1993-12-09 00:18:11 UTC
From: monnier@di.epfl.ch
Message-ID: <2e5qs3$76h@disun41.epfl.ch>
Source record: 197039
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <CHpM94.C7E@newcastle.ac.uk>,
Craig Graham <Craig.Graham@newcastle.ac.uk> wrote:
> But isn't that how Intel specify their chips ? A DX2/66 is only a clock doubled
> DX33.....but they always advertise the systems as "66 MHz 486". Only the
> inside of the processor is 66MHz - even the VESA bus is only 33MHz.

But then, would you call the alpha a 200Mhz or 40Mhz processor ?
(actually, I'm not sure about the 40, but it's close)
If the actual clock rate of the processor is 66Mhz, I guess it makes
sense to name it correspondingly, even if the memory bus is slower
(the memory bus is anyway still likely to be faster than the RAM
connected to it...even though HP can do miracles).
So, if the medusa actually uses a clock-doubled 040 at 64Mhz, ...
(funny how Motorola knows how not to make people aware of its new
products) (or is it intel who knows all too well how to take people in ?)

> Hmm...not sure about twice the speed there, Motorola chips are significantly
> faster than Intel chip of the same clock (they're better designed). And also
> note that in Intel based systems, only the VESA bus sections actually run at
> anything like processor speed, the rest of the system is on a seperate bus at
> a much lower clock. From what I hear the performance of the Medusa is more in
> the SPARC or high end MAC arena, not in the sub-Pentium PC arena.

Aha ! You may be interested in some benchmarks comparing DX2/66 to
sparcstation 2, because you could be surprised ! (I know, you're
right, fp sucks on intel...hopefully this will convince people to
switch to some more honorable architecture)

> You could also get a Sparc 2 cw 19" monitor & 32MB of RAM for 3,1936.50 inc vat
> (UK). But you have to bear in mind that for a SPARC, the cheap bit is the
> hardware - the cose of workstation based applications make PC & Atari programs
> seem like PD.

Hmmmm...let's see: gcc, latex, X, emacs, and what was the name of that
GNU spreadsheet again ? Oh well, you're right FrameMaker is a rip off !
But then, I wouldn't buy a workstation for running plain applications
(well, I wouldn't buy any computer to run plain applications, but
especially not a workstation)

> >BTW: i still like my good old accelerated Mega ST!
>
> And I still like my (soon to be accellerated) Falcon.
>
little thought for my poor old unaccelerated 520ST.

Stefan
--

-- On the average, people seem to be acting normal --

3202. Re: Mega STe / AppleTalk connection possible ?

Newsgroup: comp.sys.atari.st
Date: 1993-12-09 00:32:39 UTC
From: Lexicor@world.std.com
Message-ID: <CHqs6G.2M5@world.std.com>
Source record: 197005
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Sorry Chris, I'll correct you on this one :)

There is Software that supports the networking of Falcon and Mega STe or also just TT Lan.

It is called PowerNET and does exactly that..it's about a year or more old and you can setup your Atari's like a real networking system.

So you can have remote printers and print...midi net access...net mail, joint database with Hyperlink etc.

As for your 68040/64 opinion I am posting an offical post to settle this fun argument :)

Cheerio

3203. Re: SKIP THE 040!

Newsgroup: comp.sys.atari.st
Date: 1993-12-09 00:36:48 UTC
From: Lexicor@world.std.com
Message-ID: <CHqsDD.3FH@world.std.com>
Source record: 197009

In article <H.eg._8rOuXUa4ZU@semprini.waterloo-rdp.on.ca>,
Chris Herborth <cherborth@semprini.waterloo-rdp.on.ca> wrote:
>
>I am indeed a pessimist. But I'm confident in my pessimism.... I've bet
>Stephen Jacobs a video game of the winner's choice that Atari will not
>release another computer by Jan 1/95. I believe the terms of our bet
>are "available for sale", not Atari's usual "oh, it's released, but
>you'll have to wait 6-8 months to see it".

That remains to be seen :)

>
>Atari's shown things before that never appeared in reality. ST-Pad for
>example, and ST-Book (outside of a few European ones that were
>produced).
>

Yes...but the Stylus (not ST Pad <grin>) was never claimed to be on sale.
Also....there were only 5000 made or so..which Atari sold out and people
are still craving for them...it's not good that it's been stopped but
priorities had to be set.

And I can understand it if Atari is concentrating in the Games Market with
the Jaguar, it is their one big chance (and pretty much close to only).

Cheers

3204. Re: Rat Soft BBS... Not what it's cracked up to be.

Newsgroup: comp.sys.atari.st
Date: 1993-12-09 01:37:31 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CHqv6J.5tq@cix.compulink.co.uk>
Source record: 197028

*In message <H.eg.ALwgvFd8aws@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca said:
>In <2dicqp$8tp@infko.uni-koblenz.de>, Andreas Edler writes:
>> In article <2d56ov$ftu@access.digex.net> j. hurwitz wrote:
>>
>> >Give us a break, you are not serious when you say that a BBS will coexsist
>> >with other software running on a 8 or 16mhz computer. MultiTOS will need a
>> >50mhz machine to run a BBS and other software at the same time.
>>
>> That's right. I tried to run my own BBS program under MTOS, but the
>> computer get's so slow that you're no longer able to work on it.
>
>You guys don't listen well. I was gathering information for when I get
>a _new_ /f/a/s/t/e/r/ computer. There's no point in having more than
>one machine on my desk (hey, it's small), and other systems (PCs running
>OS/2 or Linux or Solaris or NeXTstep, NeXT workstations, Amigas, Sun
>workstations, etc) can all do it no problem. Why would anyone want to
>have a computer dedicated to a BBS, unless they were locked into some
>brain-dead OS like TOS or DOS?

Just tried GSZRZ under MTOS+HSModem on my Falcon = 3000cps on text.

Ofir ogal@cix.compulink.co.uk

3205. MIDI sftwre 4 sale

Newsgroup: comp.sys.atari.st
Date: 1993-12-09 02:41:09 UTC
From: KXS156@psuvm.psu.edu
Message-ID: <93342.214109KXS156@psuvm.psu.edu>
Source record: 197014

I have a Roland D-10/110/20 editor/librarian for sale.
520/1040/Mega, Mono/color
Converts from MT-32 and D-50 patches.
$40 or best offer, $3 shipping

Kaspar Stromme
Penn State University

3206. Re: Mega STe / AppleTalk connection possible ?

Newsgroup: comp.sys.atari.st
Date: 1993-12-09 03:14:42 UTC
From: scruggs@cis.ohio-state.edu
Message-ID: <2e6573INNoo1@skink.cis.ohio-state.edu>
Source record: 197015
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
In article <H.eg.2na8lGiAM2_@semprini.waterloo-rdp.on.ca>
cherborth@semprini.waterloo-rdp.on.ca writes:
>In <CHGJHr.60B@lincoln.gpsemi.com>, Martin Kite writes:
|| A while back, when someone was trying to sell a Mega STe they posted a
|| "features list" which I know was a bit flawed, but they stated that the LAN
|| socket on a Mega STe was "LocalTalk" compatible. Does this mean that this port
|| can be used to network a Mega with Macs/Newtons ? or am I missing the point ?
|
|This is indeed the point. The TT and Falcon also have this AppleTalk
|port.
|
|| Also, if this networking is possible, is there any software support for this,
|| or information about what would be required to make this work ?
|
|That's the one thing Atari overlooked... there is absolutely NO
|software that I know of that will allow you to network with other
|MegaSTe/TT/Falcon computers using the LAN port, let alone a Mac/PC using
|AppleTalk.
|
|Are you at all surprised?
|
I definitely know I am...
Especially considering the fact that I'm staring at an add for just
the product he seems to be looking for right now...
ST Informer, October 1993 Issue page 7

Universal NETwork... released April 91
available from
Application & Design Software
280 Peach St. PO Box 409
Merlin, OR 97532
1-800-800-2563

|--
|------------------==========================================------------------
| cherborth@semprini.waterloo-rdp.on.ca
| Chris Herborth
```

3207. Re: Falcon Game : Llamazap

Newsgroup: comp.sys.atari.st
Date: 1993-12-09 03:16:21 UTC
From: kebab@cix.compulink.co.uk
Message-ID: <CHqzrA.7EF@cix.compulink.co.uk>
Source record: 197027

In message <H.eg.liGoBZ3Oa_o@semprini.waterloo-rdp.on.ca>, cherborth@sempri
ni.waterloo-rdp.on.ca said:
>
>Personally, I think they know _exactly_ what they're doing. They're
>killing off their compute business _on_purpose_ so they can concentrate
>on the Jaguar. They haven't just said, "Ok, we're dropping the
>ST/TT/Falcon." because it would scare developers away from the Jaguar.
>
Perhaps, perhaps not. Either way I'm pretty happy with my Falcon, even more
so now I've got a nice 15" SVGA monitor to use with it. I've now got the
difficult decision of whether or not to move the TV I used to use for
colour graphics work (main monitor was SM124) to my bedroom, or leaving
it in my work room for watching TV whilst I work. Its a hard life.

Kev,
(hoping desperately he'll be able to resist the temptation to buy an
accelerator board at the ST show he's going to on Sunday)

Kevin O'Donovan | If nobody wants war, why are there
kebab@cix.compulink.co.uk | so many wars?
abaddon@nasoftwr.demon.co.uk | Hail Eris, All Hail Discordia.

3208. Re: GCC

Newsgroup: comp.sys.atari.st
Date: 1993-12-09 03:16:25 UTC
From: kebab@cix.compulink.co.uk
Message-ID: <CHqzrD.7F1@cix.compulink.co.uk>
Source record: 197032

In message <2e5o3o$n99@golem.wcc.govt.nz>, wells_s@ix.wcc.govt.nz said:
>
>] If you want real good compression and maximum portability, use GZIP!
>
>Erm, no thanks!
>
What about ST Zip? I've been using it for a while now, and don't use
anything else (when compressing) any more. I don't know about its
compression ratios, but its user interface is a dream to use (this from
a hardened CLI/shell fan!). And at least it doesn't trash your hard disk
every so often like Lharc used to.

Kev

Kevin O'Donovan | If nobody wants war, why are there
kebab@cix.compulink.co.uk | so many wars?
abaddon@nasoftwr.demon.co.uk | Hail Eris, All Hail Discordia.

3209. Falcon internal hard drive question

Newsgroup: comp.sys.atari.st
Date: 1993-12-09 03:49:03 UTC
From: fnjah@aurora.alaska.edu
Message-ID: <1993Dec8.184903.1@aurora.alaska.edu>
Source record: 197026

Will someone please correct me if I am wrong, but the Falcon's internal IDE port has 44 pins, and 2.5 inch IDE hard drives have 50 pins (some not used). But the only IDE cables I can find say they are 40 pin connectors.
Is this the cable I need to hook up an internal drive or is there a 44 pin cable out there somewhere? Does anybody know where to get one?

3210. Thanks!/The state of Atari U.S.

Newsgroup: comp.sys.atari.st
Date: 1993-12-09 03:54:04 UTC
From: aykrua@acad2.alaska.edu
Message-ID: <1993Dec8.235404.1@acad2.alaska.edu>
Source record: 197047

I just wanted to extend my thanks for all of the prompt replies I recieved concerning my questions about CoNnect... thanks especially to the person from Florida who gave me the ftp site address for the macro to use in conjunction with Uniterm... if those work, I'll probably stick with Uniterm, at least until I get another memory upgrade! CoNnect looks great, but it also looks like it takes up a lot of memory... on an old 1 megger like my ST, small but effective applications are the best bet.

I have owned my ST since they first came out and have been satisified with almost everything about it, but I fear that if they don't work to re-establish some sort of dealer network in the U.S., they will be a dead issue. Like I mentioned in my last post, there isn't a single dealer in this state (a state that has nearly as much land mass as the entire U.S. and yet only has 500,000 residents). I think perhaps that the nearest dealer exists in either Seattle or Portland, or maybe even as far away as San Jose. Not a great situation for any computer owner. This is too bad because if the situation doesn't change, I'm seriously thinking of going to Pentium or one of the newer MAC's... any thoughts on this? I'd like a Falcon and lots of RAM / STORAGE, but how's a guy supposed to get a chance to see it in action if he has to spend several hundred dollars for the plane ticket to his nearest dealer! (I'm being entirely serious here)...

Thanks again!
--
R. Warner (ST owner since 1985 / Former Registered Atari Developer)
anrlw1@acad2.alaska.edu

3211. Son of GSZRZ 3.5

Newsgroup: comp.sys.atari.st
Date: 1993-12-09 04:04:38 UTC
From: aykrua@acad2.alaska.edu
Message-ID: <1993Dec9.000438.1@acad2.alaska.edu>
Source record: 197045

In article <A1978@HD.maus.de>, Roland_Schorr@hd.maus.de (Roland Schorr) writes:
> Hi!
>
> GSZRZ ist a commercial product, you can only get it, when you've paid -
> only direcly from the author.
>
> Each version >1.9b is not public and should be deleted on FTP-Servers!
>
> Write to "michael_ziegler@m.maus.de" for further information.
>
> Roland.
> --
> no head - no footer.

So what exactly is the commercial part of GSZRZ? The GEM shell? I seem to recall that RZ and SZ were written by Omen Technologies and distributed to users/systems by the folks at GNU as freeware/shareware (I'll have to re-read the docs to find out for sure... it's been a week since I looked at them.)

Surely you're not asserting that the author of GSZRZ has completely rewritten the ZMODEM protocol specifically for the Atari ST? You ARE saying that versions >1.9b are not sharewear... but what does the author of GSZRZ want for the latest version, and is he charging just for the GEM shell or for SZ and RZ?

--
R. Warner / anrlw1@acad2.alaska.edu / who just got GSZRZ 1.9 yesterday...

3212. For Sale: Spectre 128 and Discovery Catridges for ST / STe?

Newsgroup: comp.sys.atari.st
Date: 1993-12-09 04:15:20 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2e68oo$hr@news.dmpe.CSIRO.AU>
Source record: 196966

Hi!

Sorry if this is messy, but PNEWS has puked on me again ...

I have to get rid of my ST, so I now have no more use for my Spectre 128 or my Happy Discovery Cartridges. They are both in full working order, nothing wrong with them, just don't work with my Falcon, that's all.

Spectre 128 Cartridge -
Has 128k ROMS in it, Software for it, vers 1.9f and 2.65, Translator? Software also, Still in box, All manuals. Asking price -
$250 Australian, about $160 US.

Discovery Cartridge, Option 0 -
I bought this to transfer MAC disks to Spectre Format, It also copies anything you're likely to find, comes with all software, boxes, etc. Nice unit.
Asking price -
$200 Australian, about $130 US.

Also, I will sell both together for $400 Australian, $260 US.

If you want it shipped, it'll cost a little more ....

E-Mail me if you are interested,

Karl.

(karlm@mel.dbce.csiro.au)
--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| Work: +61 3 252 6222 Fax: +61 3 252 6244 Home: +61 3 853 9622 |

3213. need help with hard drive, want to buy

Newsgroup: comp.sys.atari.st
Date: 1993-12-09 04:19:32 UTC
From: rge@helix.nih.gov
Message-ID: <1993Dec9.041932.26366@alw.nih.gov>
Source record: 197016
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

Hi guys,

We recently got a vintage 1987 Supra shoebox enclosure with an Atari host adaptor. It had a Miniscribe 20Mb drive that still ran but was chock full of hard blocks (too many to successfully reformat). Unfortunately I threw it away without writing down the model #. We've tried several other drives (SCSI and Miniscribe) with the host adaptor, none of which it recognizes. I've been told that this adaptor won't recognize anything bigger than 30 Mb. Can anyone tell me which drives it will work with? Does anyone have a (cheap < $50) one to sell?

The only marker on the host adaptor is:

" Supra c(1987) 30-0014-5 "

I may be able to get a replacement Miniscribe from our Surplus dept here. What model # should I look for? The one I have already is a Miniscribe model 84255, taken off an old Unix machine. Should this drive work?

Every drive I've tried triggers a "dma device not responding" message.

3214. Re: UVK

Newsgroup: comp.sys.atari.st
Date: 1993-12-09 04:24:35 UTC
From: wells_s@jethro
Message-ID: <2e69a3$p8e@golem.wcc.govt.nz>
Source record: 197030

```
] >(The symptoms are that of the 'BielStein' (sp?) virus.....)
]
] Just out of morbid curiousity, what does this virus do to your system? D
] you know where you got it? Regarding UVK, I thought Oregon Research
] was handling support in the States, and Hi-Soft in Europe. I could be
] wrong...

Well, I'm not sure what the virus *does*, but it copies itself as usual,
but can change a few bytes of code around, and mutate itself into
(I think this was the amount), 65000 different forms. It also has
bytes in the appropriate places to make UVK think it is a harmless
MS-DOS boot sector.

Where I got it!? I wouldn't have a clue, I was just trying to write
an autobooter to a disk, and then wondered why it didn't work, so
I tried Vkiller, (which didn't have a clue what it was), which eventually
reported that something in the system had written itself to the
boot-sector, I promptly entered large-scale-panic mode, and threw every
virus killer I had at the thing, and eventually resorted to using
Chasseur II and killing anything that looked like the virus (A large
chunk of it was the same every time). The other day, I was using the
system, and a similar routine resulted. There'll be 1 disk I don
't bother checking because I don't think I ever use it.... And that'll
be the one that has it on it!

I'm in New Zealand, not the States or Europe, but in Australasia!

/------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, O O |
| you can be 100% sure that it will! o |
| WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/
```

3215. Re: MEDUSA (68040) System

Newsgroup: comp.sys.atari.st
Date: 1993-12-09 07:47:14 UTC
From: ABARBIERO@delphi.com
Message-ID: <931209.10034.ABARBIERO@delphi.com>
Source record: 197041

So OK, now what is it? I'm totally confused!

Can someone who knows really describe this machine? Yat was kind enough
to upload the specs, but there are still some questions that pop to mind.

What IS bus snooping? :-)

I would love to get some real world benchmarks on this, or at least
an explicit unveiling of this MOST interesting beastie.

(Knowing that Lexicor hates us :-)

Andreas@AEO

3216. Re: Atari Falcon040?

Newsgroup: comp.sys.atari.st
Date: 1993-12-09 07:48:45 UTC
From: ABARBIERO@delphi.com
Message-ID: <931209.10125.ABARBIERO@delphi.com>
Source record: 197046

In a nutshell, that is right Vince.

Andreas@AEO
Delphi rep; Atari

3217. Re: TT 19" Monitor

Newsgroup: comp.sys.atari.st
Date: 1993-12-09 07:53:39 UTC
From: ABARBIERO@delphi.com
Message-ID: <931209.10419.ABARBIERO@delphi.com>
Source record: 197036

Atari has them in stock.... I was in there last week and Bob Brodie told
me that they had them around... so if you cant get one cheap used, ask at one
of the dealers for a new one!

Andreas@AEO

3218. Re: MEDUSA (68040) System

Newsgroup: comp.sys.atari.st
Date: 1993-12-09 09:16:30 UTC
From: Gordie Meyer ATARI UNITED cofounder <BIBLINSKI@delphi.com>
Message-ID: <931209.15390.BIBLINSKI@delphi.com>
Source record: 197042

> Actually - there is a clock doubled 68040 - Go ask motorola :)

According to Jim Reinhart, manager of 68000 marketing and applications for Motorola at Austin, Texas, the 040 machines now on the market could already make use of the chip's internal clock-doubling capability. By feeding a 12.5-MHz signal to an external phase-locked-loop synthesizer -- such as Moto's 88916 clock oscillator -- outputs of 25 and 50 MHz can be generated and used by the 040-based system to pace the memory and the internal processor logic, respectively. Apparently, this double-speed capability has always been present in the 68040 chips.

(The above information was taken from a story in the Sept 20th issue of Electronic Buyers' News, by the way. Pages 1 and 8, to be specific.)

--
..|'''.| '|| || > Gordie Meyer
.|' ' .... || ... . > P.O. Box 1982
|| .... .| |. ||' '' .' '|| || || .|' > Ames, IA 50010-1982
'|. || || || || |. || || ||' > USA
''|...'| '|..|' .||. '|..'||. .||. '|..|' > biblinski@delphi.com
==> This sig idea flagrantly stolen. So sue me. > ATARI UNITED!

3219. 16MHz switch for MEGA STE

Newsgroup: comp.sys.atari.st
Date: 1993-12-09 09:41:21 UTC
From: misler@stud.ee.ethz.ch
Message-ID: <misler.755430081@tardis-a1>
Source record: 197044

Could someone help me: I've got a MEGA STE, but no CPX to witch it to 16MHz. Where can I get this or how may I change the CLK-freq myself?

MATHEW

3220. Re: ISHAR II Problems....

Newsgroup: comp.sys.atari.st
Date: 1993-12-09 09:41:25 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CHrHL2.G9L@barclays.co.uk>
Source record: 197094

In article <931205.62532.JMILLAR@delphi.com>, JMILLAR@delphi.com writes
|> I have a Falcon 030/80 with TOS 4.04 and am running the extensible control
|> panel, and the FPATCH2 program. I run the program off the harddrive (which
|> doesn't seem to cause a problem, since when it's run off floppy it crashes
|> as often) and, depending on if I select MUSIC ON, the game crashes (freezes,
|> makes annoying noises, or bombs) sooner or later. The game tends to crash
|> earlier if I let the soundtrack play. Is there something I'm doing wrong?
|> A patch program I'm missing? Has anyone else experienced these problems?
I get Ishar II crashing on my 4/65 4.01 machine but rarely. When I first got the game, I was off ill from work and played it about 8 hours a day for 3 days and it crashed 3 times. I regularly save though so it wasn't a problem. It does seem very sensetive to memory though, I can't run it without renaming my Auto folder (there's a lot in my Auto folder) and killing a few accs. I play it with and without music and always from HD.
More annoying is sometimes the mouse control goes haywire and it ignores any attempts at clicking anywhere. It hasn't crashed though and the game continues running ie people kill you, things move, sounds play.
--
+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

3221. Re: EXCEL for ST ??

Newsgroup: comp.sys.atari.st
Date: 1993-12-09 09:44:08 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CHrHpL.GBw@barclays.co.uk>
Source record: 197093

What Excel features are required? If it's just a standard sort of spreadsheet with graphs, limited database & lotus 123 functionality to 123r2, then LDW Power v1 or 2 will do the trick quite nicely.

--

```
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-----------------------------------------------------------+
```

3222. Cubase (WAS:Re: MEDUSA T40)

Newsgroup: comp.sys.atari.st
Date: 1993-12-09 09:48:47 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CHrHxC.CF7@newcastle.ac.uk>
Source record: 197043

In article <1993Dec8.115039.27847@jet.uk>, djs@jet.uk (David Stevenson) writes:
>>If you can afford a MEDUSA, you can afford a New version of Cubase!
>If he can afford a Medusa, then he can afford to buy Cubase, rather than
>pirate it. Which he admitted doing a few months ago:
>
>>In <CEIu8A.1q9@cs.ruu.nl> avgroeni@cs.ruu.nl (Annius Groenink) writes:
>
>>Yesterday I was working with my cracked version of 2.0, and just when...

This may not be the reason, but I know several musicians who, although they
have BOUGHT Cubase, still run the hacked version 2.0, as it actually works
BETTER than the original. Are they in the wrong - they have paid for the software
so are they in the wrong ?

Brings to mind the Neochrome Master debacle.......thats better than the original
as well.

Craig.

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 4883098
Stevenage,England.|| Snail-mail: 2 Sun Street, Suniside, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

3223. Re: The Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-12-09 09:59:37 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CHrIFE.GJ5@barclays.co.uk>
Source record: 197095

In article <1993Dec5.174836.24062@gps.leeds.ac.uk>, csypge@scs.leeds.ac.uk (P G Eyles) writes:
|> Would it be right in saying, that Atari should get hold of a few good
|> licenses? For example Streetfighter 2 Super, Mortal Kombat, a Sonic type klone
|> (eg Zool). Surely then the console will sell? I mean, if people saw these
I wouldn't buy any kind of streetfight/mortal Kombat type game as IMHO they are all mindless rubbish. As for Zool, Zool2 is being ported to the Jag according to several magazines I have read.
Tengen/Atari Games have also licensed Jag technology to use in future arcade machiens so hopefully future arcade hits will migrate pretty quickly.

|> And why don't Atari advertise the fact that they have invented this
|> brilliant machine? I ask people if they have heard of it and they go: 'Is that
They are. In the US sale areas they are doing a fair bit of TV advertising.

|> Hopefully someone out there can answer these questions and pour light on the
|> subject of 'Atari and Advertising'!!!
Atari have publicly stated they screwed up by not advertising in the past and intend to do more in the future.

--
+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

3224. Re: GCC

Newsgroup: comp.sys.atari.st
Date: 1993-12-09 10:07:44 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.93Dec9110744@issan.informatik.uni-dortmund.de>
Source record: 197038

In article <CHqzrD.7F1@cix.compulink.co.uk>, kebab@cix.compulink.co.uk ("Kevin Donovan") writes:

|> In message <2e5o3o$n99@golem.wcc.govt.nz>, wells_s@ix.wcc.govt.nz said:
|>>
|>>] If you want real good compression and maximum portability, use GZIP!
|>>
|>> Erm, no thanks!
|>>
|> What about ST Zip?

I does not work with MinixFS.

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

3225. Re: Trouble with harware I sold

Newsgroup: comp.sys.atari.st
Date: 1993-12-09 10:24:07 UTC
From: wallace_r@msbcs.enet.dec.com
Message-ID: <2e7g0p$hcf@nntpd.lkg.dec.com>
Source record: 197065
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Dec8.200444.19721@lclark.edu>, eggert@sun.lclark.edu (Jonathan Eggert) writes...
>
>I recently sold a computer to a net user in San Francisco. The day
...
>>I get the desktop, but no drive icon shows up.
>>Also, when I turn on the system the drive light does not come on.
...
>David said that he opened the case and checked all the connections but it
>did not help.

One likely cause is one of the socketed chips is making bad contact to the socket. Unless he reseated all of the socketed chips when he checked the "connections", I would suggest you have him open the ST and press down firmly on all of the socketed chips. Sometimes you can't even feel the chips move, but the pressure is enough to fix a poor contact.

Ray Wallace
wallace_r@msbcs.enet.dec.com
(or) decwrl!msbcs.enet!wallace_r
(or) wallace_r%msbcs.enet@decwrl.dec.com

3226. gaming/jaguar news

Newsgroup: comp.sys.atari.st
Date: 1993-12-09 11:27:22 UTC
From: an8496@anon.penet.fi
Message-ID: <113308Z09121993@anon.penet.fi>
Source record: 197048
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,rec.games.video.misc,rec.games.video
Body handling: HTML body converted to readable text

Ok here is the latest gaming/Jaguar news. Everyone see
CNN and the new game system comparison? They said 3D0 was in money
trouble and the Jag was the techo Top Gun. Also if you want to get
cheap 3D0s Babbages will be selling lots of refurbished defective
3D0s sometime soon!

No mention of Commodore CD32 although a couple weeks ago the news said
that C= said they may be going out of business?! C= lost over $300
Million and have only around $5-8 million cash. My brothers friend
is a lawyer and also said Commodore lost a multimilion dollar patent
lawsuit earlier this year and owe Cadtrak and banks over $30 million.

hope this comes out ok

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type HHH (RETURN after that). Wait for the U#= prompt.Type XTX99437,GENIE
and press [RETURN]. The system will prompt you for your information.
==========

<[Host] ST.LOU> Before getting started, some business about how an
RTC works. While the RTC room is in Listen-Only mode, you can only
address our guest when I let you talk. To get my attention, just
/RAIse your hand. Just enter this from your keyboard: /rai

<[Host] ST.LOU> I'll acknowledge your raised hand as soon as I can,
but please be patient. I will let you know when your turn is coming
up.

<[Host] ST.LOU> Some other RTC commands are:

<[Host] ST.LOU> Welcome to the December edition of Dateline Atari
with Bob Brodie. I am going to keep my introductory comments REAL
short because the last time Bob joined us - so did over 100 people!
With that many people, some were disappointed that we ran out of time
and could not answer their questions. No doubt the focus of tonight's
Real Time Conference will be the Jaguar's outstanding rollout in New
York and San Francisco. I am sure Bob will talk about Atari's
fantastic success with this incredible product. Before beginning, I
would also encourage you 'gamers' to check out the new Jaguar CATegory
in the Bulletin Board. May I suggest you begin by downloading the

fast-accumulating archive files! Now, heeeeeeeeeeere's BOB!!!!

It's great to be on GEnie for our monthly Dateline:
Atari! Session. I'd like to take this opportunity to extend my
wishes for Happy Holidays to all Atarians. May this holiday season be
full of joy for you and those that you hold dear!!

We've got a lot to talk about as we head for the
holidays, and some of the much sought after Jaguar T-Shirts to give
away tonight, so let's get started!!

Tonight, I'm once again coming to you from the East
Coast. This session of Dateline: Atari finds me as guest of Ron
Kovacs of Z*Net News Service. Atari has sent me to the New Jersey/New
York area to visit the retailers that are presently carrying the
Jaguar. I'll be here for five days, returning to Sunnyvale late
Friday night. I'm grateful that Ron has opened his home to me for
dinner this evening, and to do tonight's RTC. This also marks the
first time we've had a Dateline: Atari

Following the roll out event in New York last month, we
began shipping the Atari Jaguar, our new 64 bit multimedia
entertainment system. Consumer acceptance has been outstanding, and
we are working to accelerate shipments to meet demand as quickly as
possible. Virtually every retailer that is carrying the Jaguar has
sold out their present allocation!! We will be shipping additional
quantities of Jaguars today, and next week. Our roll out hasn't gone
entirely smoothly, though. We have had some consumers report that
they had problems with poor image quality on the screen. Upon
investigation, we discovered that some of the RF switchboxes, which
were supplied by an outside vendor, did not meet our specifications.
We stopped shipping Jaguars briefly in order to remove the defective
switchboxes, while we acquired an acceptable replacement unit. The
new RF switch box is upgraded from the initial RF box, in that it is
an auto switching unit. In the event that there are people that still
have the defective switch box, they can call our 800 service number,
1-800-GO-ATARI. We will be happy to send them a new switch box at no
charge. For those customers that have already obtained another
switchbox, or do not wish to wait for Atari to replace their defective
switch box, Atari will send them free of charge their choice of an
S-Video or Composite Video cable. These customers should call
1-800-GO-ATARI, and return their defective switchbox. Please remember
that this 800 number is strictly a service number.

Atari regrets any inconvenience that this might have
caused our customers. On a personal note, I read a number of posts
on-line speculating that Atari might have utilized old RF boxes from
the Atari 2600, XE Game System, or other products. That's simply not
true. Ironically enough, if we had been as cheap as some of our
critics would have you believe, there probably wouldn't be any problem
with the RF boxes in the Jaguars! While this has been an
unfortunate happenstance, it does underscore the value of doing a test

market to discover any problems before going national with a new product.

The weekend following the New York launch event, Atari conducted a promotional event at the Newport Mall in New Jersey. We're pleased to report that the event was a tremendous success! Thousands of youngsters participated, and enjoyed a hands on experience with the Jaguar!! Atari is pleased to announce tonight that there will be another mall presentation of the Jaguar, this time at the Tanforan Mall in San Bruno , CA. This mall is located off of Interstate-380 and El Camino Real, not too far from San Francisco International Airport. We'll be at the mall on this coming weekend, December 11-12. Those of you in the Bay Area that haven't had a first hand look at the Jaguar should stop by this event. We'll be giving away Jaguar T-shirts, and Jaguar caps at this event as well.

I've been swamped with requests for Jaguar units for reviewers, the amount of attention that Atari is garnering for the Jaguar is simply _HUGE_. Atari has had the Jaguar showcased on the CBS Morning News, The Today Show, we're going to be on "Good Morning America!" during their hot Christmas gift giving segment the holidays. The Jaguar will also be featured in "Hi-Tech Toys for the Holidays" segment of the "Next Step" program produced by The Discovery Channel and KRON-TV, Channel 4 in San Francisco. Those of you in the Bay Area will be able to see this segment of "Next Step" on Friday, December 17th at 8:00 PM on Channel 4. Nationally, the show will be available on The Discovery Channel, which airs on Tuesdays at 9:30 PM. Show host Richard Hart is also the high technology reporter for KRON-TVs NewsCenter 4. KRON-TV is the San Francisco NBC affiliate.

The latest edition of "Die Hard Game Fan" is hitting the streets now, with Cybermorph on the cover of their current issue. Die Hard Game Fan reviewers made Cybermorph their Game of the Month, rating it 99, 98, 98, and 96!!! Be sure to check out this issue of Die Hard Game Fan, it has close to 8 full color pages of Jaguar coverage. They also review the next game due out for the Jaguar; Trevor McFur in the Crescent Galaxy, and a terrific poster of Cybermorph that their staff artist created!! The current issue of Electronic Gaming Monthly also has a "Future Wave" coverage of the Jaguar version of Raiden!! Trevor McFur in The Crescent Galaxy is due at Atari next week, with Raiden due in Christmas week. Evolution: Dino Dudes was the last of our titles to be released by our game testers, and should be in the stores shortly after Christmas. Be on the lookout for other Jaguar coverage in Game Pro, Video Games, ST Format, and ST Informer Magazines!!

On the review front, I'm doing the best I can to keep up with the demand for review units, but there are bound to be a few people that will be upset if they don't receive a Jaguar for review. If you have a particular publication that you feel would be useful for Atari to have the Jaguar reviewed in, please feel free to send me a

note in GEnie mail with your suggestion. I've been amazed at some of the publications that are excited about the Jaguar, including publications that normally just review video products, rather than video games. Atari has also been contacted by a number of more "mainstream" publications that are very interested in the Jaguar. Sometimes it feels like anyone that has ever written an article is queueing up to request a Jaguar review unit. We're being a little bit careful about where the units go right now. As our supply of Jaguar units increases, we'll be getting out even more units for review. For the time being, I'm concentrating on the magazines, with the newspapers and free lance writers taking a back seat.

On the Lynx front, this week will mark the beginning of the Lynx TV ads that we're going to begin running. These ads will be in the same markets (NY and San Francisco) where we are presently doing our Jaguar TV ads. The print ads for the Lynx have been running concurrently with the Jaguar ads. The Lynx print ads will be changing to reflect a new promotion that we're running for the Lynx - Buy a Lynx between now and Super Bowl Sunday (January 24th, 1994), and we'll send you a FREE Lynx NFL Football Game Cartridge! There are coupon pads being mailed to all of our retail partners now for this promotion. Your cost for the game is just $3.50 for shipping and handling. Be sure to check the next issue of Atari Explorer Online Magazine for all the details on this special purchase promotion. By the way, Atari Explorer Online Magazine is also preparing some very nice GIF pics of the pin outs for the S-Video and Composite cables for those of you that just can't wait for them to get to the stores! AEO will also have some GIFs of the Jaguar roll out event in New York very soon as well. They used a Migraph Color Scanner with a Falcon030 to scan some 35mm photos from the event. I'm sure you'll enjoy seeing them!

On the computer front, we continue to have an excellent supply of Falcon030s in stock. The new Migraph Color Scanner for the Falcon is really terrific, and Cubase Audio for Falcon is getting rave reviews in the Music field!! According to one of our rep firms, Cubase Audio has capabilities that would cost a Mac or PC owner over $7,000 more to obtain!

With that... I'm ready to conclude my remarks and take any questions, Lou. Let's get started!!

<[Host] ST.LOU> Before taking questions, a reminder that the Jaguar T-shirts will be given away to the 4 persons who answer the skill testing question. HINT: The answer is in that massive text file that Bob just uploaded :-) :-)
OK, here we go with Hydraxxus.

<[Hydraxxus] J.GERMAN3> Bob, as you may have seen I posted a question about other nets getting news about Atari before GEnie And complained that I thought this was THE place for Atari news....what's the scoop?
GA

<[Host] ST.LOU> By the way, folks... just one question tonight.

Hi Jim. Well I think what you're really referring to is
Sam's postings. He's been playing around with Aladdin, but not with a
lot of success. On the other hand, he was really impressed with how
easy CIM was to set up. I'm trying out some of the new things like
Oracle for GEnie to see if I can make it easier for him to get on
GEnie. He's using a Falcon, and an IBM laptop. He doesn't care for
Aladdin on either one. I'm in constant contact with AEO, and am
online as much as possible. But as I indicated in my opening
remarks, I'm out of the office now visiting retailers. That doesn't
leave very much time for being online. I'm trying to get here more
often, but it's tought. oops, that's tough. ga

<[Host] ST.LOU> Thanks, Bob. Give me a sec to record all the /RAI :-)
Swamped at the moment :-) Next we have Shadow.

<[Shadow] D.VANTREASE> What's the tentative release date of the CD
unit, and price? And will there be software bundled with it? (CD unit
for Jaguar, that is!) GA

Shadow, the CD is set for mid 94. At this point, we
envision a price of approx $200. No plans re the CDs at this point.
ga

<[Host] ST.LOU> On to Travis at Atari Explorer Online.

<[Noles #1!] AEO.MAG> Hi Bob, Ron. Bob, AEO thanks you for you
dedication to online users. You do a terrific job that many just can
realize. First, congratulations to Atari. The way it looks, the Jaguar
is already a winner with consumers. Bob, I suppose you have had time
to read the response to your letter to Electronic Gaming Monthly in
which they make some pretty interesting claims. Would you care to
respond to them tonight? ga

I thought some one might want to ask about that
tonight... When I wrote the letter to Electronic Gaming Monthly, I
was truly surprised that they told their readers that we were
responsible for the lack of Lynx coverage in their magazine. When I
saw the response to my letter that they printed, I was really upset!

First of all, you have to understand that prior to my
taking over the relationships with the game mags, they were handled by
Juli Wade. She had been asking EGM to return the Black Box that they
had for a couple of years. Every time she asked them to return it,
they denied having a Black Box. (We knew that they had one...our
staff in our Chicago office gave them one.) It wasn't until she
resorted to asking them to return it so it could be modified to work
with the Jaguar that they finally returned the box that they had
denied having for YEARS! And they have the gall to say honesty is the
best policy?!?!?!?

While they bemoan our supposed lack of support, we
agreed to meet with EGM Editor Ed Semrad the day after our initial

Jaguar press conference in Sunnyvale because he couldn't make it to the "real" press conference. Ed was given hours of exclusive, hand on time to question myself and Bill Rehbock, all without the hassle of the crowd that the other media had to contend with at the press conference. Ed makes regular trips monthly to the Silicon Valley to visit Electronic Arts, Sega, Capcom, 3DO, and other companies. I invited him to visit us on his next trip, but he chose not to. Instead, he returned to our office two months later, complaining about the fact that other mags had screen shots that he didn't. So even though other publications had obtained the shots that AEO had uploaded for us, I modemed all of the screen shots (close to 14 megs) to EGMs offices so Ed wouldn't have to mess around with a Syquest.

When EGM called to ask for a Jaguar unit so they could have coverage in their issue for CES, I personally got the unit shippped out from a Fed Ex office that accepts shipments past the normal cut off times. I sent them out a unit that had literally just come back in to the office from the Newport Mall event in New Jersey.

I'm very sorry that EGM seems to think they aren't getting proper support. The fact is that the support we've been giving EGM _IS_ what they need, but it is not what _they want_! Other magazines print reviews of Lynx games with the very same support from Atari. For EGM to say that they can't write about the Lynx simply isn't true. If they were really honest, they would have said that they WON'T write about the Lynx.

But then again, if they were really honest, they would have returned our Black Box when we asked for it. Instead, they denied having one for YEARS!

Mind you, this is the same magazine that constantly insults Atari in print. In one publication, they ran a column telling people what to do to get on the cover of EGM. One of the suggestions was new hardware always gets on the cover...unless it's from Atari. Another column ran the top ten reasons that the Jaguar will fail. There were two versions of that column. One of them ran in a sister publication of theirs called "HERO Illustrated". According to them, the number one reason that the Jaguar will fail was Sam Tramiel. I was shocked to see that they were so very personal, so nasty, in their attack on Atari.

The last time Ed was in our building, we discussed all of these things with him. Ed assured us that he just wanted to run a quality magazine from an editorial standpoint. Sam Tramiel personally spoke to Ed, and simply told Ed that he didn't know what the problem was between EGM and Atari. Sam asked Ed for a better relationship, and for all the nasty commentary to stop. We have even started advertising with EGM, like the other game magazines.

After everything Atari has gone out of our way to do, I'm shocked that Ed would be so arrogant, so very nasty in his reply to my

letter. If they choose to ignore the needs of their readers, that's they're choice. We've seen what happens to other publications that ignore their readers needs, and continually insult and belittle people in their publication, like STR. They burn _all_ of their bridges, alienating consumers and industry people alike, and then wonder why they don't get any information. I hope that EGM won't be foolhardy enough to continue down that path.

At this point, I recommend that you read Game Pro, Die Hard Game Fan, or Video Games to get the best Atari coverage.

<[Host] ST.LOU> Wow... were you expecting that question? :-)

Or of course, AtariUser Magazine. ga

<[Noles #1!] AEO.MAG> I think we all should give Bob a round of applause for the job he does. ga

<[Host] ST.LOU> Thanks Travis. Bob, let's welcome Nate to the RTC>

<[Nate] L.JESSE> Bob, first, what is Atari doing about third party licensees such as electronic arts and Capcom, etc.? Secondly, what options do i have, I'm from Illinois, to get a Jaguar before X-Mas? GA

Hi Nate, we've signed up over 35 licensees at this point. EA is not on the list yet, which is no surprise considering Trip Hawkins close involvement with 3DO.

<[Host] ST.LOU> Folks, there are 14 in queue. I will get to you ASAP. Thanks for being patient. GA, Bob

However, EA is really much more of a publisher, than a developer. We've gotten a number of licensees that have been published by EA, like Park Place. Re Capcom, they have requested a development unit, and we're expecting to have a meeting with their staff in Japan at some point.

<[Host] ST.LOU> REMINDER... the answer to our T-Shirt Draw question is in Bob's opening remarks.

Being from Illinois is tough right now. I was reading in the BB earlier tonight about a number of people being told by Babbages that we had dropped the ball. I'm certain that this is just a misunderstanding by the personnel in the store. We've been very clear with their corporate management that we would prefer they restrict their shipments into just SF and New York. If they go out of those areas, they are diluting the product availability to the target areas. ga

<[Host] ST.LOU> Thanks. Now Sam RAPP!

<[Sam_030] SAM-RAPP> Bob... When will you be shipping Jags to those of us that ordered from Atari Direct? It has been almost a month since you charged my credit card! I figured you were waiting for the

next batch of T-shirts, so you could send one along! Would it help if I had only ordered the console, instead of an extra controller and two other games? Thanks! GA

Hi Sam, the Jaguars will be shipped to you so that they will arrive before Christmas. I wish I could be more specific, but I cannot give you a more accurate statement at this time. Remember that the units are really being shipped by IBM. So for the orders that are sent out from Sunnyvale, we have to get a shipment from IBM before we can ship, too. ga

<[Host] ST.LOU> Ooops, I missed Hal. Here he is now. GA Hal.

<[Hal] H.SCHEIE> I have a Jag on order from J&R, I'll get it in their next shipment .Any chance it will be this week?

I don't have the exact allocations on hand, Hal. I believe so, but can't guarantee that. Please, remember that I'm NOT in the office right now. ga

<[Host] ST.LOU> Sean from Processor Direct

<[Sean@TWP] P-DIRECT> Good evening Bob, easy question for you tonight: Are any developers are making an indepth flight sim for the Jaguar, and if not could you pass the hint on to them? GA

Can you say Microprose? ga

<[Sean@TWP] P-DIRECT> Not chopper.. GA

Fighter sims, jet sims, etc.

<[Host] ST.LOU> Sounds good to me. Next we have Ken.

<[Ken] K.STEVENS1> Hey Bob, still waiting for my direct order Jag (hint, hint). Question, how many titles are being developed/ready for the Jag CD? (By the way,how do you give a round of applause on a computer?) ga

Ken, I know of several titles being developed, but I'd rather not get into specifics right now. They are just getting up to speed on the system. Remember, CD games take around 500+ megabytes of data. That's a lot of stuff to develop. ga

<[Host] ST.LOU> Moving along to Kid Metal.

<[Kid Metal] M.MURPHY31> Howdy from Texas, Bob. Will the INcredible Universe in Dallas get any Jags to sell before the national roll-out? GA

Yes ga

<[Host] ST.LOU> Oh..... Mark Warner is next. GA Mark. Welcome

<[Mark Warner] M.WARNER8> Bob, can you tell me what other games beside Alien v Predator are due out in January? I also want to comment on

how impressed I have been with way Atari has handled the RF problem. (whoops thats "with THE way") ga

Thanks Mark. I've been really tied up getting out and dealing with the review unit issues, so I'm about a week behind in that info. Maybe more. At this point, I know that we're hard at work on Tiny Toons, AvP, and Club Drive. But after AvP, I'm not sure about release dates. ga

<[Host] ST.LOU> Charles Smeton of NewSTar is our next guest, Bob.

Hi Bob. Thanks for sending Crescent Galaxy, an extra game controller, and the Jaguar T-Shirts and Hats to the ToadFest. Toad Computers donated a Jaguar that was raffled off and which raised over $500 for Habitat for Humanity. The Jaguar was the main attraction at the show. With the Jaguar being the main focus at Atari, I have heard numerous rumors that the outside of TT's for Jaguar Development Kits, there is little to no activity on the computer end of things at Atari. As a developer with a vested interest in the computer end, do you have any encouraging words? GA

Charles, we're still very interested in the computer business. We're looking for applications that will give people a reason to select an Atari over the competition. Programs like Cubase Audio do just that. We don't have any intention of giving up on the computer business. But in order to do the Jaguar properly, it's requiring just about all of our resources. At least in the manpower segment. ga

Thanks Bob, I just hope that we can hang in there until the resource allocation shifts a bit ;-) ga

<[Host] ST.LOU> Thanks Charles.

Charles, me too. Me too. Please keep... in mind that we've also publically talked about using the Jag as a CPU at some point.
<[Host] ST.LOU> Next we have Hydraxxus... then Hassen

<[Hydraxxus] J.GERMAN3> Earlier you mentioned MP. Did you mean to say you would pass the word or that they were working on titles? (Clap, clap, clap {for the Jaguar, it's a great machine, I like mine}) (nice tie)

Jim, they are working on titles. Glad you like your Jaguar...I wish I had more time to play!! ga

<[Host] ST.LOU> Now Hassen

<[Hassen] H.HAMMOUD> Hello Bob. I was in Toys R us on Friday here in Indiana. They had no Lynx carts at all, nor did they expect to be getting any. What's up? Also, will there be an Asteriods port to the Jag???(I still love that game.) GA

<[Hydraxxus] J.GERMAN3> Gee, free question?

Hassen, we've had a problem with the Lynx in Toys R Us
for quite awhile. However, that has been resolved, and they will be
getting them, along with some promotional material regarding the Lynx
NFL Football game. ga Re Asteroids, we're talking abouti t. ga

<[Host] ST.LOU> OK On to Matt Rivman.

<[Matt] M.RIVMAN1> Hi Bob, and thanks yet again, for being here! The
question is just a bit off the Jaguar topic... Any ideas about the
late financial statement from Atari? I'm a somewhat new investor and
would like to keep up! GA

<[Host] ST.LOU> You folks are being terrific... and patient. Still 15
in the queue.

Hi Matt. We've been so busy with the press of business
for the Jaguar that we asked the SEC for an extension to file. We
should be releasing the numbers very soon. ga

<[Host] ST.LOU> OK, now we have J.Hardie.

Bob, does Atari have any plans to attend the January CES in
Vegas? Also, how about filling us in on the Crescent Galaxy cheat? ga

Yes, we will be at CES in January in our own booth.
Because the booth allocation occurs so early, we didn't get a prime
space. So our booth will be small, but we'll probably have at least
one suite, too. Re Crescent Galaxy...if I told you now, it'd ruin all
the fun for everyone else! :) Suffice it to say that it requires an
extra controller, and there are some specific codes you input for
things. ga

<[Host] ST.LOU> Time out, Bob. If you folks have already /RAI but
were not acknowledged by me, please /RAI again now. I think I have
everyone in queue.... On we go to Jungle Jim.

<[Dave] D.SMITH200> Bob, are there any plans to interface the Jaguar
with existing Atari computers to handle I/O processing for advanced
graphics applications? If not, it might be something to consider... ga

<[Host] ST.LOU> What just happened? hmmmm.....

Dave, we're certainly interested in using the Jaguar
technology across all of our product lines.

<[Host] ST.LOU> Dave, what is your Job #

And we've had a lot of "feelers" from other people
looking to use it on their systems as well. ga

<[Host] ST.LOU> Oh oh... Jungle Jim was 51. JJ... please /RAI now to
get your question There he is....!

<[Jaguar Jim] J.THORNHILL> Bob, while in N.Y. did you happen to stop by ACCLAIM's offices for a little 3rd party chat? Yes, sorry!

<[Host] ST.LOU> GA Bob

Actually, their R & D office is in Chicago I think. :)
I've got a pretty full schedule, Jim. Mostly with retailers and the press. Bill Rehbock will handle the developers. ga

<[Host] ST.LOU> Here's Travis!

<[Noles #1!] AEO.MAG> Bob, I'm sure that the "make good" policy on the switchboxes and the extra A/V cables will go a long way to showing people that Atari Corp. is deadly serious about satisfying its customers. Are you having to visit all the dealers in the NY area, or just the regional offices? (If you weren't so busy, I'd ask you for a report for the next AEO.) ga

Well there are over 150 dealers in the NY area. And I'm only here for 5 days, so I won't get to all of them. But I am visiting the stores, not the regional offices. We have a rep that is doing that. Thanks for the kind comment about the switch boxes/cables. We're upset about it, too! Heck, we paid for the bad stuff just like our customers did!!! ga

<[Host] ST.LOU> T. Lipsky. Step up to the mic GA T.Lipsky

Bob, Microsoft has expressed intrest in the home market including Childrens software, has Atari been approached by Microsoft regarding the JAguar. ga

No comment. ga

<[Host] ST.LOU> OK... then we have L.GRACE next

Hi Bob. will the success of the Jag help fund marketing for TOS machines? i.e. Falcons. Thanks GA

Yes, in fact we have talked about at some point using the Jaguar chipset for a TOS machine. ga

<[Host] ST.LOU> On to Harj Nagra from Toronto!

<[Harj] H.NAGRA1> When is that Kasumi Ninja game due out? And how does it compare to Mortal Kombat?

Again, I'm a little bit behind on the software release schedule right now. I suspect that it might be the late 2nd quarter. It's designed to be a competitor to Mortal Kombat and Street Fighter II, with lots of blood and gore. :)

<[Host] ST.LOU> GA, Bob?

Nope..just clearing the capture buffer. ga

<[Host] ST.LOU> Steve Johnson is here....

<[DrHfuhruhurr] STEVE-J> Have any new retailers (and developers) signed on that you'd care to mention? There is talk that Sears, Montgomery Ward, and even the vehemently anti-Atari Software Etc. are getting a bit of an itch to carry the Jaguar. GA

Sears and Montgomery Ward are coming on board during the national rollout. Software Etc. is not on the list at this point. We have a few other developers that we signed on, but I want to hold off on the announcements so we can coordinate everything properly with their PR firm. One of the other retailers that I think is very interesting is Blockbuster Video. ga

<[Host] ST.LOU> Apollo is next.

<[Apollo] N.CHANDLER> Modem? Head to Head? Multi-Player Network(s) (Like here on GEnie)? Any plans for this type of gaming? :)

<[Host] ST.LOU> GA Apollo.

Yes, yes, yes!!! In fact, we think that some of the multiplayer networks espoused like the Sega Channel might be better served by a cartridge that allowed you to dial into GEnie to play online games here! The keypad on the controller is perfect for that kind of stuff!!! ga

<[Host] ST.LOU> We're going to Shadow, then our draw question.

<[Shadow] D.VANTREASE> Bob, when will the S-Video/composite 'adapter' be available, and can I order it directly from Atari? Every time I call, they say they have stopped taking orders! Know a price on the adapter? Also, any _longer_ cables coming? (AvP date? :-)

It really isn't an adapter. It's a cable that plugs on to the A/V connector on the back of the Jaguar. The S-Video and the Composite units are not the same. They are separate cables. You will be able to order it, but we're not taking any more orders on Jaguar product at this point until we have fulfilled the orders that we have in hand. I'd guess (emphasis on guess) that the cables will go for around $15-20. The pricing hasn't been set yet. ga

<[Host] ST.LOU> After the contest we have K.Swift, Rob Anisko, P.Irwin, Nate, Chris C., Steve-J, Hassen, T.Hebel and C.Oates. Did I miss anyone? use the /RAI now! OK

ga

<[Host] ST.LOU> I added jobs 33, 10, 25, and 23 to the queue. That will be it for tonight.

Now for the contest.

The Rules:
Only paying members are eligible! No free accounts :-)
Bob will post the question.
Type your answer and don't hit RETURN until

you see that the room is in TALK-MODE.
The first four correct answers judged by Bob and Ron
will win a FREE Jaguar T-Shirt!
OK Bob.... the question please!

In my opening remarks, I mentioned that Atari is now
doing a special offer to people that purchase a Lynx between now and
January 24, 1994. What is the FREE game that you get when you
purchase the Lynx?

<[Host] ST.LOU> 60 seconds.

30 seconds
15 seconds
10,
** <[Host] ST.LOU> Room is now in the talk mode.

<[Sean@TWP] P-DIRECT> Lynx NFL Football
<[Phil] P.HANZE> NFL football
<[Sam_030] SAM-RAPP> NFL FOOTBALL
<[Stargazer] L.HINSLEY> NFL Football
nfl football
<[Sean@TWP] P-DIRECT> Lynx NFL Football
<[=Tom=] T.MCCOMB> NFL FOOTBALL
<[Hassen] H.HAMMOUD> NFL Football
<[Hydraxxus] J.GERMAN3> NFL football !!!!!
<[Harj] H.NAGRA1> NFL Football!
NFL Foorball
<[Nate] L.JESSE> nfl football
nfl football
NFL Football Game Cartridge for the Lynx
<[Dave] D.SMITH200> NFL Football
<[Tim] T.OSBORNE> NFL Football
<[Iver] I.POSSEHL1> Iver Possehl: NFL Football
red baron
nfl football
<[Rick] R.RIMKEVICUS> Pit Fighter
<[Apollo] N.CHANDLER> NFL Football
NFL football
<[Zombie] R.ANISKO> Lynx NFL?
nfl football
<[Kim] K.SWIFT> Chips Challenge? Just a guess!
In 'N Out Burger, the game.
<[Ted] J.PATTERSON3> Batman Returns
<[Dave] D.SHORR> Lynx NFL Football Game cartridge
<[Doug] D.ASHTON1> NFL Football
<[Parrot Head] C.CASSADAY> Nfl Football
<[Ken] K.STEVENS1> NFL Football
<[Spud Boy] T.HEBEL> NFL Football for the Lynx
Summer Games?
Lemmings!

<[Moe] R.MOORE12> NFL Football NFL Football
<[Shadow] D.VANTREASE> NFL Football ('94) !!!!!!
<[DrHfuhruhurr] STEVE-J> NFL Football
<[Matt] M.RIVMAN1> NFL Football
<[Sir Fransis] K.DRAKE> Warbirds
<[Sam_030] SAM-RAPP> NFL FOOTBALL
<[James] J.VOGH> Lynx NFL Football Game

<[Jaguar Jim] J.THORNHILL> nfl football,
NFL FOOTBALL
<[Hal] H.SCHEIE> NFL FOOTBALL
nfl foodtball
<[Zombie] R.ANISKO>
<[Noles #1!] AEO.MAG> "Crash & Burn"?
<[Sam_030] SAM-RAPP> NFL FOOTBALL
<[Zombie] R.ANISKO>
<[Sam_030] SAM-RAPP> NFL FOOTBALL NFL FOOTBALL NFL FOOTBALL
Do!
<[Sam_030] SAM-RAPP> NFL FOOTBALL
<[Ron] EXPLORER.1> Ralph's World
<[Sam_030] SAM-RAPP> NFL FOOTBALL NFL FOOTBALL NFL FOOTBALL
Sonic The RoadKill?
<[Hydraxxus] J.GERMAN3> Hawaii time lag!!!!!!!!
tramiel vs. predator.
<[Sam_030] SAM-RAPP> NFL FOOTBALL NFL FOOTBALL NFL FOOTBALL
<[Hassen] H.HAMMOUD> Super Asteroids
<[Sam_030] SAM-RAPP> NFL FOOTBALL
<[DrHfuhruhurr] STEVE-J> Gee, Sam!
<[Sean@TWP] P-DIRECT> Kill Sam! Please!
<[Matt] M.RIVMAN1> NFL FOOTBALL

** <[Host] ST.LOU> Room is now listen-only.

<[Host] ST.LOU> Ralph's World??? :-) OK Bob.... check your buffer and
declare the winners. after I let you talk.... :-) GA Bob :-)

The winning answer was NOT Flaming UPS Trucks in
Jacksonville.

<[Host] ST.LOU> Hahahaha

The correct answer is NFL Football.

<[Host] ST.LOU> Jacksonville Jaguars? OK... looks like Sean D.

The winners are: P-Direct, P.Hanze, Sam-Rapp, L.Hinsley

<[Host] ST.LOU> Phil Hanze, Stargazer and Sam! Congratulations.
Please send your mailing addresses to ST.LOU and I will forward
everything to Bob. OK? Bob is NOT in Sunnyvale right now.

Sam really doesn't want the shirt. He just wanted to
win.

<[Host] ST.LOU> Not much! :-)

:)

<[Host] ST.LOU> Oh... and send your sizes!!!! with your addresses.
King, what size for you? :-)

Congratulations, gang! You're gonna love 'em. Very high
quality Hanes T-Shirts. If you're an XXL, don't be shy about it.
I've got 'em.

Mine is an XXL and it fits all 320 pounds of me.

<[Host] ST.LOU>a I am getting some very funny /sends :-)

<[Host] ST.LOU> OK....

Yeah, but you gotta dry clean it, King.

<[Host] ST.LOU> Now to finish off the queue. NO MORE /Raises please.
K.SWift

<[Kim] K.SWIFT> Is Atari planning a computer based on the PowerPC chip
set? I want to buy a computer in summer 1994 and that's when the
PowerPC is coming out. To be honest, I'm very tempted. I'd like to
see an AtariPOWER system for s/w compatibility.

<[Kim] K.SWIFT> ga

We've talked about it a lot, Kim. We're longtime
partners with Motorola, and now with IBM, the Power PC becomes very
tempting. However, the Jag chipset is VERY appealing, too. At this
point, we haven't decided. ga

<[Host] ST.LOU> Rob Anisko is next.

<[Zombie] R.ANISKO> Bob, just curious about the origins of Microsoft
Arcade, or that is, how 5 classic Atari games landed up on the old
Windows platform? just hearing about this made me go "hmmm" :-)

<[Zombie] R.ANISKO>

<[Zombie] R.ANISKO> ga

We did a licensing deal with Microsoft so they could do
the arcade stuff. :) ga

<[Host] ST.LOU> On to P.IRWIN

<[Host] ST.LOU>

Hi Bob got my jag. today and it was defective :(

<[Host] ST.LOU> How so?

Butto my question When can we expect everything to hit the
stores... (controllers, CD drive, Cables and such..) (Left Bob e-mail
on how the sound goes beserk) ga

<[Host] ST.LOU> Thanks.

I'm sorry to hear that you're unit was defective.
Unfortunately, that does happen from time to time to all
manufacturers. How was the unit defective? The second controllers
will be available in just a couple of weeks, the CD ROM is due out the
mid part of 94, and the cables will be in the stores the end of
January. I'll look for the email on the unit. Thanks! GA

<[Host] ST.LOU> On to Nate

<[Nate] L.JESSE> Hey again Bob, first of all, 'kudos' on the GEnie
online idea, I love it. Secondly, is Atari planning any character to
represent them? Such as Nintendo's plumber, or Sega's Sonic? How
about Jinx the Jaguar? ga

At this point, we're just sticking with the black Jaguar,
Nate. Once you see the box, you'll have a good vision for how it will
look. All of our marketing efforts are using the black background
with the cat eyes logo. as well as the red JAGUAR logo with the
slashed R on it.

I think it would be neat to see a Jaguar game a la Sonic or Mario. We
do have a Lynx (Cutter) in Trevor McFur in the Crescent Galaxy. Glad
you like our modem idea...some of the phone companies/cable companies
are not as pleased! :) ga

<[Host] ST.LOU> Chris Cassaday... NOT a winner tonight :-)

<[Parrot Head] C.CASSADAY> Bob, with the test market shipments
reaching full capacity in late December, does that push the national
roll-out back any? It would seem that it would take a few weeks
before a 'true' nation-wide tendoroll-out was in force. BTW, I second
Charles Smeton's remarks about 'sending out Crescent Galaxy and the
shirts and hats to the TOAD fest. I had a really great time, and have
a "way-cool" Jaguar hat to show for it. ga...

Hi Chris, glad to hear you got a hat...they're rarer
than the T-Shirts!! Boy, am I getting /sends about the hats now!

<[Host] ST.LOU> Did you get my /send ? :-)

:) I don't expect it to cause a delay. We're actually
getting more up to speed. ga

<[Host] ST.LOU> Steve Johnson is back with another question.

<[DrHfuhruhurr] STEVE-J> NINJA GAIDEN III is the next game to be
released for the Lynx, but do you have a date for it (and others
forthcoming -- hopefully SUPER ASTEROIDS/MISSILE COMMAND and ULTRA
STAR RAIDERS (???), among several others)? By the way, I'd like to
pass on the suggestion to air a few 'well- placed' teaser ads
nationwide this Xmas to maybe take some of the OTHER system sales
away!

Ninja Gaiden III _should_ be here already, I'll check on
it when I get back to the office. I haven't heard of Ultra Star
Raiders and the other titles you mentioned as ones that are going to
be ready any time soon, Steve. Thanks for your suggestion about the
ads, but that would just compound the frustration of people that want
Jags that can't get them at this point, Steve. ga

<[Host] ST.LOU> Hassen returns....

<[Hassen] H.HAMMOUD> Bob, just exactly _when_ is the National Rollout?
Also, anyway one could purchase a Jaguar T-shirt or cap? I bought an
old Atari jacket from Telegames and my nephew loves it!

It will begin toward the end of January, and we'll have
T-shirt, caps, and OTHER GOODIES available for sale then. :) ga

<[Host] ST.LOU> T.HEBEL

<[Spud Boy] T.HEBEL> How many Jags have been made so far... In round
numbers. Also I have heard rumors that you could use the Lynx with a
Jaguar somehow, is this true?

<[Host] ST.LOU> C.OATES ans Sir Fransis follow

Spud Boy, again...I'm not in the office. I do know that
IBM released a bunch of machines today for delivery, but the numbers
aren't on hand. Yes, you will be able to use the Lynx with the
Jaguar. The ports for the Comlynx port are on the expansion bus of
the Jaguar. You will have a special cable to connect from the Jaguar
to the Lynx. We forsee you using the Lynx as a controller for Jaguar
games. ga

<[Host] ST.LOU> Bob, I am told that there were no Comlynx ports on
the Jags at Toad. Can you confirm that? The expansion bus is inside?

The Comlynx signals are on the expansion bus, Lou. Every
Jaguar has one. There isn't a Comlynx port per se on the Jaguar, but
just as you have a S-Video or a Composite cable, you will have a cable
from the expansion bus. It's on the rear of the unit, clearly
accessible from the outside, not internally.

<[Host] ST.LOU> Oh, now I get it! Back to hosting.... :-) Chris Oates

<[Chris] C.OATES2> 1) You mentioned Blockbuster as a retailer. Does
this mean Jaguar games for rent? 2) Any chance of eventually using
Jag + CD as a CD rom for my Falcon? I don't want to have to purchase
two CD Rom drives. GA

Hi Chris, yes...It does mean that you will be able to
rent Jags. They'll also be selling them, too. Re the Jag CD, I don't
think so. The Jag CD is intended to be plugged into the cartridge
port of the Jaguar, and then pass thru for another cartridge to go
into. ga

<[Host] ST.LOU> On to Sir Fransis

<[Sir Fransis] K.DRAKE> My ship pulled into port late! :) Do you know if Atari plans to offer a special deal next year and pack the Jaguar with a CD ROM unit at a lower-than- separate price? GA

Oooooh, have you been talking to one of my co-workers???? :) Well, we have a couple of ideas for the CD. :) I want to point out that these are just ideas, we haven't decided on anything in particular yet. Nah, better not.

<[Host] ST.LOU> Go for it!

Ok, what the heck...

<[Host] ST.LOU> :-)

As you know, the Jaguar CD is also capable of playing Music videos. We're working with some of the musicians we know well to do music on the game, and include a music video with the cd. But that's not cast in stone. ga

<[Host] ST.LOU> Mike wants to know if these are RAP artists. He LOVES RAP music!

All of em.

<[Host] ST.LOU> Next we have J.HARDIE

Bob, I've heard rumours of special controllers being packaged with some games, most notably TEMPEST 2000, what can you tell us about this? ga

Wow, a lotta ANTI-Rappers here tonight!

<[Host] ST.LOU> Four more question, Bob! Mike, calm down :-) Hmmm, /RAP Mike.

Hi J.Hardie, Tempest is still a way out, but we're certainly looking at special controllers. We've also have a few people that are talking about separate controllers to do other things like fighting games. ga

<[Host] ST.LOU> Back to Jungle Jim.

<[Jaguar Jim] J.THORNHILL> 1) Dpo you know why Babbages is telling some people that the CD unit will be $400.00 and 2) Does the Jaguar fit into SGI and Warner's plans for a cable TV bix of some sort they are working on? GA

Jim, I don't know, but I will talk with our people that are working with Babbages. We haven't set the price firmly on it. So there really isn't any concrete info, just speculation on their part.

<[Host] ST.LOU> Three more questions, folks.

Re the Cable thing...well it's this way. If you follow the San Jose Mercury News (which is the hot paper in the silicon valley), one day the cable multimedia thing is the hotest thing going,

the next day it's over-rated. We're talking with a number of people about it. But so far it's just talk. ga

<[Host] ST.LOU> Ken Stevens is here. Welcome, Ken.

<[Ken] K.STEVENS1> [A[A[D[DBob, one more question on the Jag CD. With the potential release of the Sega Saturn (64 bit with built in CD Rom) in late 94, how will that affect the release of the Jag CD? Thanx....GGGGGAAAAA!!!

<[Host] ST.LOU> Bob, ignore those /sends for now :-)

Ken, it depends on what version of Saturn they release. :) At first they said that it was a 32 bit machine, now they are saying 64 bit. Actually, it really isn't going to impact Jag CD at all. We're of the opinion that the Jaguar offers the best of both worlds. The Jaguar carts are faster than CDs, and hold the most data of any cart system in the world!! ga

<[Host] ST.LOU> G.SAUNDERS is next.

3DO Crash and Burn has "CD-ROM lag"; how will the Jag avoid this problem?

<[Host] ST.LOU> Then Matt Rivman will wrap it up for us.

I played that at a "Nobody beats The Wiz" today and noticed the same thing. Two ways, #1 Double speed, #2 Cache. There won't be much noticeable slowdown. If you have seen other CD games, you've seen the "LOADING" message on the screen. We don't need that. :) ga

<[Host] ST.LOU> OK, my buddy Matt Rivman has the last question for tonight.

<[Matt] M.RIVMAN1> Bob, I just wanted to know what I can go back to my local Babbages and tell them in reply to their statement that Atari short-shipped their distributor?? And will Atari be sending 'pro's' to the stores to demo like 3DO did? (oops! thats2)

Great to have friends, eh Matt? First of all, Babbages doesn't have a distributor. They deal directly with us. Second of all, it appears that they are shipping around the country, not just to NY and San Francisco. That's not what they were supposed to do. And I guess you missed my opening remarks, I'm in NY visiting retailers all this week. I guess that makes me a pro like 3DO. :) ga

<[Host] ST.LOU> Whew! A record number of questions _and_ we managed to hold a contest in the middle! Bob, thanks for taking the time, once again, to bring the latest Atari news to GEnie's ST RoundTable. I hope our guests enjoyed the evening. I sure did! I look forward to the January edition which will likely be moved off the long weekend (I hope). Actually, it will be on the 7th, right? Anyway, it was great to have Bob and Ron online with us tonight. Have a great holiday

season with your families. GA

Once again, I have enjoyed our time together here on our official online service, GEnie. These Dateline: Atari! Sessions have become a monthly event that I truly look forward to each and every month. It's been wonderful to see the high level of interest in the RTC each month! That's a tremendous source of encouragement to me as I prepare for it!!! Thank you once again for attending, and may you all have the most wonderful holidays ever! Goodnight, and thank you!!!

To find out more about the anon service, send mail to help@anon.penet.fi.
Due to the double-blind, any mail replies to this message will be anonymized,
and an anonymous id will be allocated automatically. You have been warned.
Please report any problems, inappropriate use etc. to admin@anon.penet.fi.

3227. First Spacejunk, now Humans!!

Newsgroup: comp.sys.atari.st
Date: 1993-12-09 11:51:59 UTC
From: pd@mbuc.bio.cam.ac.uk
Message-ID: <1993Dec9.115159.25878@infodev.cam.ac.uk>
Source record: 197049

First we had the _amazing_ Spacejunk demo.
Now we have another, the Humans demo.
It is smaller (only around 3.5Megs uncompressed!) but is very impressive and very funny!
I wonder what will be next?

Does anyone know how to reach Imagitec? (the authors)

I want these two games whether they are for the Falcon, Jaguar or (hopefully) both :-)
BTW I also wantto buy a Jaguar here in England but I guess I will have to wait a while. Nevermind, it will be worth the wait...

Phil
(E-mail pd@mbuc.bio.cam.ac.uk)
--
It's 106 miles to Chicago, we've got a full tank of gas, a half a pack of cigarettes, it's dark, and we're wearing sunglasses.

Hit it.

3228. Re: MEDUSA (68040) System

Newsgroup: comp.sys.atari.st
Date: 1993-12-09 12:03:55 UTC
From: csulw@csv.warwick.ac.uk
Message-ID: <2e747b$bta@crocus.csv.warwick.ac.uk>
Source record: 197050

In article <931209.10034.ABARBIERO@delphi.com>,
ABARBIERO@delphi.com writes:
>So OK, now what is it? I'm totally confused!
>
>Can someone who knows really describe this machine? Yat was kind enough
>to upload the specs, but there are still some questions that pop to mind.
>
>What IS bus snooping? :-)

A bus snooper is simply a device that watches the system bus. If a write
is made to main memory, (i.e. the system bus, and not the local bus which
the cache is on has been used) the snooper checks to see if the local
cache has a copy. If it does, then the valid bit in the cache is reset.

This method is used in the 80386 - the 82385 sloop bus controller

>
>Andreas@AEO

Charles
---
cae@dcs.warwick.ac.uk
a

3229. Re: AHDI - is 6.06 a real release?

Newsgroup: comp.sys.atari.st
Date: 1993-12-09 12:55:55 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <2e778rEjd@uni-erlangen.de>
Source record: 197051

karlm@highett.mel.dbce.csiro.au (Karl Meyland) writes:

>Just wondering if anyone knows if AHDI v6.06 is a real release. There are two

6.06 is a real release. And on the Falcon SCSI it is MUCH faster than the
old ones.
--
Harald Schoenfeld (IRC Nick: Equinoxe) | If he's your friend
Harald.Schoenfeld@rzmail.uni-erlangen.de | you don't need enemies

3230. Test - please ignore

Newsgroup: comp.sys.atari.st
Date: 1993-12-09 13:11:25 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <CHrrB3.4BB@cs.bham.ac.uk>
Source record: 197052

```
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix
--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix
```

3231. Re: Atari Falcon040?

Newsgroup: comp.sys.atari.st
Date: 1993-12-09 13:24:22 UTC
From: dwhite@rd.eng.bbc.co.uk
Message-ID: <CHrrwM.tF@bbc.co.uk>
Source record: 197053

Instead of merely bringing out a '040, a falcon with a better processor and that's it, how about an architecture that allows for modular hardware upgrades? Most Ataris seem to offer no standards for customisation. It would be a mistake to limit such a machine.

D. White.

3232. Re: MEDUSA T40

Newsgroup: comp.sys.atari.st
Date: 1993-12-09 13:40:11 UTC
From: dwhite@rd.eng.bbc.co.uk
Message-ID: <CHrsn0.xF@bbc.co.uk>
Source record: 197054

A.V. Groenink (avg@cwi.nl) wrote:
: Lexicor@world.std.com (Yat W Siu) writes:

: >In article <1993Dec6.151208.1765@t.hfb.se>,
: >Robert Krenn <d93rkr@t.hfb.se> wrote:

: >>Why run Cubase on such a monster???
: >>
: >>If you can afford a MEDUSA, you can afford a New version of Cubase!
: >Hahahaa....I don't know if someone into MIDI actually needs a MEDUSA T40, but
: >its the fact that you can run it that makes it interesting. I mean lets face
: >it. Faster, more powerful is considered only to be for the better :)

: >But, for Graphics, rendering, animation, coding and developing it is a
: >veritable dream! Simply because this thing operates at around 26 Mips
: >or so.

What are the chances of a stripped down (but upgradeable to full specs), cheaper machine?
The Medusa sounds incredible... and easily upgradeable.

-DW.

3233. Re: The Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-12-09 13:44:13 UTC
From: Robert.Anisko@daytonoh.ncr.com
Message-ID: <CHrstq.B5t@uc2372c.DaytonOH.NCR.COM>
Source record: 197066

In article <1993Dec8.235318.1664@newshost.lanl.gov>, hutch@bellman.lanl.gov (John Hutchinson) says:
>
>But seriously, I've heard about the "massive" print advertising campaign and
>the limited TV spots in the NYC and bay areas but believe me folks, it's
>going to take a lot more than that to put a dent in Nintendo's armor!

True. But I did see a *TV* commercial for the Jaguar in PITTSBURGH PA about a week or two ago (last time I was there) during an episode of Highlander...

And saw ol' Sam T. in a small segment on CNN's Business show (whatever it's called). Basically, a similar story to others mentioning the Jag - they mention the 3DO, then at the end talk about the Jag being its main competition (and pointing out the price difference)...

I know Atari's track record (been following it since the 2600). But one can hope that perhaps the Jag is something that even Atari can't miss the boat on. Time will tell...

Rob

3234. Reading from parallel port

Newsgroup: comp.sys.atari.st
Date: 1993-12-09 13:45:07 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <CHrsv7.6D3@cs.bham.ac.uk>
Source record: 197055

How does one read data via the BIOS/GEMDOS from the parallel port on the ST? Bconin() on the parallel port does not work/is not documented as supported. Anyone know better? Code fragments gratefully accepted!

--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix
--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

3235. Re: MEDUSA (68040) System

Newsgroup: comp.sys.atari.st
Date: 1993-12-09 14:01:28 UTC
From: bjgrier@bnr.ca
Message-ID: <1993Dec9.140128.14496@nrtpa038.bnr.ca>
Source record: 197056

In article <2e747b$bta@crocus.csv.warwick.ac.uk>, csulw@csv.warwick.ac.uk (Mr P M Donovan) writes:
|> In article <931209.10034.ABARBIERO@delphi.com>,
|> ABARBIERO@delphi.com writes:
|> >So OK, now what is it? I'm totally confused!
|> >
|> >Can someone who knows really describe this machine? Yat was kind enough
|> >to upload the specs, but there are still some questions that pop to mind.
|> >
|> >What IS bus snooping? :-)
|>
|>
|> A bus snooper is simply a device that watches the system bus. If a write
|> is made to main memory, (i.e. the system bus, and not the local bus which
|> the cache is on has been used) the snooper checks to see if the local
|> cache has a copy. If it does, then the valid bit in the cache is reset.
|>
|> This method is used in the 80386 - the 82385 sloop bus controller
|>
|> >
|> >Andreas@AEO
|>
|> Charles

The 68040 takes it one step farther and updates it's internal cache with
the data the dma device is sending to memory.

Brian
--

Disclaimer: The opinions expressed are mine not those of BNR.

____
Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an Amiga. However I have
Research Triangle Park, NC	real work to do. So please get lost!
____________________________________	_____________________________________

3236. Re: Trouble with harware I sold

Newsgroup: comp.sys.atari.st
Date: 1993-12-09 14:12:21 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1993Dec9.141221.11378@gumby.cc.wmich.edu>
Source record: 197058
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Dec8.200444.19721@lclark.edu> eggert@sun.lclark.edu (Jonathan Eggert) writes:
>
> I recently sold a computer to a net user in San Francisco. The day
> before I packed the computer and shipped it out, I tested it to make sure
> it worked. Everything appeared fine. I played around with several disks

Did you ship it with either a floppy disk or the original plastic
insert in the drive? If not, it's possible that either the heads
or the transport mechanism could have been damaged by shocks in
shipping.

I'm dubious whether UPS would pay for this type of damage, since
they'd probably consider it to be improperly packed.

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

3237. BEST electronics

Newsgroup: comp.sys.atari.st
Date: 1993-12-09 14:16:50 UTC
From: whitema@rtsg.mot.com
Message-ID: <2e7c0i$i3m@delphinium.rtsg.mot.com>
Source record: 197070

Does anyone out there have the number for Best electonics?
Or, does anyone have a spare megafile 30 power supply they
want to part with?

Thanks,
Michael
whitema@rtsg.mot.com

3238. Re: rec for old atari enthusiast

Newsgroup: comp.sys.atari.st
Date: 1993-12-09 14:24:45 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CHrupA.9z6@barclays.co.uk>
Source record: 197075

In article <CHL0Hv.3tq@andy.bgsu.edu>, pmarton@andy.bgsu.edu (peter martone) writes:
|>
|> I was the proud owner of two of the Atari 8-bit systems (400 &
|> 800XL) and I currently own a 520ST which I got in '86. I stopped using it
|> a few years later from lack of local support, and I'm interested in
|> getting a newer Atari to "play" with, now that I'm a CS major and I'm
|> learning about how cool the Motorola series is. Would someone please
|> recommend to me an inexpensive system that can show off what the ST can
|> do? Because I have a monster PC-clone already(sorry, better support for
|> it where I live) I won't need a big hard drive for common apps, so that
|> should cut down the price. Maybe there's an Atari FAQ somewhere that
There is indeed an Atari FAQ that gets regularly posted here. I'm not sure
where you could get it from inbetween whiles. At the moment Atari only make
falcons and TTs both of which are expensive. AFAIK, they have ceased production
of STFMs and STE models although I may be wrong on this. In the Uk you can
still buy these machines though, and very cheaply,
Apart from the TT & Falcon, the ST hasn't really changed much since you last
looked at things ie it's still a 68000@8mhz with lo/med/hi res although now you
get stereo sound and 4096 colors instead of 512. Otherwise it's essentially the
same.
To be honest, unless you had a major need for a peice of software that ran on a
TT or needed the multimedia capabilities of the Falcon, you'd be a bit mad to
start using an ST from scratch. The software isn't much cheaper compared to PCs
these days and PC hardware is much cheaper for a given spec. If you want to get
to know the 680x0 though, it's still a valid choice.
--
+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

3239. Wanted: MusicStudio88

Newsgroup: comp.sys.atari.st
Date: 1993-12-09 14:25:15 UTC
From: ggreenbe@rodan.syr.edu
Message-ID: <1993Dec9.092515.23145@newstand.syr.edu>
Source record: 196862

If anybody has an old copy of MusicStudio88 that they're not
using anymore and might want to sell, drop me a note and maybe
we can work out a deal.
--Gerry
ggreenbe@mailbox.syr.edu

3240. MiNT and Minix XFS and software

Newsgroup: comp.sys.atari.st
Date: 1993-12-09 14:25:40 UTC
From: vctec@westminster.ac.uk
Message-ID: <CHruLo.3po@westminster.ac.uk>
Source record: 197059
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello again dear netters,

Another problem from a learner in the Atari world ;-) Hope you all do not mind.

I am thinking of installing MiNT on my hard drive (using the Distrib kit by Simon Gornall), and have a choice of installing all the binaries and libraries etc on a Minix XFS partition.

What I want to know, is how stable this would be, and what size partition I should keep for this?

Or should I just scrap the idea, and install everything on TOS partitions? The good thing with a Minix XFS is the long filenames just like Unix.

I am going to install Gnu C, C++, Smalltalk, SB Prolog, Tex, and Ghostscript, along with EMACS and Vi, Heat n' Serve Sozobon C., tcsh, bash, csh. The Distrib Kit installs Gnu C 2.1 (I think), and at the mo, during the test stage of my installation, I have it as a Minix partition. Is it advisable to put all thewse under a Minix partition?

All other software is not really a problem as I will install them under TOS partitions (word processors, dtp, gdos fonts, screensavers, packers etc) Or should the packers go under Minix partition?

What are the pros and cons of using a minix partition, apart from the fact that I will not be able to access it without MiNT?

I have a 2.5 Mb STe (using a patch program), and would like to know what to avoid before I reformat my new 245 meg Hard Drive and install stuff on it. It is running TOS 2.06. I'm sure that MiNT uses a lot of memory and maybe I'll be pushing it trying to work Tex, GCC, Smalltalk and Ghostscript under it.

e-mail to Simon Gornall at King's doesn't help either, as it is returned with user unknown, even though the directory lists his name.

Anyone noticed with TOSWIN, that if you have a process running under it, and close the window, and try and inspect a text file, then only half the screen is displayed? Any ideas why?

Thanks in advance for any replies.

Danny.
--
<==>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

3241. Mac and DOS Emulators for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1993-12-09 14:37:23 UTC
From: ei40708@rz.tu-ilmenau.de
Message-ID: <1993Dec09.143723.27717@news.tu-ilmenau.de>
Source record: 197078

Does anybody know, wether there is a Mac emulator for the Falcon?
If so, I would like some closer info on it.
I`d like to know about performance, system requirements etc. for FalconSpeed, as well.
Please email answers to me, I`ll post a summary in the newsgroup.
Thanks

Steffen Harre

3242. Re: Anyone cracked Cubase 3.01

Newsgroup: comp.sys.atari.st
Date: 1993-12-09 14:40:01 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1993Dec9.144001.11757@gumby.cc.wmich.edu>
Source record: 197060

In article <A59218@M4.maus.de> Peter_Missel@m4.maus.de (Peter Missel) writes:
> >Home taping is *not* killing music. Home taping is *spreading* music. I
> >write music so that people hear it and possibly to achieve fame, but
> >the more people that hear it the more likely it is that someone will
> >buy it anyway. I also had the same view when I wrote computer games
> >myself. I would be honoured if people pirated my work. (I originally
> >heard this view expressed by Jim Kerr and Chrissy Hynde.)
>
> Yeah, sure. I guess you don't pay the rent by making software...

If you're giving something away, whether it be music or software,
then yes, you're "honoured if people pirated my work".

If you're selling something, then you're not similarly honored.

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

3243. Epson Stylus 800

Newsgroup: comp.sys.atari.st
Date: 1993-12-09 14:51:50 UTC
From: michael@rz.fh-heilbronn.de
Message-ID: <2e7e26$q34@risc1.rz.fh-heilbronn.de>
Source record: 197057

It's about time I changed my Star 9 pin printer for something a bit faster and quieter. I'm considering the Epson Stylus 800 as this has had good reviews in the PC press. Has anyone had any experience using one of these printers with an ST?

If so, I would appreciate your comments.

Thank you,

Michael

3244. Re: MEDUSA T40

Newsgroup: comp.sys.atari.st
Date: 1993-12-09 14:59:10 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1993Dec9.145910.12073@gumby.cc.wmich.edu>
Source record: 197061

In article <1993Dec8.115039.27847@jet.uk> djs@jet.uk (David Stevenson) writes:
>
> If he can afford a Medusa, then he can afford to buy Cubase, rather than
> pirate it. Which he admitted doing a few months ago:

Ah, but he can't pirate a Medusa like he can Cubase.

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

3245. GEM SZRZ (was Demo of Minter's Hardcore)

Newsgroup: comp.sys.atari.st
Date: 1993-12-09 15:05:27 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2e7ern$mjm@mailer.fsu.edu>
Source record: 197062

Mickey Boyd (boyd@gauss.math.fsu.edu) wrote:
> Steve Wells (wells_s@ix.wcc.govt.nz) wrote:
> >] I'm pretty sure it is on atari.archive.umich.edu. If not, I'll stick it
> >] there. Thanks to the kind soul that emailed it to me.
> >
> > It wasn't on there when I looked - quick! I want it! :)
>
> I put it there a couple of days ago, along with lharc 2.32 and GEM SZRZ 2.28.
> It should appear in the Newitems directory soon, if not already.

GEM SZRZ 2.28 will be removed from atari.archive.umich.edu, as this version is not shareware. This was unknown to both myself and the person who emailed it to me (docs are in German). At this time, the last version of GEM SZRZ that is shareware is 1.9b, which is available from atari.archive. Sorry for the inconvenience, and thanks to those that informed me of my mistake.

Though this was certainly not my intent, I did get a chance to evaluate the non-shareware version, and can state that it is really good! It seems to be to keep up with the Connect Zmodem implementation (or real close to it), which is the best I had previously seen. I get 1550-1600cps sustained during binary downloads on a 14400 v.32 modem/Mega2ST, and it has lots of nifty command line switches that 1.9b did not have. Also, the GEM dialog is much improved, with a "fuel gauge" type graph on the bottom (a la Macintosh) and the ability to turn off the mouse interrupt.

Version 1.9b, along with some Uniterm macros I hacked together for use with GEM SZRZ, are also available via ftp from ftp.math.fsu.edu (192.12.122.28).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3246. Re: Epson Stylus 800

Newsgroup: comp.sys.atari.st
Date: 1993-12-09 15:06:34 UTC
From: mcnaugra@vax.sbu.ac.uk
Message-ID: <1993Dec9.150634.4205@vax.sbu.ac.uk>
Source record: 197067

In article <2e7e26$q34@risc1.rz.fh-heilbronn.de>, michael@rz.fh-heilbronn.de (Michael Clemmetsen) writes:
> It's about time I changed my Star 9 pin printer for something a bit faster and
> quieter. I'm considering the Epson Stylus 800 as this has had good reviews in
> the PC press. Has anyone had any experience using one of these printers with an
> ST?
>
> If so, I would appreciate your comments.
>
> Thank you,
>
> Michael
>
Me too!

Do any existing drivers (eg Epson 24-pin?) make full use of all its features? Most important to me is a driver for PageStream which will drive it at the highest resolution.

3247. Re: FALCON GAMES

Newsgroup: comp.sys.atari.st
Date: 1993-12-09 15:15:07 UTC
From: pagan@meiko.co.uk
Message-ID: <2e7fdr$2lp@bart.meiko.com>
Source record: 197063

```
In article CDq@barclays.co.uk, Iain.Laskey@barclays.co.uk () writes:
-=>In article <754307326.1917@minster.york.ac.uk>, andrew@minster.york.ac.uk writes:
-=>|> I have a large list of Falcon Compatible Games now and it is still
-=>|> growing. Most of it comes from the FOG-UK and they got theirs from
-=>|> Silicon Magic in the USA.
-=>|>
-=>|> If I have a lot of requests for it, I'll post it.
-=>|>
-=>|> -Andrew
-=>Consider this a request :-)
-=>
-=>--
-=>+---------------+-------------------------------------------------------------+
-=>| Iain R Laskey | Atari Falcon user and very happy with it! |
-=>+---------------+-------------------------------------------------------------+

And this...

---
* ^ ^ * Stephen Payne
* + + * pagan@meiko.co.uk
* '` * "When in darkness or in doubt,
* |____| * run in circles, scream and shout."
* * Disclaimer: I do not speak for Meiko...Only for God
```

3248. ? Libraries for C ?

Newsgroup: comp.sys.atari.st
Date: 1993-12-09 15:30:09 UTC
From: saj@chinet.chinet.com
Message-ID: <CHrxq9.Jtr@chinet.chinet.com>
Source record: 197068
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'm gradually getting a decent programming environment set up on my Falcon. The next step is setting up the libraries properly for the GNU compilers. How do the various freely-distributed libraries interact? Can the the GNU compilers use the Lattice C libraries? I presume that mintlib should be searched before gnulib, but do I need both? Any preferences between gemlib and gemfast, or have they in fact converged? For that matter, to what extent do I need to specify libraries in the command line or makefile, and what do gcc and friends search by default?

Does an attempt to add gem++ to the stew have any influence on the rest of this stuff?

Yeah, I collect compilers. Sometimes one does a better job than another for a particular purpose. Right now I'm focusing on getting the GNU C compiler from its present 'works' state to 'works well'. I read documentation, but right now I'm kinda overwhealmed by large amounts of it scattered in too many different places. Pointers may be even more useful than explanations.

Steve saj@chinet.chinet.com

3249. Re: STacy / STbook

Newsgroup: comp.sys.atari.st
Date: 1993-12-09 15:35:09 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <2e7gjd$ecv@charm.magnus.acs.ohio-state.edu>
Source record: 197064

In article <1993Dec7.234358.4209@esca.com> woodford@esca.com (Steven Woodford) writes:

>Work has taken me to the US of A for a while, away from my ST :-/
>As a result, a portable ST, like STacy or STbook would be very useful...
>
>Q. Do Atari still make and market the STacy and/or STbook? If so,
> does anyone in the Seattle area (_if_ there is any ST life here!) know of
> an outlet?
>Q. What are the specs.?
>Q. Which is best?
>
>I need at least 20meg disk space and a DMA port. Does the STbook have this?
>
>Cheers, y'all: Steve ;-)

The STBook had a production life of 5000 units, sold mostly in Europe. The machine didn't have a backlight so didn't think the unit would sell. Having tried using my STacy without the backlight, I can see why.

The STacy is more abundant, but no longer made. They crop up here and there. Two were sold on comp.sys.atari.st in the last month or so (I bought one of them).

The STacy is basically just a "portable" ST with the addition of an internal SCSI hard drive. It has ALL the ST ports, a monochrome monitor, internal clock, upgradable SCSI, TOS 1.4 and can run off of battery (short life) or power.

The STacy is called a "luggable" rather than a portable. It is about the size and weight of a portable typewriter. However, it's one hell of a lot harder to carry an ST, monitor and external hard drive around in a backpack than it is a STacy! :)

_
--
Vice | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
President | P.O.BOX 29103 | 8-bit
of: | COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *

3250. Re: Falcon Game : Llamazap

Newsgroup: comp.sys.atari.st
Date: 1993-12-09 16:22:37 UTC
From: c2sgy@dmu.ac.uk
Message-ID: <1993Dec9.162237.26618@dmu.ac.uk>
Source record: 197073

> Well - Atari does it again.
> >
> > Last week I decided it was time to buy some Falcon games - so top of the
> > list was Jeff Minter's latest & greatest Llamazap.

> [body of typical Atari story deleted]

> Personally, I think they know _exactly_ what they're doing. They're
> killing off their compute business _on_purpose_ so they can concentrate
> on the Jaguar. They haven't just said, "Ok, we're dropping the
> ST/TT/Falcon." because it would scare developers away from the Jaguar.

Isn't the Jaguar a games console ???
Isn't the ST/TT/Falcon a good series of computers ???
Aren't computers and consoles different ???

Also the Jaguar is cheap enough for 'most' people to have an ST/TT/Falcon AND
a Jaguar. I'm a rather poor student but I'll still make sacrifices to get to
that status ...

--
Simon
c2sgy@dmu.ac.uk

3251. Re: STacy / STbook

Newsgroup: comp.sys.atari.st
Date: 1993-12-09 16:35:49 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1993Dec9.163549.13238@gumby.cc.wmich.edu>
Source record: 197069

In article <2e7gjd$ecv@charm.magnus.acs.ohio-state.edu> jpoling@magnus.acs.ohio-state.edu (Jeff A Poling) writes:
>
> The STBook had a production life of 5000 units, sold mostly in Europe. The
> machine didn't have a backlight so didn't think the unit would sell. Having
> tried using my STacy without the backlight, I can see why.

Well, there's a big difference between the screens on the two machines, and the comparison you've drawn is unfair (and incorrect).

The STacy screen is transmissive, good for back-lit technology, but lousy when relying on reflective light. On the other hand, the ST Book screen is reflective, and as long as you have sufficient light for it to reflect, works very well.

In fact, I had an interesting experience when I first saw the screen on the ST Book. My initial reaction was that it was the worst LCD display I had ever seen: poor contrast, murky gray on murky gray. After looking the machine over a bit I found a tiny edge-mount knob under the keyboard that varied the contrast to match the angle you were viewing the screen at. When I rotated it, I was taken aback, because the display became so bright and contrasty I was sure I had just found a back-lite bright-ness knob and turned it up to full. It was that good.

Of course, this was in a brightly lit arena, at a computer trade show (I think it was the Chicago Atarifest). I do have to wonder how many people walked by, looked at the ST Book, and decided that the display was pathetic, because they didn't know about the contrast knob.

I would have had no problem living with the non-backlit screen on the ST Book. In fact, I'd take that tradeoff for the 8-10 hour battery life. My real problem with the machine was that Atari just wanted _way_ too much money for it, considering the pricing levels of other available notebook machines. And I'm including the Apple line. If they'd priced it at a reasonable level, with 4 megs of RAM, I would have bought one. Even now, I'd consider a used 1-meg ST Book, if it was cheap enough and included all the necessary cables to attach to the microscopic (and non-standard) connectors.

It's interesting that you don't see anybody advertising any of those 5,000 used ST Books for sale. I guess they must have been pretty bad, if nobody wants to part with theirs?

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University

Kalamazoo, MI 49008

3252. ST Games for Sale

Newsgroup: comp.sys.atari.st
Date: 1993-12-09 16:39:36 UTC
From: dmk@air16.larc.nasa.gov
Message-ID: <2e7kc8$qbk@reznor.larc.nasa.gov>
Source record: 197072

Hi netters,
I have the following games for sale. Each one sells for
5 dollars and that includes shipping in the continental
USA. There is NO warranty with these games. If you want
me to try them on my Atari STe v1.62 TOS before sending
them out, please let me know. Please be advised that if
you do ask me to check them out, I may not be able to
ship this month (Christmas is a VERY busy time for me).

Battletech, The Crescent Hawk's Inception
Sherman M4
PowerMonger
Wayne Gretzky Hockey
Magic Fly
Speedball (no box)
Speedball 2, Brutal Deluxe
Exterminator
Damocles
M1 Tank Platoon
Midwinter
Midwinter II Flames of Freedom
Gunship
Driller
Prince of Persia
Powerdrome (Box is beatup)
Gods
Leatherneck
Moebius
Captive
F-19 Stealth Fighter
TechnoCop
Mickey Mouse the Computer Game
Gauntlet II
Super Cars
Menace
Blasteroids
Blockbuster

Adventure games (also 5 dollars apiece)
Manhunter, New York
Manhunter 2, San Francisco
Police Quest The Pursuit of the Death Angel
Police Quest 2, The Vengence
King's Quest II, Romancing the Throne
King's Quest III, To Heir is Human

Trinity
Stationfall

-- In the 10 dollar column (includes shipping) --
Challengers collection includes:
Stunt Car Racer
Fighter Bomber
Pro Tennis Tour
Kick Off
Super Ski
Addicted to Fun collection includes:
New Zealand Story
Rainbow Islands
Bubble Bobble
Wheels of Fire collection includes:
Turbo Outrun
Chase HQ
Hard Drivin'
Power Drift
Light Force collection includes:
IK+
Bio Challenge
Voyager
R-Type

Thanks,
Daniel Koppen
dmk@air16.larc.nasa.gov

3253. Re: Rat Soft BBS killed Atari devlopment

Newsgroup: comp.sys.atari.st
Date: 1993-12-09 16:42:34 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1993Dec9.164234.13409@gumby.cc.wmich.edu>
Source record: 197071

In article <H.eg.muyydPDUOrE@semprini.waterloo-rdp.on.ca>
cherborth@semprini.waterloo-rdp.on.ca writes:
>
> The IAAD should write a similar article about Atari's dealings since the
> ST was released. IMHO, Atari itself is more of a liability than any

What good would that do?

> number of pirates (you don't see DOS vendors suffering, and I've never
> seen a DOS machine that didn't have pirated software on it).

Hmmm. That's an interesting generalization. I can name at least one
that doesn't.

> Oh, but I guess that would put the writer and anyone that helped them on
> Atari's famous "black list", wouldn't it?

Probably. :-)

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

3254. Germany: Selling MegSTE

Newsgroup: comp.sys.atari.st
Date: 1993-12-09 16:49:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A57890@SL.maus.de>
Source record: 197100

Hi there in Germany!

I have the following collection for sale:

- MegaSTe 4/48
- TOS 2.06 (and 2.05 in a box)
- Hard&Soft Vantage III SCSI-Controller (up to 8 devices)
- RSVE (115200Baud on MODEM1)
- HD-discdrive inside
- External DD-Discdrive
- SM124

Make an offer.

Games:
F19 Stealth Fighter (Microprose) 40.-DM
Night Shift (Lucasfilm Games) 30.-DM
Starglider II (Rainbird) 20.-DM

Bye
Stefan

===
Stefan_Damerau@sl.maus.de
!!No Mail >16kB please!!

3255. Re: Mega STe / AppleTalk connection possible ?

Newsgroup: comp.sys.atari.st
Date: 1993-12-09 16:49:15 UTC
From: tkld@scott.cogsci.ed.ac.uk
Message-ID: <TKLD.93Dec9164915@scott.cogsci.ed.ac.uk>
Source record: 197074
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>>>>> In article <CHqs6G.2M5@world.std.com>, Lexicor@world.std.com (Yat W Siu) writes:
Lexicor> Sorry Chris, I'll correct you on this one :)
Lexicor> There is Software that supports the networking of Falcon and Mega
Lexicor> STe or also just TT Lan.

Lexicor> It is called PowerNET and does exactly that..it's about a year or
Lexicor> more old and you can setup your Atari's like a real networking system.
Lexicor> So you can have remote printers and print...midi net access...net
Lexicor> mail, joint database with Hyperlink etc.

But does it use AppleTalk, or something else ? If so, how much of it;
AFP file servers, PAP printing, TCP/IP tunneled through AppleTalk ?

Can Spectre use it as a LocalTalk port ?

Does PowerNET work with MultiTOS/MiNT ?

I'd love to be able to get a new Falcon/TT and network it with my wife's
Mac LCII, or even the Macs at work (AppleTalk should run over PPP and a
modem link).

Lexicor> Cheerio

--
_____________Kevin__Davidson____
Centre for Cognitive Science/HCRC, | tkld@cogsci.ed.ac.uk
University of Edinburgh, | Kevin.Davidson@edinburgh.ac.uk
2 Buccleuch Place, EH8 9LW. | +44 31 650 4447

3256. A LETTER TO BOB BRODIE

Newsgroup: comp.sys.atari.st
Date: 1993-12-09 17:24:37 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <2e7n0l$ekj@charm.magnus.acs.ohio-state.edu>
Source record: 197076

<BOB-BRODIE> We've talked about it a lot, Kim. We're longtime
partners with Motorola, and now with IBM, the Power PC becomes very
tempting. However, the Jag chipset is VERY appealing, too. At this
point, we haven't decided. ga

Dear Mr. Brodie:

I find the above quote as rather distressing news.

Let's face it. DOS boxes rule the world and Macs are close behind.

Unless the Jaguar chipset can run DOS and Mac software as fast,
completely, easily and cheaply as (I assume) the PowerPC then Atari will
be, once again, making a HUGE mistake. Perhaps their last.

With the DOS mindset of American consumers, I find it highly unlikely
that anybody will be willing to buy an Atari unless it is fully DOS
compatible in addition to running TOS.

Plus, Atari can probably get a sweetheart deal from IBM right now. IBM
has been losing big bucks for years. I had the fortune of speaking to
an IBM executive and learned that 1) they consider their Atari contract
to be a BIG contract and 2) they intend to, quote, "CRUSH Intel with the
PowerPC."

At the very least, IBM could take their own PowerPC machine, slap a
couple of MIDI ports and a DSP in it, and put the Atari name on it.
They would immediately have the music market sewn up, making making
money for BOTH companies.

Even if the Jaguar chipset is more powerful than the PowerPC, it CANNOT
make up for the name recognition that IBM has for computers. The "Atari
SuperPOWER with the IBM PowerPC" would be an advertising phrase that
would pique many a user.

Don't get left at the pier. There won't be another boat.

Regards and hope,

Jeff Poling

–
--
Vice | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
President | P.O.BOX 29103 | 8-bit
of: | COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *

3257. Re: Thanks!/The state of Atari U.S.

Newsgroup: comp.sys.atari.st
Date: 1993-12-09 17:25:31 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2e7n2b$t2b@mailer.fsu.edu>
Source record: 197077

aykrua@acad2.alaska.edu wrote:
> I just wanted to extend my thanks for all of the prompt replies I recieved
> concerning my questions about CoNnect... thanks especially to the person from
> Florida who gave me the ftp site address for the macro to use in conjunction
> with Uniterm... if those work, I'll probably stick with Uniterm, at least until
> I get another memory upgrade! CoNnect looks great, but it also looks like it
> takes up a lot of memory... on an old 1 megger like my ST, small but effective
> applications are the best bet.

IF they work!?! Boy! <grin> I'm going to stick with Uniterm for awhile as
well, but for different reasons. IMHO, if one is not running MultiTOS/MINT,
the importance of everything being in a GEM window goes way down. With that
restriction gone, Uniterm's large textual TOS interface is easier for me to
look at for long periods of time. Now, if Unix-Windows (or some other
windowed serial multiplexing protocol) is incorporated into Connect, I'll
register the next day. I use Unix Windows for the ST when I really need
more than one window, but it is too pokey for general use.

> I have owned my ST since they first came out and have been satisfied with
> almost everything about it, but I fear that if they don't work to re-establish
> some sort of dealer network in the U.S., they will be a dead issue. Like I
> mentioned in my last post, there isn't a single dealer in this state (a state
> that has nearly as much land mass as the entire U.S. and yet only has 500,000
> residents). I think perhaps that the nearest dealer exists in either Seattle
> or Portland, or maybe even as far away as San Jose. Not a great situation for
> any computer owner.

I guess I was primed for this due to my years overseas on USAF bases. I
do everything via mail order, and have had very few problems. In fact, I
usually prefer it, as the prices are better. There are a handful of good
Atari mail order dealers that have served all of my needs.

Perhaps my biggest help (WRT mail order): Current Notes magazine. I have
been a long time subscriber, and feel that this magazine (in conjunction with
c.s.a.st and atari.archive.umich.edu) has made my purchase of an ST something
other than an expensive mistake. In addition to ads from mail order dealers,
the magazine offers articles, reviews, and a great PD library. Feel free
to email if you would like more information about Current Notes (I am not
involved with CN in any way, except as a satisfied customer).

As for being a dead issue, I feel that this has been the case for awhile, in
some sense. It appears obvious to me that Atari will probably never be
a major player in the computer market, due mostly to gross marketing
incompetence. However, they do make neat machines, and there are plenty
of folks that enjoy them. To be honest, there are some aspects of the
"smallness" of the ST market/user-base that I like. It is a bit "closer"

(let's not get gooey here :-), and certainly less impersonal than many aspects of the PC or Mac scene. When something cool comes out, everybody hears about it pretty quickly. There are some real characters in the ST scene (Jeff Minter comes to mind, and there are lots more). There are certainly many bad aspects to this "smallness", but "the grass is always greener..." phenomena is also at work (IMHO).

Note that I do my "real work" on various UNIX boxes, so my home machine is a "fun machine" for the most part. Others who _have_ to do serious work on their home machines are in a completely different situation.

> This is too bad because if the situation doesn't change,
> I'm seriously thinking of going to Pentium or one of the newer MAC's... any
> thoughts on this?

My situation is perhaps different, as my demands for a home machine are relatively modest. Priority one is kick ass terminal emulation/downloading capability (Uniterm, Connect, GRZSZ). Priority two is fun stuff (demos, games, etc.). Anything else is frosting for me. In fact, I have lots of very capable packages for the ST that go far beyond my priorities listed above, so I feel that my ST purchase was a great deal. Pagestream comes to mind, as does Neodesk and TempusII.

One thing that really extended my capabilities is the purchase of a Spectre 128 (perhaps soon to be a GCR). The ability to use Mac software (both commercial and share/freeware) really opens a lot of doors. Spectre's are cheap (they are often sold in this newsgroup for under $200 w/ROMs).

Of course, my other answer is: get some more computers. Having multiple systems is real nice. Heck, I am getting ready to set up my old Atari 800 in the living room just for games (and the original Colorspace, excellent!). This might be particular to me, but I have yet to sell an "old" computer when I lust after a new one, primarily because they seem to be worth so little. I can't see trashing capabilities that took me years to develop and organize just to knock a couple hundred bucks from a several thousand dollar purchase. It just does not seem to be good economics. Now, getting rid of old equipment when you _upgrade_ a system (thus preserving the ability to use stuff from the older system) makes sense to me, because the old system becomes dead weight, to a degree. Your mileage may vary.

>I'd like a Falcon and lots of RAM / STORAGE, but how's a guy
> supposed to get a chance to see it in action if he has to spend several hundred
> dollars for the plane ticket to his nearest dealer! (I'm being entirely serious
> here)...

Hmmm, perhaps a demo video? I have no idea if such a thing exists, but it may be worth a call to Atari, or even Toad Computers (this sounds like something they would get into). I am not a Falcon owner myself, but from what I have read it should be simple to videotape its output to a TV.

Everything above is IMHO. Direct flames elsewhere.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3258. Re: Help! My STe keeps crashing!

Newsgroup: comp.sys.atari.st
Date: 1993-12-09 17:36:36 UTC
From: rjung@netcom.com
Message-ID: <rjungCHs3L1.6L6@netcom.com>
Source record: 197080

In article <2e5bt4$l4e@golem.wcc.govt.nz> wells_s@ix.wcc.govt.nz writes:
>>I have a four-megabyte 520 STe, which has been working wonderfully until
>>last two months. I do not know why, I do not know how, but now the machi
>>has a tendency to reboot, and eventually crash, without provocation.
>
>Sounds like loose SIMM's. Mine was doing this the other day, (brand new),
>I'd say it had been knocked around a bit on the way over, so I did the
>old pick it up an inch and drop it onto the table trick.

I thought this was the case, and tried it. The problem disappeared for a while, but returned in a few days. Repeated Atari-dropping does not seem like the kind of solution I'm after.

In any event, I'm not sure loose SIMMs are the problem. My dealer left it in his shop running continuously for several days and nothing happened. Diagnostics software revealed nothing. And still the STe keeps crashing, though now I've disabled the G+PLUS and WARP 9 accessories and it's been tranquil so far (what are the latest versions of these programs, and can I find the upgrades on ftp?)

Appreciate the help, though.

--R.J.
B-)

Send mail to rjung@netcom.com Any time, any place, any game -- Lynx Up!

Babs: "I'd be terrific! Colossal! Stupendous! Mediocre even!"
Aide: "You are applying for the position of President of the United States?"
--Buster's Guide to Part-Time Jobs, TINY TOON ADVENTURES

3259. Re: 16MHz switch for MEGA STE

Newsgroup: comp.sys.atari.st
Date: 1993-12-09 17:41:47 UTC
From: fvkampen@cs.vu.nl
Message-ID: <CHs3to.GD1@cs.vu.nl>
Source record: 196871

misler@stud.ee.ethz.ch (Matthias Isler) writes:

>Could someone help me: I've got a MEGA STE, but no CPX to witch it to
>16MHz. Where can I get this or how may I change the CLK-freq myself?

>MATHEW

That's funny. Everybody gets the default CPX-modules...
But, in case you really don't have it, get general.cpx, the
'general setup' CPX. With this one, you can select the clock speed,
and the cache setting.
You can find it on a.a.u.e and its mirrors. If you don't have Ftp-
access, I can email it to you...

Florentijn

--
+---+
Florentijn van Kampen	"O dear", says God, "I hadn't
fvkampen@cs.vu.nl	thought of that", and promptly
(...) The World is Music (...)	vanishes in a puff of logic"

3260. Re: The Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-12-09 17:42:24 UTC
From: rjung@netcom.com
Message-ID: <rjungCHs3up.7G4@netcom.com>
Source record: 197083

In article <1993Dec8.235318.1664@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>In article 24062@gps.leeds.ac.uk, csypge@scs.leeds.ac.uk (P G Eyles) writes:
>>Hopefully someone out there can answer these questions and pour light on the
>>subject of 'Atari and Advertising'!!!
>
>But seriously, I've heard about the "massive" print advertising campaign and
>the limited TV spots in the NYC and bay areas but believe me folks, it's
>going to take a lot more than that to put a dent in Nintendo's armor!
>
>It doesn't matter if the Jaguar is superior. Slick advertising and lots of it
>is what's going to sell this thing. And once again Atari has missed the mark
>for a big, nation-wide rollout in time for Christmas. <sigh>

Oh, come on. This is, after all, an "initial test market". Atari's only
trying to sell 30,000 Jaguars in the USA this year (20,000 in Europe). Wait
until the "one million units in '94" effort gets underway, at least.

You also underestimate the power of good buzz in the gaming magazines. So
far, only ELECTRONIC GAMING MONTHLY is down on the machine; the others are at
least cordial, if not downright enthusiastic (the December DIE HARD GAME FAN
has named CYBERMORPH "game of the month", I hear). And besides, Atari _is_
advertising. That in itself is already an improvement over the past.

--R.J.
B-)

////////////////////////////////////|\\
Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
-------------------------------------+-----------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were
chosen because you are the class clown and frankly, you're expendable."

3261. Re: GCC

Newsgroup: comp.sys.atari.st
Date: 1993-12-09 17:49:15 UTC
From: Robert.Anisko@daytonoh.ncr.com
Message-ID: <CHs463.LFM@uc2372c.DaytonOH.NCR.COM>
Source record: 197086

In article <SCHWAB.93Dec9110744@issan.informatik.uni-dortmund.de>,
schwab@ls5.informatik.uni-dortmund.de (Andreas Schwab) says:
>
>|> What about ST Zip?
>
>I does not work with MinixFS.

Well, you can have a ZIP file located on a minix partition, and use ST ZIP
to write it to a TOS partition. But you're right, try unzipping a file *to*
a minix partition and you'll get a few "cannot write" errors...

Rob

3262. Re: MEDUSA T40

Newsgroup: comp.sys.atari.st
Date: 1993-12-09 17:53:16 UTC
From: Lexicor@world.std.com
Message-ID: <CHs4Cv.Gou@world.std.com>
Source record: 197079

In article <CHqAuq.DCq@cwi.nl>, A.V. Groenink <avg@cwi.nl> wrote:
>
>I've seen Cubase 3.0 running on a TT. The difference is amazing. The whole
>meaning of the program changes as you'll have space for more windows, you can
>actually move and size them efficiently.

Actually...for that you don't really need a high powered system but a
Graphics Card or some Screen Expander.

So a regular Mega or Mega STe should do

Cheers

Yat

>
>--
>Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
>CWI, Kruislaan 413 | Room: M233 | P.O. Box 799
>1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
>Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740

3263. Re: MEDUSA T40

Newsgroup: comp.sys.atari.st
Date: 1993-12-09 17:55:05 UTC
From: Lexicor@world.std.com
Message-ID: <CHs4Fu.H4I@world.std.com>
Source record: 197081

In article <CHrsn0.xF@bbc.co.uk>, David White <dwhite@rd.eng.bbc.co.uk> wrote:

>
>What are the chances of a stripped down (but upgradeable to full specs), cheaper machine?
The Medusa sounds incredible... and easily upgradeable.
>
>-DW.

The Medusa is easily ugradeable...what exactly do you mean by stripped
down?

Yat

ps: Email me privately about this

3264. Re: Is Atari Explorer dead? !!!

Newsgroup: comp.sys.atari.st
Date: 1993-12-09 18:03:48 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Dec9.180348.1661@newshost.lanl.gov>
Source record: 197091

In article 655@insosf1.infonet.net, Lannie@ins.infonet.net () writes:
>Is Atari Explorer Dead? I gave them my money almost two years ago and
>I have not received anything. I called them about a million times and
>got a run around each time. !
>
> I was told to send a letter to Gordy at Atari. So much for that!
>Does anyone know how to get a refund from these people? All I want is
>a response as to why I got screwed, and my money back, and a subscription
>to something!

Yes, Atari Explorer is dead. Kaput. Fini. Long live AEO (AE Online).

I was told (by an un-named offical at Atari) that Atari does not intend
to issue refunds to those that paid for subscriptions, even though they
know or could find out who most of these people are. In other words, if
you want a refund, it will be up to you to ask and/or fight for it. I
suppose making a public stink is the only way to get action. Ludricous.

I don't like it either.

-Hutch- @ Fair Dinkum Tech

3265. Re: Mega STe / AppleTalk connection possible ?

Newsgroup: comp.sys.atari.st
Date: 1993-12-09 18:09:30 UTC
From: Lexicor@world.std.com
Message-ID: <CHs53v.K2J@world.std.com>
Source record: 197082
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <TKLD.93Dec9164915@scott.cogsci.ed.ac.uk>,

>
> But does it use AppleTalk, or something else ? If so, how much of it;
>AFP file servers, PAP printing, TCP/IP tunneled through AppleTalk ?

Hmm..it goes via LAN to use the same Appletalk Connectors...however I don't
think you can interchange Mac-Atari if that is what you are looking for.

>
> Can Spectre use it as a LocalTalk port ?
>

dunno..don't use Spectre..

> Does PowerNET work with MultiTOS/MiNT ?

Yes...

Yat

3266. WANTED: Populous 2

Newsgroup: comp.sys.atari.st
Date: 1993-12-09 18:10:52 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Dec9.181052.2726@newshost.lanl.gov>
Source record: 197090

Still looking for a copy of Populous 2. Anyone have one to sell?

Thanx.

-Hutch- @ Fair Dinkum Tech

3267. Re: Mega STe / AppleTalk connection possible ?

Newsgroup: comp.sys.atari.st
Date: 1993-12-09 20:11:55 UTC
From: oddjob@oz.plymouth.edu
Message-ID: <1993Dec9.201155.4391@oz.plymouth.edu>
Source record: 197085
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <CHs53v.K2J@world.std.com> Lexicor@world.std.com (Yat W Siu) writes:
>In article <TKLD.93Dec9164915@scott.cogsci.ed.ac.uk>,
>
>>
>> But does it use AppleTalk, or something else ? If so, how much of it;
>>AFP file servers, PAP printing, TCP/IP tunneled through AppleTalk ?
>Hmm..it goes via LAN to use the same Appletalk Connectors...however I don't
>think you can interchange Mac-Atari if that is what you are looking for.

Why hasn't some brave soul looked into getting the Columbia Appletalk
Package (CAP) running over the LAN port on a TT/Mega STe/etc ? (I've asked
this question every 6 months or so for the past 2 years and have yet
heard anything....).

[Look over in Comp.protocols.appletalk for detailed info on CAP.]
CAP is a software suite that allows unix boxes to talk to Appletalk
devices on a network.

-AndyS-
--
E-mail un*x :oddjob@oz.plymouth.edu	Any "end-user" software that provides
*penVMS :astoffel@psc.plymouth.edu	NO avenue for user modification or
ALL-IN-1:astoffel@a1.plymouth.edu	programmability is NOT user friendly.

3268. Re: Portfolio

Newsgroup: comp.sys.atari.st
Date: 1993-12-09 20:23:39 UTC
From: kolesar@cis.ohio-state.edu
Message-ID: <2e81gbINN22v@catnip.cis.ohio-state.edu>
Source record: 197084

I suspect the Portfolio failed because it is not competitive with such palmtops as the Psion and HP 95-100lx. I have an HP 100lx and although it cost considerably more than the Portfolio it is well worth it - true CGA resolution and DOS 5 in a palmtop!

kolesar@cis.ohio-state.edu

3269. Re: Rat Soft BBS... Not what it's cracked up to be.

Newsgroup: comp.sys.atari.st
Date: 1993-12-09 20:27:04 UTC
From: rost@tecrus.enet.dec.com
Message-ID: <CHsBIy.Exu@ryn.mro4.dec.com>
Source record: 196606

In article <H.eg.ALwgvFd8aws@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes...
>Why would anyone want to
>have a computer dedicated to a BBS, unless they were locked into some
>brain-dead OS like TOS or DOS?

So when some asshole decides he wants to have some fun by getting into your
machine and trashing it, he only messes up the BBS machine.

Brian Rost @tecrus.enet.dec.com

508-568-6115

```
**************************************************
* *
* The above does not reflect the opinions of *
* my employer. *
* *
* If music is outlawed, only outlaws will be *
* musicians. *
* *
**************************************************
```

3270. Re: The Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-12-09 21:49:26 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.1358.2D079D66@dhhalden.no>
Source record: 197088

In article <rjungCHs3up.7G4@netcom.com> rjung@netcom.com (Robert A. Jung) writes:
>>It doesn't matter if the Jaguar is superior. Slick advertising and lots of it
>>is what's going to sell this thing. And once again Atari has missed the mark
>>for a big, nation-wide rollout in time for Christmas. <sigh>

> Oh, come on. This is, after all, an "initial test market". Atari's only
>trying to sell 30,000 Jaguars in the USA this year (20,000 in Europe). Wait
>until the "one million units in '94" effort gets underway, at least.

> You also underestimate the power of good buzz in the gaming magazines. So
>far, only ELECTRONIC GAMING MONTHLY is down on the machine; the others are at
>least cordial, if not downright enthusiastic (the December DIE HARD GAME FAN
>has named CYBERMORPH "game of the month", I hear). And besides, Atari _is_
>advertising. That in itself is already an improvement over the past.

I've been wondering about that advertising bit - people always claim Atari
don't advertise. I've seen planty of ads for the Lynx regularly since it's
introduction. Where? In comics - mostly DC (which are owned by Time-Warner),
but also in Marvels. Don't you guys read comics anymore? :)

Jon (waiting for his dealer to get a Jag...)

E-Mail: jonal@dhhalden.no | Life is a lemon and I want my
jonal@gyda.dhhalden.no | money back!
Finger: jonal@sofus.dhhalden.no | - Jim Steinman

3271. Re: Snapper v0.2 FTP Software DatabasE

Newsgroup: comp.sys.atari.st
Date: 1993-12-09 22:17:20 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2e885g$3t0@news.dmpe.CSIRO.AU>
Source record: 196993
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi!

I thought that all you people out there had just given up on the idea, so I let it ride for a while, and I recieved the princely amount of one (1) reply!!

Well, let's start with the BASICS (not the language ;^)).

A few of us decided that it was a pain in the butt trying to find X software package, with X.XX revision, etc. There are many FTP sites out there, and it takes ages to search through them all, even with an archie search. So what was proposed is that we create a database, similar to the FISH (File Index S... H...) things that the LINUX group has. Basically what the DataBase will have is a list of all the Atari programs / files / related stuff, where it can be had, what it's latest revision is, etc. What you as net users are asked to do it to fill in entries, send them to me, and I will enter tham into the DataBase.
Now, at the moment I am doing the Snapper on Atari Works, mainly because I don't have any better DataBases at the moment (DataManager is a dog ;*)), and also it has the ability to export comma-delimited files, so anyone can use the DataBase, even as a text file.

Well, I hope that answers a few questions, I will post another revision on Monday, I hope that all you avid Atari supporters will support this too, as I feel alone in the void ......

E-Mail me if you have ANY Questions ....

Best Regards,

Karl Meyland.
--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| Work: +61 3 252 6222 Fax: +61 3 252 6244 Home: +61 3 853 9622 |

3272. Re: Atari Falcon040?

Newsgroup: comp.sys.atari.st
Date: 1993-12-09 23:04:34 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.zUH9VBhG2kw@semprini.waterloo-rdp.on.ca>
Source record: 196978

In <2e01gu$o5m@nermal.cs.uoguelph.ca>, Mark Rathwell writes:
>
> Does Atari have a Falcon040 out anywhere in the world. It seems
> like other platforms are already in their way up in the Montrolo world and
> Atari is still using the 68030. What's up?

Not in this plane of existance.

There were some rumours of a Falcon040 around the time the Falcon030 was announced (ie, months before it was actually available)... several engineers appeared somewhere with "Atari Falcon040 development" on their resum\'es.

Even if Atari _did_ bring it to market, they'd never sell enough... you need advertising and dealers to make money.

IMHO, Atari will never release another computer. I'd love to be proven wrong (or to be given a Medusa!).

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3273. Re: The Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-12-09 23:35:11 UTC
From: kendall@great-gray.owlnet.rice.edu
Message-ID: <KENDALL.93Dec9173511@great-gray.owlnet.rice.edu>
Source record: 196952

In article <1993Dec8.235318.1664@newshost.lanl.gov> hutch@bellman.lanl.gov (John Hutchinson) writes:
)In article 24062@gps.leeds.ac.uk, csypge@scs.leeds.ac.uk (P G Eyles) writes:
)>
)> Hopefully someone out there can answer these questions and pour light on the
)>subject of 'Atari and Advertising'!!!
)
)
)Oh, oh... you did a no-no.
)
)You put "Atari" and "Advertising" in the same sentence! :)
)
)But seriously, I've heard about the "massive" print advertising campaign and
)the limited TV spots in the NYC and bay areas but believe me folks, it's
)going to take a lot more than that to put a dent in Nintendo's armor!
)
)It doesn't matter if the Jaguar is superior. Slick advertising and lots of it
)is what's going to sell this thing. And once again Atari has missed the mark
)for a big, nation-wide rollout in time for Christmas. <sigh>

No, they have missed nothing - sure it would have been nice toget a
large roolout this cristmas, but it will not affect the Jaguar's sales
much, as other competeing systems (3DO, CD-32) won't be out in force
till after christmas. After christmas is when they need to
start moving, and strike up a good national advertising campain.

--
---> Kendall Gelner (kendall@rice.edu)

3274. zx81 & spectrum emulators: is source available?

Newsgroup: comp.sys.atari.st
Date: 1993-12-09 23:51:35 UTC
From: zafiris@rtsg.mot.com
Message-ID: <zafiris.755481095@navy16>
Source record: 197098
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I recall mention of the existance of a Sinclair ZX81 (Timex/Sinclair in the states) simulator/emulator for the Atari ST. I also seem to recall that the same author had a Sinclair Spectrum (sp?) emulator also for the ST.

My impression is that both of these things came out of Germany at one time and that there were some legal difficulties in distributing them because of the copyrighted ROMs but that the emulators themselves were in the public domain.

I am interested in the Z80 emulator function itself: the CPU emulator not necessarily the ZX81 system emulator. I'd like to get a copy of the source code for these things if they exist. I presume they are written in either 68000 assembler or C.

Also, I would expect that there are also other such programs that do Z80 emulation for TRS80s or CPM that would also have to be based on a Z80 core. I'd be interested in hearing about them also.

I'd also heard of CPM emulators for PCs and I suppose they would also be useful if they were written in C so as to be portable to a 68000 but my guess would be that they take advantage of the similar 80x86 architecture and are hence written in 80x86 assembler.

So... if you know where I can get my hands on some source code for a Z80 simulator/emulator like those I described above please email me.

thanks... ...John

3275. Re: MEDUSA (68040) System

Newsgroup: comp.sys.atari.st
Date: 1993-12-10 00:06:23 UTC
From: tiemann@stud.ee.ethz.ch
Message-ID: <2e8ehv$9v6@elna.ethz.ch>
Source record: 197092
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

monnier@di.epfl.ch (Stefan Monnier) writes:

>In article <CHpM94.C7E@newcastle.ac.uk>,
>Craig Graham <Craig.Graham@newcastle.ac.uk> wrote:
>> But isn't that how Intel specify their chips ? A DX2/66 is only a clock doubled
>> DX33.....but they always advertise the systems as "66 MHz 486". Only the
>> inside of the processor is 66MHz - even the VESA bus is only 33MHz.

>But then, would you call the alpha a 200Mhz or 40Mhz processor ?
>(actually, I'm not sure about the 40, but it's close)

The ratio bus speed vs. internal clock speed is programmable. But
40 MHz is a good value.

>If the actual clock rate of the processor is 66Mhz, I guess it makes
>sense to name it correspondingly, even if the memory bus is slower
>(the memory bus is anyway still likely to be faster than the RAM
>connected to it...even though HP can do miracles).
>So, if the medusa actually uses a clock-doubled 040 at 64Mhz, ...
>(funny how Motorola knows how not to make people aware of its new
>products) (or is it intel who knows all too well how to take people in ?)

Motorola specifies the 68040 as `33 MHz'. So why not use just
the name the manufacturer uses??

Greetings
Bjoern

3276. Re: ST Games for Sale

Newsgroup: comp.sys.atari.st
Date: 1993-12-10 00:35:25 UTC
From: fox@vulcan.nrlssc.navy.mil
Message-ID: <2e8g8d$32s@vulcan.nrlssc.navy.mil>
Source record: 196859

A game I've been looking for for quite a while is QIX. Anyone have an old copy they're interested in parting with? (I can't begin to estimate the amount of $0.25's I dropped in it while it was in the arcades...)

--
+--+
| Daniel N Fox fox@nrlssc.navy.mil |
| Naval Research Laboratory, Code 7323 |
| Stennis Space Center, MS 39529-5004 |
| Telephone: (601)688-5588 FAX: (601)688-4759 |
+--+

3277. AHDI - is 6.06 a real release?

Newsgroup: comp.sys.atari.st
Date: 1993-12-10 00:37:54 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <755505099.AA02119@byte.bbs.no>
Source record: 196956

>6.06 is a real release. And on the Falcon SCSI it is MUCH faster than
>old ones.

Can it be used on MEGA STE without reformatting the hard drive, and
will this be a big improvment from 4.xx and 5.xx ?

Lars-Erik 0sterud / E-mail: Lars-Erik.Osterud@byte.bbs.no
Atari Developer / ABK-BBS: +47 67132659 V.32bis Data+Fax
SysOp ABK-BBS /

3278. Reading from parallel port

Newsgroup: comp.sys.atari.st
Date: 1993-12-10 00:37:58 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <755505099.AA02120@byte.bbs.no>
Source record: 196957

>How does one read data via the BIOS/GEMDOS from the parallel port on
>the ST? Bconin() on the parallel port does not work/is not documented
>as supported. Anyone know better? Code fragments gratefully accepted!

You can read the port directly from the controlling chip...
I use the parallell port for both input and output in a Portfolio-ST
transfer program for the ST, and the speed is way above PC's :-)

Lars-Erik 0sterud / E-mail: Lars-Erik.Osterud@byte.bbs.no
Atari Developer / ABK-BBS: +47 67132659 V.32bis Data+Fax
SysOp ABK-BBS /

-- ReadMail ST

3279. The Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-12-10 00:38:02 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <755505099.AA02121@byte.bbs.no>
Source record: 196958

> You also underestimate the power of good buzz in the gaming magazine
>far, only ELECTRONIC GAMING MONTHLY is down on the machine; the others

Over here in Norway the games and computer magazines hadn't even heard about the Jaguar before I fax'ed them som info this week. Everybody talks about CD32 here (and CBm has totally wiped out Atari, Atari doesn't even have an office in Scandinavia anymore - the nearest is in England, Germany and Be-Ne-Lux - and that's a long way from here !!!!)

Lars-Erik 0sterud / E-mail: Lars-Erik.Osterud@byte.bbs.no
Atari Developer / ABK-BBS: +47 67132659 V.32bis Data+Fax
SysOp ABK-BBS /

-- ReadMail ST

3280. Re: Atari Hardware has been sold

Newsgroup: comp.sys.atari.st
Date: 1993-12-10 01:00:13 UTC
From: aliceb@zimmer.CSUFresno.EDU
Message-ID: <CHso4E.HI@zimmer.CSUFresno.EDU>
Source record: 197096
Cross-posted to: ba.market.computers,ba.forsale,comp.sys.atari.st,ca.forsale

I have an Apple IIe computer with an additional external drive and an imagewriter for sale for $350. Anyone interested? Software included is Appleworks, PrintShop, and a dictionary/spelling program.

Alice Brooks :]

3281. Re: GCC

Newsgroup: comp.sys.atari.st
Date: 1993-12-10 02:09:09 UTC
From: warwick@cs.uq.oz.au
Message-ID: <16746@uqcspe.cs.uq.oz.au>
Source record: 197097

wells_s@ix.wcc.govt.nz (Steve Wells) writes:

>I noticed GNU C v2.5.5 has just been stuck on a.a, a 1.2meg ZOO file.

>Files that big, surely the program with the best compression would
>be used, as downloading that much ain't cheap! (Eventually....)

It is. You'll save about 50 bytes by using...

>Why not Lh5 it!?

... lh5.

"zoo ah" is the same algorithm.

gcc.ttp + gcc-cc1.ttp + gcc-cc1plus.ttp is about 2.5M.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

3282. Re: Re: QUESTIONS!

Newsgroup: comp.sys.atari.st
Date: 1993-12-10 02:14:43 UTC
From: kebab@cix.compulink.co.uk
Message-ID: <CHsrKJ.IK6@cix.compulink.co.uk>
Source record: 196954

In message <A59220@M4.maus.de>, Peter_Missel@m4.maus.de said:
>>I don't know if its what you're looking for, but I've done some library
>>routines that let you painlessly port a TOS app to a Gem app, at least as
>>far as the output side goes. Lets you send strings with embedded VT52
>>codes
>
>Hmmm, a really plain TOS program using ONLY VT-52 style output does no
>harm to multitasking - MultiTOS includes a window manager for TOS
>programs. It just opens a VT-52 console window for each TOS program
>running.
>Other multitasking systems also have this feature.
>
Yes, I know about this, but there are advantages to be had from converting
your programs into proper Gem applications.

Kev

Kevin O'Donovan | If nobody wants war, why are there
kebab@cix.compulink.co.uk | so many wars?
abaddon@nasoftwr.demon.co.uk | Hail Eris, All Hail Discordia.

3283. Re: The Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-12-10 03:42:51 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <93343.224251STIRRE31@MAINE.MAINE.EDU>
Source record: 196982

I must admit to seeing Lynx ads (great ones) on MTV,
in gaming magazines, and promotional stuff in electronics
stores. I didn't think Lynx ads were that rare. I'm hoping
that the reason the Lynx didn't succeed is that it didn't
have a console to back it up or that the handheld market
was just too small to justify Atari's continuing funding
of ads until the Jag was released. Also, more 3rd party
support would have helped greatly.
-scott tirrell

3284. Re: Atari

Newsgroup: comp.sys.atari.st
Date: 1993-12-10 03:45:19 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <93343.224519STIRRE31@MAINE.MAINE.EDU>
Source record: 196983

The 1040 is much better. It has 1 meg of memory while the
520 has 512K. Otherwise, they're pretty much the same
although the 1040 ST also has a built-in double sided drive.
-scott tirrell

3285. Re: consumer retorts (was:Anyone cracked Cubase 3.01 yet?)

Newsgroup: comp.sys.atari.st
Date: 1993-12-10 03:57:50 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <H.eg.ZIDiCpyoCKs@harvee.billerica.ma.us>
Source record: 196976

In <1993Dec6.204420.19706@newshost.lanl.gov>, John Hutchinson writes:
>In article @harvee.billerica.ma.us, esj@harvee.billerica.ma.us (Eric S Johansson) writes:
>No argument there. :)
>
>>consumers are realising that most software is not worth the asking price.
>
>And ATARI software developers are realising that it is just not worth their
>time to program for the Atari anymore with attitudes this rampant. It takes
>roughly the same amount of work to develop a Windows/Mac application as it
>does for the Atari. If 10 copies are pirated for every legitimate copy sold
>(a conservative guess, of course) but the PC/Mac user base is THOUSANDS of
>times larger than Atari's, which platform would YOU program for? This is the
>reason piracy hurts Atarians MORE than it does PC and Mac users.

sorry if I wasn't clear, I'm not talking about piracy. I'm talking about
software quality, usefulness and consumer response. If people could
treat the purchase of software like *any* other consumer good, I
believe that there would be a significant drop in purchases not because
of theft but because consumers would say "this package is *crap*. I want
my money back".

>>if software was handled like other consumer products, there would be
>>more software tried and a lot less software sold.
>
>Yawn. We've heard it all before, Eric. If ALL Atarians were as conscientious
>as you claim to be, it wouldn't be a problem, would it? Developers could
>send out full versions of their software for free, or just for the cost of
>the media, on a "buy it if you like it/format it if you don't" honor basis.
>The trouble is, in the REAL world, it just doesn't work that way. Don't get
>mad at the developers... get mad at the pirates who make life tough on us all.

I'm not saying ship it out for free. just package it so I can use
the software and return it for a full refund if it is not what I need.

>Slice it and dice it all you want, but theft is still theft. End of story.

yup, and I consider a non-returnable product theft.

--- eric
--
HOME: esj@harvee.billerica.ma.us HAM ka1eec
WORK: esj@temerity.polaroid.com 617.386.4687
source of the public's fear of the unknown since 1956

3286. Re: Piracy (was: Re: Anyone cracked Cubase 3.01 yet?)

Newsgroup: comp.sys.atari.st
Date: 1993-12-10 04:18:12 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <H.eg.kFHQkxKElTo@harvee.billerica.ma.us>
Source record: 196977

In <1993Dec6.215347.1635@newshost.lanl.gov>, John Hutchinson writes:
>Has _every_ piece of software you ever bought been so horribly buggy that
>you felt you deserved your money back? If so, you HAVE had some bad luck! I
>guess I've been fortunate in that the vast majority of Atari software I've
>bought has been quite up to par, or at the very least, functional.

buggy software is not the only reason I want to return software. many
times, I've bought sw, got it home and then decided that it really didn't
do what I need. I'm stuck. I've tried selling used sw but at best, you
get about 0.50$ on the dollar if you keep your mouth shut. Me, I
never learn, I tell the buyer what I found lacking and I get maybe 0.05$
on the dollar if that.

>If you want to help remedy the situation, then start by refusing to ever make
>or accept an illegal copy of software again. Spurn those that try to give you
>illegal copies. Tell them how it hurts the industry and most importantly, you
>as the user. Do not frequent pirate BBS systems and if you do find a BBS with
>pirated software, politely inform the sysop how much you disaprove. YOU can
>make a difference. The question is, do have the courage to do so???

yes I do and I have. as a result, I spend maybe 50$/year on software
for all my machines (dos and st). I encourage all my dos and mac friends to
do the same and many of them have been able to kick the prepay-ware habit.

>Apologies to those who are tiring of this discussion but I will not sit idely
>by while piracy, even in its milder forms, is promoted on the net. Sorry.

understood and I will continue to promote consumer rights (to a refund :-)
as well.

--- eric
--
HOME: esj@harvee.billerica.ma.us HAM ka1eec
WORK: esj@temerity.polaroid.com 617.386.4687
source of the public's fear of the unknown since 1956

3287. Re: Anyone cracked Cubase 3.01 yet?

Newsgroup: comp.sys.atari.st
Date: 1993-12-10 04:24:27 UTC
From: bryedewa@news.delphi.com
Message-ID: <2e8tlr$qgf@news.delphi.com>
Source record: 197099

It's this attitude and others like it that have left the Atari market in the state it is in today. Wether you can rationalize your piracy or not, it is against the law. There is very little incentive for someone to buy a product once he has a fully working version in his hands. If you care about the future of your machine at all, you'll stop advocating the single most destructive force in the Atari community.

-Bry

3288. Re: The Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-12-10 04:34:01 UTC
From: jking@nmt.edu
Message-ID: <1993Dec10.043401.14591@nmt.edu>
Source record: 196965

Speaking of the Jaguar and test markets.... does anyone out there know exactly if and where in Dallas the Jaguar is supposed to be tested.. I'm going to be in Dallas in less than a week and would love to check one out...

I've heard its to be at a "tandy Superstore" but that doesn't really help me find the place...

Please e-mail me any advice you can...

_
/\/\/\/\> ... Slither ...

Very interested in buying....

3289. Re: Atari Falcon040?

Newsgroup: comp.sys.atari.st
Date: 1993-12-10 05:15:36 UTC
From: cs93294@assn212.cs.ualberta.ca
Message-ID: <cs93294.755500536@wolfcreek.cs.ualberta.ca>
Source record: 196953

mrathwel@herman.cs.uoguelph.ca (Mark Rathwell) writes:

> Does Atari have a Falcon040 out anywhere in the world. It seems
>like other platforms are already in their way up in the Montrolo world and
>Atari is still using the 68030. What's up?

still? we just got onto it. Heh. Actually nobody has one yet, 'Cause they're
not out yet. But then again if you really want an 040 there are always the
medusa systems and, I suppose you could always customize the falcon or even
the ST to have an 040. So, there are atari "systems" (so to speak) that are
using 040's, but no falcons yet. Atari is concentrating on the Jaguar at
the moment, and after they get some money from that, they will hopefully
put some into future computer development. Then the 040 (and rumored
PowerPC?) are slated to come out..

-Don't quote me on that though. One can never say for sure... <grin>

--
|\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/| ||| email: cs93294@cs.ualberta.ca |
| L A T E R D U D E S | ||| DAVE the atari fanatic..... |
|<_\<_\<_\<_\/____/_\/_>/_>/_>/_>|_/ | _____

3290. C

Newsgroup: comp.sys.atari.st
Date: 1993-12-10 05:40:00 UTC
From: Lyle Raymond <94807713@uwwvax.uww.edu>
Message-ID: <755501699-0-9359@chop.isca.uiowa.edu>
Source record: 196962

C novice needs to know how he can get started on the ST (software, manuals, etc.). What's availiable? How can I get it?
Damn, it's hard being an STe enthusiast in the 'States....

3291. Notator Logic questions

Newsgroup: comp.sys.atari.st
Date: 1993-12-10 05:58:47 UTC
From: selick@csa.bu.edu
Message-ID: <2e936n$me2@news.bu.edu>
Source record: 196955

Does anybody have a fax number for customer support? I think it might go quicker than the phones...

How can I get the "Bars per Line" feature of Notator SL? How about numbering measures in the printout, and printing the track names above the staff like SL did?

How can I speed this damn thing up on a 1040STe? This program was obviously not intended to run on an 8 mhz machine with a SM124 monitor!

So far, there are a few features that are really cool, like working within a printed page rather than the horizontal way SL did it, but for the most part, this program has a really really long way to go before I will feel comfortable with it.

Also, I seem to have run into a bug with the HP deskjet 300dpi driver. It doesn't print the note heads on most of the notes! It works fine in 150 dpi, and frankly, takes so long in that mode, that I would probably never use 300 dpi, but come on folks...it's a $700 program...I think we need to work out some of these bugs pretty quickly!

Finally, I just couldn't get the program to notate a triplet 8th note figure. I tried dragging it on, and in all sorts of different quantizations, and no go.

All in all, I'm very frustrated with that $299 upgrade fee for something that I really can't use yet.

-Steve
selick@csa.bu.edu

3292. Re: Home/Personal Accounting Packa

Newsgroup: comp.sys.atari.st
Date: 1993-12-10 06:01:52 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2e93cg$4hk@golem.wcc.govt.nz>
Source record: 196960

] TOS 1.06 equipped 1040 STEs won't boot in medium resolution, they always
] come up in low rez, no matter what rez it was in when "Save Desktop" was
] invoked.

Unless the '12' or '02' (the 1 denotes an active blitter), is changed
to a '13' or '03' on the #E line (5th line) in the DESKTOP.INF file.

So, whereas:/

#E D8 12
and
#E D8 11

Will both boot in Low res' (With the 11 being meant to do so).

#E D8 13

Will boot in Medium Resolution, or High/Monochrome Resolution if available.

The STE seems to take the next best guess when it encounters the 13.

(All of the above are with Blitter on, as turning it off produces:

01
02
03

Being Low, Medium and High res' respectively!)

This procedure of editing the DESKTOP.INF is only useful from floppy
if you want a decent boot time, otherwise, using STE-Fix is the best
bet, as it fixes the problem. The bug *can* actually be useful if
manipulated in the right way! (Using Superboot or some such thing, and
disabling STEFIX will cause a low-res boot, although Superboot *can*
select different DESKTOP.INF files, others such as Desk-Manager cannot,
so such a thing is useful!)

/--\
| If there's a 50/50 chance of something going wrong, O O |
| you can be 100% sure that it will! o |
| WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand _/ |
\- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/

3293. Re: The Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-12-10 06:44:04 UTC
From: ABARBIERO@delphi.com
Message-ID: <931210.06244.ABARBIERO@delphi.com>
Source record: 196959

This time Hutch, you are not right (I think this is the only one in memory) The Atari TV and PRINT ads are lining up a buch of sales, during the local FOX broadcast of ST:TNG There was a Jaguar commercial, the one about playing Cybermorph, and a Lynx ad following it up..

this is in combo with some game mag specific ads will rack up #'s that Atari needs to forward plans... it looks like the marketing plans are out of the hackers hands and in the professionals. For quite some time Atari has had two camps, the hackers (the guys actualy making software and working on the hardware) and the businessmen. Until now there has been no money for the business guys. Things have changed over there, I go in to Atari alot, and can tell you that the changes started with the F030 have enunciated themselves in a real overhaul.

Whether this is good or bad is another question totally! :-)

Andreas@AEO

3294. Re: The Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-12-10 06:59:25 UTC
From: rjung@netcom.com
Message-ID: <rjungCHt4r2.1Hr@netcom.com>
Source record: 196961
Cross-posted to: comp.sys.atari.st,alt.games.lynx,rec.games.video.misc

In article <jonal.1358.2D079D66@dhhalden.no> jonal@dhhalden.no (JON ARVID LOVSTAD) writes:
>In article <rjungCHs3up.7G4@netcom.com> rjung@netcom.com (Robert A. Jung) writes:
>>And besides, Atari _is_
>>advertising. That in itself is already an improvement over the past.
>
>I've been wondering about that advertising bit - people always claim Atari
>don't advertise. I've seen planty of ads for the Lynx regularly since it's
>introduction. Where? In comics - mostly DC (which are owned by Time-Warner),
>but also in Marvels. Don't you guys read comics anymore? :)

I have never seen a Lynx ad in any of the Marvel comics I own. And I
think the Lynx ads in DC's titles were not inclusive -- I believe the ads
appeared only in certain titles, but not in others. Any way you want to
slice it, though, Atari's past advertising for the Lynx was, at best, a mixed
success in reaching the public...

--R.J.
B-)

////////////////////////////////////|\\
Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
-------------------------------------+-----------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were
chosen because you are the class clown and frankly, you're expendable."

3295. Searching for Binkleyterm

Newsgroup: comp.sys.atari.st
Date: 1993-12-10 07:32:28 UTC
From: stewartt@fraser.sfu.ca
Message-ID: <stewartt.755508748@sfu.ca>
Source record: 196963

Heyaz,

I recently (saturday night) lost one of the partitions on my hard drive. Unfortuneately I had a BBS set up, mostly on this drive. It included a mailed which I did not have well backed up, as well as most of my original program archives for my BBS/Mailer Software.

So Now I am without several files that I desperately need to get a mailer back up and running, and I am searching for them on the InterNET.

If anyone knows where I can find a copy of of BinkleyTerm/ST 3.10 or newer, on the NET (Anonymous FTP Site) could they please let me know via E-Mail. Also if anyone is feeling really happy and generaous, could, they consider uuencoding Binkley, and Binkley Term Nodelist Compiler, and sending them my way?

Thanks for any information ...

-={.\\organ STewart}=-

3296. How to E-mail to Compuserve?

Newsgroup: comp.sys.atari.st
Date: 1993-12-10 07:50:33 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Dec10.025034.25551@bsu-ucs>
Source record: 196912
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

If I have a friend's compuserve user ID (######.#####) what do I need to send him E-mail? What format does the mailing address have to be? (What do I use for username and host in the username@host?)

We already know that it'll cost extra and that stuff -- we just need the 'how?' of it....Thanks!!

--

-=[Matt McCabe]=-
-=[E-mail to 01mbmccab@virgo.bsuvc.bsu.edu]=-

3297. Re: CoNnect 2.xx registration help!

Newsgroup: comp.sys.atari.st
Date: 1993-12-10 07:56:09 UTC
From: mbaffoni@flute.aix.calpoly.edu
Message-ID: <1993Dec10.075609.133508@zeus.aix.calpoly.edu>
Source record: 196964

In article <1993Dec7.044903.1@acad2.alaska.edu>,
<aykrua@acad2.alaska.edu> wrote:
>Help me with CoNnect, please?
>
[uniterm stuff deleted - someone else can answer those better than I...]
>
>So the question is- how does somebody in Alaska buy a copy or even register a
>copy of CoNnect 2.40??? The latest 'shareware' version I've been able to find
>(on wuarchive.wustl.edu) is 2.10 with patches/upgrades to 2.20 in the same area
>(in the Telecomm subdirectory)... does archive.umich.edu have a newer one to
>ftp? Also, if not, back to the original question -- if I'm way the heck up here
>in Alaska (not a single dealer in the entire state to my knowledge), can I
>still register my older version and/or get the upgrade to 2.40 by sending $50
>to the address listed in the archived docs?

If you've read through all the other messages, Rob A. was basically
right - for now, 2.10 -> 2.20 is the most updated and English versions of
CoNnect. Also, the suggestions for possible solutions to your dialing
problems are good, but it would help if you could describe the symptoms a
little more - like what kind of feedback is CoNnect giving you - does it give
a reason for not dialing, or does it just quit, or....?

>Michael Baffoni
>2493 Beechwood Dr. <----- Still valid for U.S.A. registration?
>Paso Robles, CA. 93446
>
Yes, by sending your $50 registration fee to either myself (the
address is good) or to Wolfgang Wander the author (in Germany) you can
register for the current version and free updates to the newest version are
sent out whenever there _is_ a new version. As far as I know, 2.40 is just
the updated encryption version....if it was a significant upgrade, I'm sure
that Wolfgang would have made the English .RSC files available.

>
>BTW- I've never actually gotten either version of CoNnect to work, they do
>almost everything except DIAL the number... either I'm doing something wrong
>(most likely scenario) or these truly are 'demo' versions. That's too bad if
>it is the latter case, as I'd like to see how it *really* handles VT emulation,
>an absolute requirement for using the mailer on our VAX. (It uses TPU as a full
>screen editor and strict adherence to VT must be there to make it simple,
>otherwise I'm stuck with EDT - line editing! Welcome to the dark ages of
>computing, eh? No more igloos, but they still use 20 year old text editors on
>a VAX! Go figure. A month ago they just figured out what gopher and archie
>were up here... sheesh!

These are _not_ demos! The only feature limited in non-registered
versions of CoNnect is the amount of time you are allowed to use them. _ALL_
features are usable and configurable. As someone may have pointed out, it may
be the status of your modem and not CoNnect (which can be too smart for its
own good :).

BTW, have VAXen heard of EMACS yet? :)!!!
>--
>R. Warner
>aykrua@acad2.alaska.ed (no email please...)
>anrlw1@acad2.alaska.ed (send email here!)
>

ps: I posted this to the net also.

-Mike Baffoni
US CoNnector.

3298. Uniterm/CoNnect v. 2.xx/Send money now!

Newsgroup: comp.sys.atari.st
Date: 1993-12-10 10:07:27 UTC
From: aykrua@acad2.alaska.edu
Message-ID: <1993Dec10.060727.1@acad2.alaska.edu>
Source record: 196986

Well, I DID get a chance to finally use CoNnect 2.20 by 'fiddling' with the dialer and setup as was suggested by some here, but as I suspected, on my machine (old 520 with 1 meg 'hard soldered' upgrade / 2 ds/dd drives) it still seems like Uniterm is the champ for functionality and speed... Anyone know where Simon Poole is and how to send HIM money? ;-}
My thanks again to Mickey Boyd for the Uniterm macros (gee maybe I should send him some dinero, too!)
--
R. Warner / aykrua@acad2.alaska.edu / anrlw1@acad2.alaska.edu
(pen poised for check writing routine... execute!)

3299. Re: Wanted: MusicStudio88

Newsgroup: comp.sys.atari.st
Date: 1993-12-10 10:13:49 UTC
From: aykrua@acad2.alaska.edu
Message-ID: <1993Dec10.061349.1@acad2.alaska.edu>
Source record: 196861

In article <1993Dec9.092515.23145@newstand.syr.edu>, ggreenbe@rodan.syr.edu (Gerald Greenberg) writes:
> If anybody has an old copy of MusicStudio88 that they're not
> using anymore and might want to sell, drop me a note and maybe
> we can work out a deal.
> --Gerry
> ggreenbe@mailbox.syr.edu
>
>
I have a copy of it, and I no longer have my keyboard, so I'd say...
YES! Let's make a deal! It's the original disk with manual and box (if I can find the box). Although it is a nice program, remember that it does NOT sequence chords.
--
R. Warner / aykrua@acad2.alaska.edu (work) / anrlw1@acad2.alaska.edu (me)

3300. Re: Atari

Newsgroup: comp.sys.atari.st
Date: 1993-12-10 10:16:18 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CHtDv6.q9@barclays.co.uk>
Source record: 196969

In article <76@virtue.win.net>, ariel@virtue.win.net (Ariel Benzakein) writes:
|> So which is better, a 520 or a 1040? I am in the process of buying one used, which should I
|> get?
1040 = 1Mb 520= 512k. Get a 1040 :-)

--
+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

3301. STOS compiler wanted!

Newsgroup: comp.sys.atari.st
Date: 1993-12-10 10:18:18 UTC
From: aykrua@acad2.alaska.edu
Message-ID: <1993Dec10.061818.1@acad2.alaska.edu>
Source record: 196987

Any compiler available for STOS? Is the company that makes this language still
in business? Any PD compiler on ftp sites anywhere?
--
R. Warner / aykrua@acad2.alaska.edu (work) / anrlw1@acad2.alaska.edu (me)
(will lurk for food!)

3302. Re: C

Newsgroup: comp.sys.atari.st
Date: 1993-12-10 10:20:34 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CHtE2A.yv@barclays.co.uk>
Source record: 196968

I'd recommend Lattice C 5.6 if you have the cash. Otherwise there are many free C compilers namely GNU C, heat-n-serve C and probably some others. They'll be on any decent Atari FTP site.

--
+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

3303. Oxyd for the Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-12-10 10:31:00 UTC
From: fnjah@aurora.alaska.edu
Message-ID: <1993Dec10.013100.1@aurora.alaska.edu>
Source record: 196970

Does Oxyd for the Falcon require an SVHS monitor? I can't seem to get it to work on my monochrome, RGB or tv without being in black and white with a bunch of wavy lines going everywhere.

3304. Atari ST *WANTED*

Newsgroup: comp.sys.atari.st
Date: 1993-12-10 10:45:26 UTC
From: cornhead@netcom.com
Message-ID: <cornheadCHtF7q.DHK@netcom.com>
Source record: 196858
Cross-posted to: ba.market.computers,comp.sys.atari.st

I'm still looking for an Atari ST to support the wierd direct-to-HD recording system I bought. Must have at least 2 meg of RAM and TOS 1.4 or better, and a double-sided floppy. An STe would be ideal.

Mono monitor much preferred. Not interested in hard drives: have 'em.

Hoping to pay $150-$200 shipping included.

-cornhead

3305. HPDeskJet 500 pinter driver for 1stWord

Newsgroup: comp.sys.atari.st
Date: 1993-12-10 11:09:33 UTC
From: lindner@fb3-s1.math.tu-berlin.de
Message-ID: <2e9ldd$lug@brachio.zrz.TU-Berlin.DE>
Source record: 196967

Hello Guys,

can anyone give me a hint were I can get a HPDeskJet 500 driver for
1stWord+. If you have any idea please E-Mail me, it's really
important for me.

Many thanks

Olaf

< Olaf Lindner | Technical University of Berlin >
< lindner@fb3-s7.math.tu-berlin.de | Department of Mathematics >

3306. Re: A LETTER TO BOB BRODIE

Newsgroup: comp.sys.atari.st
Date: 1993-12-10 11:51:05 UTC
From: sanders@sci.kun.nl
Message-ID: <CHtI96.3zv@sci.kun.nl>
Source record: 196972

In <2e7n0l$ekj@charm.magnus.acs.ohio-state.edu> jpoling@magnus.acs.ohio-state.edu (Jeff A Poling) writes:

><BOB-BRODIE> We've talked about it a lot, Kim. We're longtime
>partners with Motorola, and now with IBM, the Power PC becomes very
>tempting. However, the Jag chipset is VERY appealing, too. At this
>point, we haven't decided. ga

>Dear Mr. Brodie:

>I find the above quote as rather distressing news.

>Let's face it. DOS boxes rule the world and Macs are close behind.

>Unless the Jaguar chipset can run DOS and Mac software as fast,
>completely, easily and cheaply as (I assume) the PowerPC then Atari will
>be, once again, making a HUGE mistake. Perhaps their last.

>With the DOS mindset of American consumers, I find it highly unlikely
>that anybody will be willing to buy an Atari unless it is fully DOS
>compatible in addition to running TOS.

>Plus, Atari can probably get a sweetheart deal from IBM right now. IBM
>has been losing big bucks for years. I had the fortune of speaking to
>an IBM executive and learned that 1) they consider their Atari contract
>to be a BIG contract and 2) they intend to, quote, "CRUSH Intel with the
>PowerPC."

>At the very least, IBM could take their own PowerPC machine, slap a
>couple of MIDI ports and a DSP in it, and put the Atari name on it.
>They would immediately have the music market sewn up, making making
>money for BOTH companies.

>Even if the Jaguar chipset is more powerful than the PowerPC, it CANNOT
>make up for the name recognition that IBM has for computers. The "Atari
>SuperPOWER with the IBM PowerPC" would be an advertising phrase that
>would pique many a user.

What would be wrong with a PowerFalcon using a PowerPC as main CPU,
with the (cheap!) Jaguar chipset included? I'm sure those extra $200
would make the machine very attractive for people into graphics as
well, so you'd open up another market.

>Don't get left at the pier. There won't be another boat.

I'm afraid so...

>Regards and hope,

>Jeff Poling

Sander STOks
sanders@sci.kun.nl

3307. Re: AHDI - is 6.06 a real release?

Newsgroup: comp.sys.atari.st
Date: 1993-12-10 11:55:34 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.755524534@acp5>
Source record: 196971

mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) writes:

>6.06 is a real release. And on the Falcon SCSI it is MUCH faster than the
>old ones.

WHAT? I'm missing a smiley. On my Falcon it is much slower than all other
drivers I know. Please check this again. (I looked at the sources, it is
obvious that older versions of AHDI are faster.)

```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

3308. To all owners of ICD the Link

Newsgroup: comp.sys.atari.st
Date: 1993-12-10 12:56:05 UTC
From: d2janja@dtek.chalmers.se
Message-ID: <d2janja.755528165@dtek.chalmers.se>
Source record: 196975

I would be very grateful if you could mail me and tell
what type of harddisk you use together with the ICD Link.
I want so many different suggestion as possible, but I only want
the name and numbers of the discs which are actually connected to
the Link and working, not suggestions about what is possible to connect.

I'm especially interested in getting a mail from someone using a
Quantum lps240.

If you decide that you enough time to send me a mail, a would like

The brand, the type and the number of the disc and a short story
about possible bugs and difficulties due to The Link.

Excuse my lousy english.

my email: d2janja@dtek.chalmers.se

Thanks a lot in advance.

Janderz
Selfwalking&Scalable!!!

3309. Re: gaming/jaguar news

Newsgroup: comp.sys.atari.st
Date: 1993-12-10 13:17:58 UTC
From: chrisg@access2.digex.net
Message-ID: <2e9su6$4ik@access2.digex.net>
Source record: 196996
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,rec.games.video.misc,rec.games.video

```
In article <113308Z09121993@anon.penet.fi>, <an8496@anon.penet.fi> wrote:
>
>No mention of Commodore CD32 although a couple weeks ago the news said
>that C= said they may be going out of business?! C= lost over $300
>Million and have only around $5-8 million cash. My brothers friend
>is a lawyer and also said Commodore lost a multimilion dollar patent
>lawsuit earlier this year and owe Cadtrak and banks over $30 million.
>
Commodore and Cadtrak settled out of court. The settlement
wasn't anything even remotely resembling $30M.
```

3310. Re: GCC

Newsgroup: comp.sys.atari.st
Date: 1993-12-10 13:20:59 UTC
From: Robert.Anisko@daytonoh.ncr.com
Message-ID: <CHtMEz.JGs@uc2372c.DaytonOH.NCR.COM>
Source record: 196973

In article <CHs463.LFM@uc2372c.DaytonOH.NCR.COM>, Robert.Anisko@daytonoh.ncr.com says:
>
>In article <SCHWAB.93Dec9110744@issan.informatik.uni-dortmund.de>,
schwab@ls5.informatik.uni-dortmund.de (Andreas Schwab) says:
>>
>>|> What about ST Zip?
>>
>>I does not work with MinixFS.
>
>
> Well, you can have a ZIP file located on a minix partition, and use ST ZIP
>to write it to a TOS partition. But you're right, try unzipping a file *to*
>a minix partition and you'll get a few "cannot write" errors...

Oops, folks, I think I goofed a little. I had problems unzipping to a
minix partition using ST Zip 2.2. However, when I finally upgraded
to ST Zip *2.3* then it seemed to unzip to a minix partition fine.
My goof (don't you love the internet, where you can goof on
a worldwide scale ;-)

Rob

"I used to be indecisive, but now I'm not so sure..."

3311. Snapper vs. using Archie...

Newsgroup: comp.sys.atari.st
Date: 1993-12-10 13:59:03 UTC
From: anrlw1@acad2.alaska.edu
Message-ID: <1993Dec10.095903.1@acad2.alaska.edu>
Source record: 196994

If you know the name of a particular file and you have access to
Archie, you can avoid having to collect a database of Atari softwear.
Just use Arcie to search for the ftp site addresses of the named file
and usually within 24 hours you'll get a big list of exactly where
the file is located...

For more info on Archie, read the 'Big Dummy's Guide to Internet' or
'Zen and the Art of Internet'.

If you don't have Archie on your system (or gopher or finger or any
other net-tools), perhaps it's time to write a friendly note to your
system administrator and ask why...
--
R. Warner / anrlw1@acad2.alaska.edu

3312. (None set)

Newsgroup: comp.sys.atari.st
Date: 1993-12-10 13:59:16 UTC
From: EEE93023@IBM3090.BHAM.AC.UK
Message-ID: <935910135916@ibm3090.bham.ac.uk>
Source record: 196974

==========

3313. Re: MEDUSA (68040) System

Newsgroup: comp.sys.atari.st
Date: 1993-12-10 14:06:14 UTC
From: monnier@di.epfl.ch
Message-ID: <2e9vom$30s@disun41.epfl.ch>
Source record: 196979
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <2e8ehv$9v6@elna.ethz.ch>,
Bjoern Tiemann <tiemann@stud.ee.ethz.ch> wrote:
> Motorola specifies the 68040 as `33 MHz'. So why not use just
> the name the manufacturer uses??

Because some people claim that Medusa uses a clock-doubled 68040 and
hence motorola would also call it 66Mhz.
The only problem is that I still doubt there exist any 68040 that are
clock doubled (at least, I'm sure that Apple hasn't used any clock
doubled 68040 in any product I know of)

Stefan
--

-- On the average, people seem to be acting normal --

3314. Re: MiNT and Minix XFS and software

Newsgroup: comp.sys.atari.st
Date: 1993-12-10 14:30:25 UTC
From: monnier@di.epfl.ch
Message-ID: <2ea161$34i@disun41.epfl.ch>
Source record: 196980
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <CHruLo.3po@westminster.ac.uk>,
Denesh Bhabuta <vctec@westminster.ac.uk> wrote:
> What I want to know, is how stable this would be, and what size partition I
> should keep for this?

Put as much as possible on MiniXFS. The TOS file system is just too lame.

> What are the pros and cons of using a minix partition, apart from the fact that
> I will not be able to access it without MiNT?

- It does have multiple users support. (you probably don't care,
but..)
- It is somewhat faster than TOS (you probaby won't feel the
difference anyway)
- doesn't have just longer file names but just "unrestricted" (as many
dots as you want, at any place. upper/lower case...

Problems:

Most of the problems aren't just minixfs related. The biggest problem
is the "/" vs "\" and minixfs handles it pretty well. The only
problems I could think of are:
- not accessible from plain TOS
- tools for it are rare (like fsck or defragmenting). I'd rather not
have to know what is actually available.

> I have a 2.5 Mb STe (using a patch program), and would like to know what to

If you don't expand your memory, forget about G++. Even GCC is painful
to use (useable, but painful)

Stefan
--

-- On the average, people seem to be acting normal --

3315. Re: TT 19" Monitor

Newsgroup: comp.sys.atari.st
Date: 1993-12-10 14:50:03 UTC
From: SHORR@DRAPER.COM
Message-ID: <SHORR-101293145003@coop6a.draper.com>
Source record: 196995

In article <CHpzD5.1tHs@austin.ibm.com>, gruber@austin.ibm.com (Gruber) wrote:

>
>
> I'm looking for a TT 19" monitor to buy, anyone selling theirs ?
>
> Thanks,
> Scott

Computer STudio is selling a demo TTM195 for $650; the address is s.winick@genie.geis.com and the number is 800-253-0201. Hope this helps.

Dave

3316. Re: A LETTER TO BOB BRODIE

Newsgroup: comp.sys.atari.st
Date: 1993-12-10 14:54:39 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <2ea2jf$hio@charm.magnus.acs.ohio-state.edu>
Source record: 196981

> What would be wrong with a PowerFalcon using a PowerPC as main CPU,
> with the (cheap!) Jaguar chipset included? I'm sure those extra $200
> would make the machine very attractive for people into graphics as
> well, so you'd open up another market.

A PowerPC based machine with the Jaguar chipset too would not be a bad idea. HOWEVER, it might be a better idea to have the Jag chipset as an optional add-on, or have two separate machines, for the price conscious.

Regardless, I think that Atari better jump on the PowerPC. I don't think they've ever had a better oportunity to make a killer machine for a killer price made by a killer manufacturer. All the chips are in the right place; I hope they don't drop the ball (how's that for mixing metaphors?).

–
--
Vice | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
President | P.O.BOX 29103 | 8-bit
of: | COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *

3317. Re: Atari

Newsgroup: comp.sys.atari.st
Date: 1993-12-10 15:08:59 UTC
From: bjgrier@bnr.ca
Message-ID: <1993Dec10.150859.17729@nrtpa038.bnr.ca>
Source record: 196984

In article <76@virtue.win.net>, ariel@virtue.win.net (Ariel Benzakein) writes:
|> So which is better, a 520 or a 1040? I am in the process of buying one used, which should I
|> get?
|>
|>

They are basically the same machine the 520 has .5meg of ram and the
1040 has 1.0meg of ram. I'd get a used MegaST (2meg or 4 meg) over a
520/1040. Advantages are detached keyboard, and the keyboard itself
is vastly superior (IMHO).

Look around for one with the ICD 16mhz accelerator.

Brian
--

Disclaimer: The opinions expressed are mine not those of BNR.

_____________________________________|_____________________________________
Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an Amiga. However I have
Research Triangle Park, NC	real work to do. So please get lost!
____________________________________	_____________________________________

3318. Re: Je suis desole

Newsgroup: comp.sys.atari.st
Date: 1993-12-10 15:15:29 UTC
From: avg@cwi.nl
Message-ID: <CHtrpt.LvF@cwi.nl>
Source record: 196911

patrik_sanfridsson@p2.stacken.ct.se (Patrik Sanfridsson) writes:

> > From: bourlon@gla.ecoledoc.ibp.fr (Marc BOURLON)
> >
> > Le monsieur ayant dit que Populous II ne marchait pas sur Falcon,
> > j'ai repondu que j'etais desole - de le contredire - mais qu'il
> > marchait tres bien.

>Tackar som fr}gar, hur st}r det till sj{lv? :-)

Kn\"orre mar h\"albe igge ooke ag!

:-) :-) :-) (??)
--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 799
1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740

3319. Compute Your Roots

Newsgroup: comp.sys.atari.st
Date: 1993-12-10 15:20:10 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Dec10.152010.28509@newshost.lanl.gov>
Source record: 196997

I'm posting this for a friend who cannot reply to this newsgroup. If you can help him, please reply directly to him. Thanks.

-Hutch- @ Fair Dinkum Tech

==========

From Joseph_Hogan@UQAC.UQuebec.CA Thu Dec 9 22:59:30 1993
Date: Fri, 10 Dec 93 01:27:54 EST

>I bought a piece of software called 'Compute your Roots', and I was
>wondering if this was still supported and/or being upgraded. It was
>written by Wasatch Genealogical Software, also something about Jerry
>Halls. If you can't answer it, maybe you know you I could ask next.
>Thanks for whatever you can do for me.

Joseph Hogan

jhogan@uqac.uquebec.ca

==========

3320. Re: MEDUSA T40

Newsgroup: comp.sys.atari.st
Date: 1993-12-10 15:24:07 UTC
From: avg@cwi.nl
Message-ID: <CHts47.Lzo@cwi.nl>
Source record: 196909

djs@jet.uk (David Stevenson) writes:

>In <1993Dec6.151208.1765@t.hfb.se> d93rkr@t.hfb.se (Robert Krenn) writes:

>>If you can afford a MEDUSA, you can afford a New version of Cubase!
>If he can afford a Medusa, then he can afford to buy Cubase, rather than
>pirate it. Which he admitted doing a few months ago:

>>In <CEIu8A.1q9@cs.ruu.nl> avgroeni@cs.ruu.nl (Annius Groenink) writes:
>
>>Yesterday I was working with my cracked version of 2.0, and just when...

What is your expire time? Well, I suppose I forgot the :-) when I wrote
the above line.

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 799
1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740

3321. Multi Frequency (UK)

Newsgroup: comp.sys.atari.st
Date: 1993-12-10 15:26:01 UTC
From: cf580@city.ac.uk
Message-ID: <1993Dec10.152601.27479@city.ac.uk>
Source record: 196857

Hi all. This place appears to have gone to the wall, possibly having debited my credit card first. Does anyone know what's happening?

Tim Wright - T.J.Wright@city.ac.uk

3322. Re: MEDUSA T40

Newsgroup: comp.sys.atari.st
Date: 1993-12-10 15:26:23 UTC
From: avg@cwi.nl
Message-ID: <CHts80.M1E@cwi.nl>
Source record: 196910

obryan@gumby.cc.wmich.edu (Mark O'Bryan) writes:

>In article <1993Dec8.115039.27847@jet.uk> djs@jet.uk (David Stevenson) writes:
>>
>> If he can afford a Medusa, then he can afford to buy Cubase, rather than
>> pirate it. Which he admitted doing a few months ago:

>Ah, but he can't pirate a Medusa like he can Cubase.

Aren't the builders of the Medusa actually pirating Atari? So wouldn't
it be indeed very appropriate to use pirated software on a Medusa?

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 799
1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
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3323. Re: MEDUSA T40

Newsgroup: comp.sys.atari.st
Date: 1993-12-10 15:27:14 UTC
From: avg@cwi.nl
Message-ID: <CHts9E.M2J@cwi.nl>
Source record: 196913

Lexicor@world.std.com (Yat W Siu) writes:

>In article <CHqAuq.DCq@cwi.nl>, A.V. Groenink <avg@cwi.nl> wrote:
>>
>>I've seen Cubase 3.0 running on a TT. The difference is amazing. The whole
>>meaning of the program changes as you'll have space for more windows, you can
>>actually move and size them efficiently.

>Actually...for that you don't really need a high powered system but a
>Graphics Card or some Screen Expander.

Well, if it has a speedy blitter.

--
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3324. Re: Atari Falcon040?

Newsgroup: comp.sys.atari.st
Date: 1993-12-10 15:36:48 UTC
From: vctec@westminster.ac.uk
Message-ID: <CHtsK7.nC@westminster.ac.uk>
Source record: 196985

In article <H.eg.zUH9VBhG2kw@semprini.waterloo-rdp.on.ca>
cherborth@semprini.waterloo-rdp.on.ca writes:
>In <2e01gu$o5m@nermal.cs.uoguelph.ca>, Mark Rathwell writes:
>>
>> Does Atari have a Falcon040 out anywhere in the world. It seems
>> like other platforms are already in their way up in the Montrolo world and
>> Atari is still using the 68030. What's up?
>
>Not in this plane of existance.
>
>There were some rumours of a Falcon040 around the time the Falcon030 was
>announced (ie, months before it was actually available)... several
>engineers appeared somewhere with "Atari Falcon040 development" on their
>resum\'es.
>
>Even if Atari _did_ bring it to market, they'd never sell enough... you
>need advertising and dealers to make money.
>
>IMHO, Atari will never release another computer. I'd love to be proven
>wrong (or to be given a Medusa!).

And he says that he is a pessimist. Isn't this being optimistic (ie, be given a
Medusa) ?

I agree with Chris, about Atari and Advertising. But don't you think that the
places selling the computers should advertise the fact as well?

I mean, here in England, you see paosters of PC Deals on shop windows. Go into
Dixons, and they have a multitude of Computers on Display showing their
capabilities....or just showing the blinking cursor on drive C. But they have
prices written on them, along with what the machine is capable of doing, along
with the specs.

When they did sell the Atari ST, it used to sit in a corner, on a shelf (well
next to an Archimedes, with one card saying 16 bit computer, and then a price
slapped onto it. Not even a monitor attached.

When queried about, the salesmen just laugh in your face...You don't wanna buy
that !!

Why what's wrong with it?

Not a vary good computer.

Why do you say that, then?

Can't do anything with it. Even the games are no good.

Have you ever tried using one?

No, but what's the point?

And this is a salesman. Where do Atari stand if the people selling their computers are like this.

Dixons, is a consumer electronics retail giant here, but what about specialist shops? They only seem to advertise in Atari Mags.

Also, what about Silica Systems, who claim to be big Atari Dealers, inviting you to come into their shop. Going in there, you can not see an Atari on Display, neither the ST or the Falcon. They don't even stock them in the showroom. Asking about an Atari produces funny looks.

I think it's time that the people that sell these machines have the right attitude. Those companies that are well into Atari...well done...it is because of you and the millions of users on the net, that having an Atari is enjoyable.

Danny
>
>--
>------------------==----------
> cherborth@semprini.waterloo-rdp.on.ca
> Chris Herborth

--
<===>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

3325. ST Games for Sale rev 1

Newsgroup: comp.sys.atari.st
Date: 1993-12-10 15:36:50 UTC
From: dmk@air16.larc.nasa.gov
Message-ID: <2ea52i$qcj@reznor.larc.nasa.gov>
Source record: 196860

Hi netters,
Revision 1 Message -
Since posting yesterday, there have been additional revisions to this sale. First if you want to ship to Canada, I will charge 5 dollars more for shipping. Second, if you want COD, I will charge 5 dollars more for shipping. Finally, new games have been added to the top of the list and games that have been spoken for have been removed.
Original Post Message -
I have the following games for sale. Each one sells for 5 dollars and that includes shipping in the continental USA. There is NO warranty with these games. If you want me to try them on my Atari STe v1.62 TOS before sending them out, please let me know. Please be advised that if you do ask me to check them out, I may not be able to ship this month (Christmas is a VERY busy time for me).

Kick Off 2
Bloodwych
King's Quest, Quest for the Crown
Battle Command
Orbiter
Barbarian
Corruption
Championship Wrestling
Final Assault
Project Neptune
Projectyle
Killing Cloud
Team Yankee

Battletech, The Crescent Hawk's Inception
Sherman M4
Wayne Gretzky Hockey
Magic Fly
Speedball (no box)
Exterminator
Damocles
Driller
Powerdrome (Box is beatup)
Leatherneck
Moebius
TechnoCop
Mickey Mouse the Computer Game

Super Cars
Menace
Blasteroids
Blockbuster

Adventure games (also 5 dollars apiece)
Manhunter, New York
Manhunter 2, San Francisco
Police Quest The Pursuit of the Death Angel
Police Quest 2, The Vengence
King's Quest II, Romancing the Throne
King's Quest III, To Heir is Human
Trinity
Stationfall

-- In the 10 dollar column (includes shipping) --
Challengers collection includes:
Stunt Car Racer
Fighter Bomber
Pro Tennis Tour
Kick Off
Super Ski
Wheels of Fire collection includes:
Turbo Outrun
Chase HQ
Hard Drivin'
Power Drift
Light Force collection includes:
IK+
Bio Challenge
Voyager
R-Type

Thanks,
Daniel Koppen
dmk@air16.larc.nasa.gov

3326. Help required: Chemistry programs available ?

Newsgroup: comp.sys.atari.st
Date: 1993-12-10 16:03:10 UTC
From: EEE93023@IBM3090.BHAM.AC.UK
Message-ID: <930310160310@ibm3090.bham.ac.uk>
Source record: 196988

```
================================================================================
Does anybody know of any good chemistry programs for the ST ?
- especially ones which allow molecules to be designed on screen and
then printed, and can save pictures in one of the standard picture
formats to export to, for example, a DTP program.

Programs should preferably be PD, but failing that, as cheap as possible
please !

Could you please reply via email, as a don't read Usenet very often.

Thanks

Adrian
```

3327. Going Back to TOS 1.0 or 1.2 from TOS 2.06

Newsgroup: comp.sys.atari.st
Date: 1993-12-10 16:20:08 UTC
From: hard%toadnet.org@f0.n8685.z86.toadnet.org
Message-ID: <755802470.AA01979@cheswicks.toadnet.org>
Source record: 196829

```
RS> In a message of 07 Dec 93 06:38:57, Ralph Sobek wrote:
RS> Organization: CERFACS, Toulouse, France
RS>
RS> Isn't there a program which reconfigures an ST (Mega 4) running TOS
RS> 2.06 to act like one running TOS 1.0 or 1.2? I found a few old
RS> programs that now give bombs on TOS 2.06.
RS>
RS> I vaguely remember that such a program exists, but do not remember its
RS> name, or where it can be found.
RS>
RS> Thanks in advance,
RS>
RS> --
RS> Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
RS> Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
RS> ralph@cerfacs.frIf all else fails, try:
RS> Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
RS> FAX: (+33) 61-19-30-00
RS> ================================================================================
====
RS> =
RS> Got a Sun IPC lap clone w/1.05 GB! Got a Mega 4STfm with TOS 2.06,
RS> floptical!
I've got it over here... CALLFIX.ZIP

+-------------------------------------+----------------------------+
| * * * 777:777/1 @ lasvegas.ftn| FREQ "LASVEGAS" |
| * * * 1:209/777 @ fidonet.org | Info on LasVegas NetWork |
| * * * 51:2/4 @ atarinet.ftn+----------------------------+
| * * * 86:8685/1 @ toadnet.org | hard@toadnet.org |
| * * * +----------------------------+
| 14.4 v.32bis/v.42bis | 1-702-565-5271 |
+-------------------------------------+----------------------------+
```

3328. Atari software in Indy area

Newsgroup: comp.sys.atari.st
Date: 1993-12-10 16:25:04 UTC
From: c23rbr@kocrsv01.delcoelect.com
Message-ID: <1993Dec10.162504.25019@kocrsv01.delcoelect.com>
Source record: 196887

I was wondering if anyone could help me locate the best (i.e., the
largest selections) source of software for an Atari 1040. The closer
to Indianapolis the better.
--

R. Brooks Reed (317)451-0638 GM 8-322-0638
Advanced Project Engineer

3329. Re: Atari Falcon040?

Newsgroup: comp.sys.atari.st
Date: 1993-12-10 16:29:55 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CHtv5w.Lsz@barclays.co.uk>
Source record: 196989

In article <CHtsK7.nC@westminster.ac.uk>, vctec@westminster.ac.uk (Denesh Bhabuta) writes:
|> Dixons, did sell the Atari ST, it used to sit in a corner, on a shelf (well
|> next to an Archimedes, with one card saying 16 bit computer, and then a price
|> slapped onto it. Not even a monitor attached.
|>
|> When queried about, the salesmen just laugh in your face...You don't wanna buy
|> that !!
I've all but given up on Dixons.
I used to make a pest of myself, loitering around the computer section (well, I have to get my kicks somewhere) and when people asked about the Sts, I would correct the salesman. There were just *so* many people that came into buy 1040STe Curriculum packs that got told to buy Amigas instead. The reasoning was stuff like "You can't add extra memory or a hard disk to an Atari", "The free educational software is rubbish. it must be otherwise it wouldn't be free", "You can't get serious software for the Atari" etc. etc. ARRGHHHH!!!

|> And this is a salesman. Where do Atari stand if the people selling their
|> computers are like this.
Exactly.

|> Also, what about Silica Systems, who claim to be big Atari Dealers, inviting
|> you to come into their shop. Going in there, you can not see an Atari on
|> Display, neither the ST or the Falcon. They don't even stock them in the
|> showroom. Asking about an Atari produces funny looks.
This pisses me off. Silica just about built there empire on the back of the 2600 and 400/800 series. Now they just don't want to know ehen it comes to Atari. None of the shops have staff that know about Ataris, only Amigas and sometimes PCs.

|> I think it's time that the people that sell these machines have the right
|> attitude. Those companies that are well into Atari...well done...it is because
|> of you and the millions of users on the net, that having an Atari is enjoyable.
Very true. it's just a matter of education. At the end of the day though, it's not worth the shops time releasing staff on courses to learn about the machines if it means they'll recommend a cheaper machine with a lower margin than a PC with a much bigger margin.

--
+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

3330. Re: STOS compiler wanted!

Newsgroup: comp.sys.atari.st
Date: 1993-12-10 16:33:18 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CHtvBJ.M0x@barclays.co.uk>
Source record: 196990

In article <1993Dec10.061818.1@acad2.alaska.edu>, aykrua@acad2.alaska.edu writes:
|> Any compiler available for STOS? Is the company that makes this language still
|> in business? Any PD compiler on ftp sites anywhere?
AFAIK there is no PD compiler. The proper compiler was given away on a magazine cover disk about a year ago along with the then current version of STOS. STOS is badly written and very unfriendly ie it breaks on every new version of the OS. As such, it's not really recommended for doing anything on that you expect to sell/distribute as PD. For your own use, it's fine though.

AFAIK you can still buy the STOS compiler in the UK.

--
+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

3331. Re: Uniterm/CoNnect v. 2.xx/Send money now!

Newsgroup: comp.sys.atari.st
Date: 1993-12-10 18:07:39 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2eadtb$aqq@mailer.fsu.edu>
Source record: 196991

aykrua@acad2.alaska.edu wrote:
> Well, I DID get a chance to finally use CoNnect 2.20 by 'fiddling' with the
> dialer and setup as was suggested by some here, but as I suspected, on my
> machine (old 520 with 1 meg 'hard soldered' upgrade / 2 ds/dd drives) it still
> seems like Uniterm is the champ for functionality and speed... Anyone know
> where Simon Poole is and how to send HIM money? ;-}

Simon no longer actively supports ST stuff (to my knowledge), but he did
perform some bug fixes and such to release the "final" Uniterm 2.0e015.
It is available only from chsun.chuug.ch (there is a note there asking to
not upload it to any other sites).

I am almost positive that UniTerm is freeware anyway. Simon's last email
address (that I know) is poole@chuug.ch. He might like a thank you note :-).

In fact, I am going to send him my yearly request to release the Uniterm
source and let me add Zmodem support, and a mode where his custom graphics
routines are disabled (so as to let Warp9/NVDI do the acceleration). Heck,
he might even say "yes" one day <grin>.

> My thanks again to Mickey Boyd for the Uniterm macros (gee maybe I should send
> him some dinero, too!)

Nah, no money. Maybe a postcard with an Alaskan Grizzly on it?

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3332. Jaguar advertisement

Newsgroup: comp.sys.atari.st
Date: 1993-12-10 18:35:25 UTC
From: Dave Horowitz <DSH109@psuvm.psu.edu>
Message-ID: <93344.133525DSH109@psuvm.psu.edu>
Source record: 197000

I was just wondering how much advertising coverage
the Jaguar has gotten in other areas. I live in
Philadelphia, what I would consider a very large market
place. I have not seen one commercial on tv yet.
I would figure that since it was nearing Christmas
time, and the busiest shopping time of the year,
I might see something by now.

I actually bought stock in Atari when this whole thing
started, and saw it hit around 12 points a few weeks
ago. However, it is now presently in a steady decline.
I was wondering if this is due people getting discouraged
by the lack of advertising and selling shares.

Anybody else have feelings on this?

-Dave

3333. Re: Notator Logic questions

Newsgroup: comp.sys.atari.st
Date: 1993-12-10 18:47:56 UTC
From: tjl@siva.bris.ac.uk
Message-ID: <CHu1Jx.5t2@info.bris.ac.uk>
Source record: 196992

In article <2e936n$me2@news.bu.edu>, selick@csa.bu.edu (Steven Selick) writes:0
|>
|>
|>
|>Does anybody have a fax number for customer support? I think it might go
|>quicker than the phones...
|>
|>
|>How can I get the "Bars per Line" feature of Notator SL? How about
|>numbering measures in the printout, and printing the track names above the
|>staff like SL did?
|>
|>How can I speed this damn thing up on a 1040STe? This program was obviously
|>not intended to run on an 8 mhz machine with a SM124 monitor!
|>
|>So far, there are a few features that are really cool, like working within
|>a printed page rather than the horizontal way SL did it, but for the most
|>part, this program has a really really long way to go before I will feel
|>comfortable with it.
|>
|>Also, I seem to have run into a bug with the HP deskjet 300dpi driver. It
|>doesn't print the note heads on most of the notes! It works fine in 150
|>dpi, and frankly, takes so long in that mode, that I would probably never
|>use 300 dpi, but come on folks...it's a $700 program...I think we need to
|>work out some of these bugs pretty quickly!
|>
|>Finally, I just couldn't get the program to notate a triplet 8th note
|>figure. I tried dragging it on, and in all sorts of different
|>quantizations, and no go.
|>
|>All in all, I'm very frustrated with that $299 upgrade fee for something
|>that I really can't use yet.
|>
|>-Steve
|>selick@csa.bu.edu
|>

Sorry I can't help you much as I am still only contemplating the
upgrade to Logic. However, you don't state which VERSION you have.
I know from the music press that there are guite a few updates for
Logic on thr Atari (I think they are shipping 1.7 now). Might be
worth chasing a newer version.

In the UK the upgrade deal Notator SL => Logic has been 225 pounds,
but according to Sound on Sound there is a special xmas upgrade

package, including tutorial etc, for only 100 quid. Might just go for that, but then I need and SM124 first, and a blitter, and from what u say probably a Falcon too.

Btw I would like to see more discussion on both Notator SL and Logic here. eg Anyone doing anything fancy with Softlink. Is there ANY way to use a printer on the SERIAL port with Notator (Ie turn off Notator spewing MIDI data out of the serial port).

And does Notator Logic have anything like softlink???

--

Tim Llewellyn - OpenVMS, Soukous and Cricket Addict | Read at your |
Physicist Programmer, Bristol Uni Particle Physics. | own risk. |
HEPNET/SPAN 19716::TJL Internet tjl@siva.bris.ac.uk | Std disclaimer|
Pet Hates: Case Sensitivity! Unix. Tremolo systems. | implicit |

3334. Atari

Newsgroup: comp.sys.atari.st
Date: 1993-12-10 19:15:04 UTC
From: ariel@virtue.win.net
Message-ID: <76@virtue.win.net>
Source record: 197087

So which is better, a 520 or a 1040? I am in the process of buying one used, which should I get?

3335. Re: gaming/jaguar news

Newsgroup: comp.sys.atari.st
Date: 1993-12-10 20:54:07 UTC
From: supercat@MCS.COM
Message-ID: <2eanlf$h7d@Mercury.mcs.com>
Source record: 196998
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,rec.games.video.misc,rec.games.video

In article <2e9su6$4ik@access2.digex.net>,
Chris Green <chrisg@access2.digex.net> wrote:
>In article <113308Z09121993@anon.penet.fi>, <an8496@anon.penet.fi> wrote:
>>
>>No mention of Commodore CD32 although a couple weeks ago the news said
>>that C= said they may be going out of business?! C= lost over $300
>>Million and have only around $5-8 million cash. My brothers friend
>>is a lawyer and also said Commodore lost a multimilion dollar patent
>>lawsuit earlier this year and owe Cadtrak and banks over $30 million.
>>
> Commodore and Cadtrak settled out of court. The settlement
>wasn't anything even remotely resembling $30M.

What was Cadtrack going after C= for? I don't remember the Amiga ever
using an XOR cursor...
--
---
supercat@mcs.com | "Je crois que je ne vais jamais voir... | J_/L
John Payson | Un animal si beau qu'un chat." | (o o)

3336. Re: Son of GSZRZ 3.5

Newsgroup: comp.sys.atari.st
Date: 1993-12-10 21:20:40 UTC
From: draeger@lcc1.nsc.com
Message-ID: <CHu8MH.LLv@nsc.nsc.com>
Source record: 196999

In article <1993Dec9.000438.1@acad2.alaska.edu>,
>So what exactly is the commercial part of GSZRZ? The GEM shell? I seem to
>recall that RZ and SZ were written by Omen Technologies and distributed to
>users/systems by the folks at GNU as freeware/shareware (I'll have to re-read
>the docs to find out for sure... it's been a week since I looked at them.)

I haven't really been following this thread, but you are correct that
RZ and SZ were written by Omen, and are distributed for free.

However, they do charge a fee if you wish to use RZ and SZ in your own
products (or if not a fee, they do not grant you full rights to the
code. I.e. it is not public domain).

3337. Re: GCC

Newsgroup: comp.sys.atari.st
Date: 1993-12-10 21:54:56 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2ear7g$976@golem.wcc.govt.nz>
Source record: 196901

] What about ST Zip? I've been using it for a while now, and don't use
] anything else (when compressing) any more. I don't know about its
] compression ratios, but its user interface is a dream to use (this from
] a hardened CLI/shell fan!). And at least it doesn't trash your hard disk
] every so often like Lharc used to.

ST-ZIP is okay, but due to huge header data, the resulting files are
usually bigger than their lharc counterparts. Also, Lharc (2.3x) is
a LOT (and I mean a LOT) faster!

I saw something in the 'whatsnew' file mentioning Minix, so maybe
2.32 supports XFS filenames!? (My german isn't quite good enough to
make out what it all said!)

ST-ZIP's interface however, is nice and simple! Even the local 'don't
have a clue's ' Can work it okay!

```
/-------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, O O |
| you can be 100% sure that it will! o |
| WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/
```

3338. Re: SCSI 2 hard disks ...

Newsgroup: comp.sys.atari.st
Date: 1993-12-10 22:58:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A59748@M4.maus.de>
Source record: 196947

>Someone also mentioned about ICD's Rate HD not giving correct results.
>What
>program can I use then?

That's for Falcons and TTs. On STs, ICD's RateHD seems to give reasonable
results. On Falcon and TT SCSI, the transfer rate displayed is way too
slow for really fast drives (> 1500 KB/s GEMDOS read transfer rate).

For "real world" GEMDOS read/write tests, use HOW-FAST.PRG.

3339. Re: Atari Jaguar dealer ..

Newsgroup: comp.sys.atari.st
Date: 1993-12-10 23:01:00 UTC
From: Arne_Rudolph@ac.maus.de
Message-ID: <A60805@AC.maus.de>
Source record: 196942

In article <A25303@K0> Robert Hugoh wrote:

RH>Is there anyone who can help me with addresses to Atari Jaguar dealers
RH>in the United Kingdom or in Germany (if they've got any).

German dealers hardly now that the jaguar exists! The last time I went to
my
dealer, all they could show me were some GIF pictures of the console. From
the look of it, ATARI-Germany hasn't released more information yet.

Ciao,
Arne

3340. Re: 16-bit text with Speedo pr

Newsgroup: comp.sys.atari.st
Date: 1993-12-10 23:05:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A59749@M4.maus.de>
Source record: 196948

>If you ask me nicely I'll send you the bindings (actually you don't need
>to ask that nicely!).
>
>AFAICR the binding just points the intin point in the control array to
>the
>string that you pass.

Nope, the string passed to the binding is a null-terminated set of
characters, with no explicit length information.

The intin[] array is an array of 16 bit integers, to where the chars have
to be copied. The length is passed as a separate parameter.

3341. Re: Oxyd for the Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-12-10 23:27:06 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <H.eg.z0Qg2wFCcaY@nasim.sta.sub.org>
Source record: 196933

fnjah@aurora.alaska.edu writes:

>Does Oxyd for the Falcon require an SVHS monitor? I can't seem to get it to
>work on my monochrome, RGB or tv without being in black and white with a
>bunch of wavy lines going everywhere.

OXYD FALCON/TT does only work in 640*480*16. OXYD Colour does only work
in 320*200*16. OXYD mono does only work in 640*400*2. All of these
versions work on the FALCON, but you should boot from floppy in the
correct resolution (set by BOOTCONF.PRG or NVRAM.CPX).

Bye,
Knarf
--
+---+
| Frank Bartels - knarf@nasim.sta.sub.org - Munich - West-Germany |
+---+

3342. Diamond Back V1.10

Newsgroup: comp.sys.atari.st
Date: 1993-12-11 02:14:44 UTC
From: davecook@multiline.com.au
Message-ID: <1993Dec11.021444.1109@multiline.com.au>
Source record: 196923

Help!!

I have found that if if I have more than four partitions on my drives
Diamond Back will not recognise the information and the partition
hard drive option screen is all corrupt. Also when I try to save
SCSI information relating to my external drive Diamond Back crashes.

Thanks,
Dave Cook

DaveCook@multiline.com.au

3343. MIDI file converter

Newsgroup: comp.sys.atari.st
Date: 1993-12-11 02:37:26 UTC
From: ggreenbe@rodan.syr.edu
Message-ID: <1993Dec10.213726.8684@newstand.syr.edu>
Source record: 196934

Is there a program out there that will convert standard
midi-files to a format that can be read by MusicStudio 88?
(and if it converts the other way, too, all the better)
Thanks for any pointers.
--Gerry
ggreenbe@mailbox.sys.edu

3344. Looking For Hard Drive For 520ST

Newsgroup: comp.sys.atari.st
Date: 1993-12-11 02:50:29 UTC
From: rbrand1@gl.umbc.edu
Message-ID: <2ebchlINNr0u@umbc8.umbc.edu>
Source record: 196863

Newsgroups: comp.sys.atari.st
Subject: Looking For Hard Drive For 520ST
Summary:
Followup-To:
Distribution: usa
Organization: University of Maryland, Baltimore County
Keywords:
Cc:

Hi All,

I'm looking for a 20-40M hard drive for my 520 st. Anyone with info
on where I can get one or what I would need to connect a third party drive
please post or email me at rbrand1@gl.umbc.edu.

Rob

ps. If at all possible, I would prefer not to pay more than $100. I
would be willing to pay for postage if somebody not in this area
had one for sale.

3345. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1993-12-11 05:06:38 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <2ebkgu$9ur@terminator.rs.itd.umich.edu>
Source record: 196906
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-r--r-- lenn 78280 Dec 4 17:00 ./Magazines/Aeo/aeo_0220.zip
-rw-r--r-- entropy 1206003 Nov 30 14:05 ./Gnustuff/Tos/Gcc/gcc255b.zoo
-rw-r--r-- entropy 55064 Nov 30 14:05 ./Gnustuff/Tos/Gcc/gcc255s.zoo
-rw-r--r-- entropy 12168 Dec 6 01:37 ./Gnustuff/Tos/0index
-rw-rw-r-- weiner 5505 Dec 9 00:59 ./Applications/0index
-rw-r--r-- molin 146230 Dec 7 12:52 ./Archivers/lha_232.tos
-rw-rw-r-- entropy 3270 Dec 9 00:48 ./Archivers/0index
-rw-r--r-- molin 1454 Dec 8 02:48 ./Utilities/booter.lzh
-rw-r--r-- molin 19840 Dec 2 00:12 ./Utilities/macread.arc
-rw-rw-r-- entropy 22535 Dec 9 00:52 ./Utilities/0index
-rw-r--r-- molin 37350 Dec 7 04:06 ./Falcon/bckw230.zip
-rw-r--r-- dpz 3564 Dec 9 00:41 ./Falcon/0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

3346. Re: A LETTER TO BOB BRODIE

Newsgroup: comp.sys.atari.st
Date: 1993-12-11 05:16:09 UTC
From: rvenable@helix.nih.gov
Message-ID: <1993Dec11.051609.2373@alw.nih.gov>
Source record: 196902

In article <2e7n0l$ekj@charm.magnus.acs.ohio-state.edu> jpoling@magnus.acs.ohio-state.edu (Jeff A Poling) writes:
>At the very least, IBM could take their own PowerPC machine, slap a
>couple of MIDI ports and a DSP in it, and put the Atari name on it.
>They would immediately have the music market sewn up, making making
>money for BOTH companies.
>
>Even if the Jaguar chipset is more powerful than the PowerPC, it CANNOT
>make up for the name recognition that IBM has for computers. The "Atari
>SuperPOWER with the IBM PowerPC" would be an advertising phrase that
>would pique many a user.

While were dreaming, why not a 68040/PowerPC combination with the Jaguar chipset for graphics and sound? Same idea as the old 400, 800, etc.; let each chip do what it's best at. Runs most ST, PC, and Mac software (3in1).

Gee, this is contagious...

--
___ O== ==O
|__) ICK O== ==O "It's deja vous all over again."
| \ / O== ==O
\/ ENABLE O== ==O -- Yogi Berra

3347. Re: The Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-12-11 05:34:33 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2ebm59$bj7@golem.wcc.govt.nz>
Source record: 196904
Cross-posted to: comp.sys.atari.st,alt.games.lynx,rec.games.video.misc

```
] >introduction. Where? In comics - mostly DC (which are owned by Time-Warn
] >but also in Marvels. Don't you guys read comics anymore? :)
]
] I have never seen a Lynx ad in any of the Marvel comics I own. And I
] think the Lynx ads in DC's titles were not inclusive -- I believe the ads
] appeared only in certain titles, but not in others. Any way you want to
] slice it, though, Atari's past advertising for the Lynx was, at best, a m
] success in reaching the public...

Some of the recent Superman comics have had Lynx ad's in them (I think
the 1st of the 'Spilt Blood' trilogy had one, or maybe it was the
one before that (Toyman something or other)

Yes, I still read comics! I've got to go into the city on monday and
pick up another couple... 8-)

/------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, O O |
| you can be 100% sure that it will! o |
| WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/
```

3348. Utopos

Newsgroup: comp.sys.atari.st
Date: 1993-12-11 05:38:51 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2ebmdb$bj7@golem.wcc.govt.nz>
Source record: 196905

Wow, I downloaded the Shareware Demo of 'Utopos' for the STE earlier today, it's been in the Ste/ directory of atari.archive.umich.edu for a while, but I only just noticed it. Impressive stuff this!

A great STE only game, with really smooth (I presume hardware) scrolling playfield, nice graphics, stereo music in the background.

If anyone is into games, and has an STE with at least 1meg of RAM (Who still has 512k!? :) then check this out, it's great fun, he's getting me '6 pounds'. (Very reasonable considering how good it is, more programs of this quality, at good prices make shareware worthwhile, mediocre programs at 3 times the price just don't 'sell' and then the programmers wonder why.....

```
/------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, O O |
| you can be 100% sure that it will! o |
| WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/
```

3349. UPLOADED: MasterBrowse 3.3c

Newsgroup: comp.sys.atari.st
Date: 1993-12-11 07:02:40 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.eg.yvBhN8guJR6@elfhaven.ersys.edmonton.ab.ca>
Source record: 196836

December 11, 1993

~ ~ ~

* MasterBrowse no longer uses the "Edit Mode" for the handling of editable objects in dialog boxes. It has been replaced with a routine that looks and functions exactly like the system routine. In addition to the system keypresses, the following keypresses are valid:

Shift + Right Arrow = End Of Edit Field
Shift + Left Arrow = Start Of Edit Field

* MasterBrowse now has a Quick Document Access; by holding down the Alternate key and clicking inside any MasterBrowse window (or selecting "Quick Access..." from the "File" menu), a dialog box showing the last seven documents opened will appear. Clicking on any one of the documents in the list will cause that document to be loaded.

* MasterBrowse has a new font selector, which can handle an unlimited number of fonts and features a scrolling list of fonts and a scrolling list of point sizes (as well as an editable field for manually entering the desired point size).

* The MasterBrowse client shell has been improved; it will now allow you to have an alternate viewer. The alternate viewer is executed when the extension of the file passed to the client shell matches an extension from a user-defined list of extensions that the alternate viewer can process. This is extremely useful for people who want to be able to view pictures just as easily as they can view documents. Configuring the client shell to use an alternate viewer is a simple matter. The first step is to create an environment variable called "PICVIEWER":

setenv PICVIEWER=f:\bin\gemview.app

The next step is to create a list of extensions. You may enter a maximum of twenty extensions ("EXT1" to "EXT20") for the alternate viewer:

```
setenv EXT1=.GIF
setenv EXT2=.JPG
setenv EXT3=.IMG
...
setenv EXT19=.PI3
setenv EXT20=.GEM
```

Since different viewers have different command line formats, only one filename at a time will be passed to the alternate viewer (this does not affect you unless you have the client shell installed as an icon on your desktop).

* MasterBrowse is now more forgiving when it comes to block marking; you are no longer forced to click at the bottom of the line.

* There are four new options;

1) AutoSave - When this button is selected, your options will be saved automatically when you exit MasterBrowse.

2) AutoSave Batch - When this button is selected, the current documents in memory will be written to a MasterBrowse batch file. The next time

MasterBrowse is executed, the batch file will automatically be processed and your documents will be opened.

3) Confirm - When this button is selected, MasterBrowse will ask for confirmation when you leave the program.

4) Movement Base Keypad - This option allows you to set which keypad uses the movement base (the cursor keypad or the application keypad).

* The printer control code facility has been expanded; you can now enter up to four codes (separated by spaces) for the starting code, and four codes for the ending code. You do not need to include the escape code (decimal 27) since MasterBrowse will automatically send it to the printer before the first code.

* A minor problem with the Edit Mode was fixed; the cursor was not being placed on the edit line.

* MasterBrowse no longer displays the message that "the top window is not a MasterBrowse window or there are no MasterBrowse windows open at this time".

* Deja Vu! This bug was fixed, unfixed, and is now fixed again; selecting "Jump -> Block Start" will no longer jump to the end of the block, and selecting "Jump -> Block End" will no longer jump to the start of the block.

* A problem with the window "fuller" was fixed; clicking on the window "fuller" will not either minimize the window, or maximize the window. Previously it would only work properly if there was only one window open.

* The font selector will no longer "zero" the point size field when a new font is selected.

* A small problem with the "Find...", "Find Next", and "Find Previous" functions was fixed. When no more occurences of a string could be found, the last string found would be un-highlighted. This is no longer the case.

* The "modal" (system) alert boxes were not being displayed properly by MasterBrowse; some would contain a trailing "|" character, and all alert boxes that should have had two buttons only had one button.

* MasterBrowse now has faster searching; when only one string is being searched for, it is 47% faster. When only two strings are being searched for, it is 24% faster.

* MasterBrowse can now display a progress bar when loading a file, searching a document, printing/saving/clipping a block/document, and while creating a document batch. If you do not want MasterBrowse to display progress bars, you can turn this option off by deselecting the appropriate button in the "Display Options" dialog box.

* The MasterBrowse Client has been vastly improved; the new version allows you to display multiple files with the alternate viewer. Also, when given a list of filenames, the MasterBrowse Client will now sort the list into two lists (one list for files dealt with by MasterBrowse, and one list for files dealt with by the alternate viewer). After the files are sorted, the MasterBrowse Client will call the neccessary programs to display the files. Programmers; if you have an Internet electronic mail address, and want the source code to the MasterBrowse client (which can be adapted for any program), send me a message. I will be more than happy to give it out. The source code is heavily commented, in english.

* A bug was fixed; MasterBrowse no longer bombs if the resource file could not be found.

* A bug was fixed; MasterBrowse would try to create a pipe if the AES could handle more than one application at a time, when it should have been checking if MiNT was installed and the AES could handle more than one application at a time. This caused problems for people who use Mag!X, MultiGEM, and Geneva.

* A bug was fixed; MasterBrowse would bomb under TOS 2.05 if a configuration file was found on the disk AND MasterBrowse was called as an installed application. (It was actually a faulty library routine that caused the bombs.)

~ ~

Everyone who owns a computer has, at one time or another, needed to view the contents of a text file. The text file viewer supplied with Atari computers will allow you to do this, but it is lacking in many respects.

MasterBrowse is a replacement text file viewer for any Atari computer, in any resolution with a size greater than or equal to 640 X 200. It offers many features that the Atari text file viewer does not:

o MasterBrowse works with all operating systems, including MultiTOS. It should also work with MultiGEM, Mag!X, and Geneva. Under MultiTOS, MasterBrowse will even create a pipe so that other programs can tell it to open and display files. MasterBrowse will also use the Drag & Drop protocol, so a file/icon can simply be dropped on a MasterBrowse window to be displayed. MasterBrowse can also communicate with itself (to avoid loading more than one copy of the program at a time -- the client-program that MasterBrowse uses will simply tell the currently loaded copy of MasterBrowse to display the files instead of loading another copy). The MasterBrowse client program can also call an alternate viewer if it is passed a filename that MasterBrowse cannot process.

o MasterBrowse has an extremely fast GEM user interface, which makes use of raster copy screen updates, GDOS fonts, SpeedoGDOS fonts, pull down menus, windows, optional non-modal dialog boxes (and

non-modal alert boxes), colour, progress bars, and more. MasterBrowse also provides user-configurable keyboard shortcuts for every single function.

o MasterBrowse can use the command line (of course) to open documents (or open a document batch). The ARGV, xArg, and standard command line formats are supported.

o MasterBrowse allows you to have a virtually unlimited number of documents open at the same time, restricted only by the number of free window handles and the amount of memory available.

o If you do not like the default keyboard shortcuts for menu entries, MasterBrowse will allow you to change them!

o MasterBrowse provides you with a Quick Document Access feature found in no other program. With this feature, you can instantly load any of the last seven files that have been opened (in case you need a document again after closing it).

o MasterBrowse allows you to (optionally) save your options automatically when you exit the program, or even save a document batch that will automatically be loaded the next time you use MasterBrowse.

o MasterBrowse allows you to use all of your familiar movement keys. You can use the arrow keys, the application keypad, or the space bar and the return key.

o MasterBrowse allows you to move in any direction inside a document, as you would expect. What you might not expect is that you can tell MasterBrowse how far it should move when the movement keys are pressed. How about moving two lines down instead of one? Or perhaps three lines suits you better?

Do you still want more? Keep reading.

-You can jump to a specific line, a specific page, the start of a block, the end of a block, or any of ten personal "bookmarks" that MasterBrowse supplies for each window.

o MasterBrowse allows you to move through a document (by lines or pages) using a special Quick Scroll Mode. It uses the shift, control, and alternate keys so that the scrolling speed is not limited by the key repeat speed.

o MasterBrowse also offers you the ability to search for up to three strings at the same time inside a document (case sensitive or case insensitive), starting at the top of the document or the current position. If a search is performed starting at the current position within the document, MasterBrowse can be told to search in forward mode or reverse mode. After the string is found, another command may be used to find the next (or previous) occurrence of the string. When strings are found, they are placed in the centre of the screen and highlighted.

o MasterBrowse also has block functions. You can mark a block off, and then save it to disk, print it, or write it to the clipboard. You can decide how the block is marked on the screen. MasterBrowse can also be told to remove the block markers after a block operation is completed. Blocks are marked using the -MOUSE-. More? A block can even be extracted from a larger document and placed inside a MasterBrowse window!

o MasterBrowse is a master printer. It can print a document (or a block) with page headings, page numbers, line numbers, a description of the file or block, or a combination of the four. It can even print an identification string for those people who share a printer between more than one computer. You can also save a block to disk (or the clipboard), with all of the same options available. MasterBrowse can also be configured to use the special features of your printer, such as bolding, italics, and underlining.

o MasterBrowse will allow you to write documents to the disk, with all of the formatting options available for printing/writing blocks.

o MasterBrowse gives you complete control over your windows. You can cycle through them, change their titles, shrink them, close one, close them all, or get information about them all from the keyboard (or the mouse). MasterBrowse also allows you to remove the vertical window scroll bar, the horizontal window scroll bar, or both scroll bars. A window that has no scroll bars can scroll more than twice as fast as a window that does have scroll bars. In addition, each MasterBrowse window can have different scroll bar settings. The size of a window can be changed by clicking in the bottom right-hand corner of the window, even if the window does not have a "sizer" gadget.

o MasterBrowse saves the positions of the first seven windows (if you want it to), so you have complete control over where your documents appear and how your screen looks.

o MasterBrowse allows you to load and save different configuration files.

o MasterBrowse allows you to load and save bookmark lists.

o Every window has a set of block markers and a set of ten bookmarks to itself.

o MasterBrowse supports batch files! If you use a certain group of documents often, just load them up and tell MasterBrowse to create a batch file. One double-click on the batch file, and they will all be loaded again.

o MasterBrowse also has support for the clipboard! A block can be written to the clipboard (with or without formatting) or the clipboard can be read into a MasterBrowse window.

o MasterBrowse allows you to interface (transparently) with as many as four external archivers, so that you can save space by storing your text files in a compressed format.

The features listed above barely scratch the surface of MasterBrowse!

-Michel Forget
Electric Storm Software
December 11, 1993

--
() ~ () ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ()
() Michel Forget / Electric Storm Software () Dragons? Why not "The ()
() mforget@elfhaven.ersys.edmonton.ab.ca () Tweety-Bird Reborn"? ()
() ~ () ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ()

3350. Re: Jaguar advertisement

Newsgroup: comp.sys.atari.st
Date: 1993-12-11 07:07:04 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <93345.020704STIRRE31@MAINE.MAINE.EDU>
Source record: 196924

Well, I don't know if your area would be hit by the television
ads for the initial release, but I've heard from many others that
have seen tv ads. Some of them actually sound clever. As
for as national stuff, the Atari print ads are in gaming
magazines (GamePro, Electronic Games). Also exciting, is the
news that Cybermorph was named EG's game of the month for
December (just in time for the holidays :)). Atari's
stock probably went down to represent the true value
of the company. They have not turned a profit in a while
and their sales have steadily decreased. Although the
Jaguar looks promising, it is hard for investors to
ignore this, I would suppose. On an up-note, the Jaguar
has been well received and Atari has been commended by
many for their handling of the switchbox debacle.
-scott tirrell

3351. Re: Jaguar advertisement

Newsgroup: comp.sys.atari.st
Date: 1993-12-11 07:41:41 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2ebtjl$gtc@darkstar.UCSC.EDU>
Source record: 196907

In <93344.133525DSH109@psuvm.psu.edu> Dave Horowitz <DSH109@psuvm.psu.edu> writes:

>I was just wondering how much advertising coverage
>the Jaguar has gotten in other areas. I live in
>Philadelphia, what I would consider a very large market
>place. I have not seen one commercial on tv yet.

Well, since the Jaguar is only on sale in SF and NY, it would make sense for
Atari to only advertise in those areas. :) THis is and always has been the p
plan. Jaguars will be on sale nationally starting the end of January. Expect
to see advertising then.

~Chris

>-Dave

3352. Re: Piracy (was: Re: Anyone cracked Cubase 3.01 yet?)

Newsgroup: comp.sys.atari.st
Date: 1993-12-11 08:34:38 UTC
From: Gordie Meyer ATARI UNITED cofounder <BIBLINSKI@delphi.com>
Message-ID: <931211.12878.BIBLINSKI@delphi.com>
Source record: 196908

eric,

I guess I don't understand why you think computer software is like some kind of appliance. If it were, there would be patents on it, not copyrights. A more valid comparison might be with a video, or a CD, or even a book. All of those are expressions of intellectual property, and all are covered by copyright instead of patent. When was the last time you rented a video, didn't like it, and got a refund? Or bought a CD and returned it because you didn't like the music? Or bought a book, read it and returned it for a refund because you didn't like it? Those are situations similar to buying software. It is your responsibility as a consumer to make your purchases intelligently. It is not the responsibility of the software publisher/author to give you the results of their/his/her labor without compensation. If you don't know enough about a program, it's simple. DON'T BUY IT. If you make an uninformed purchase, you have only yourself to blame. Your option is to sell it for whatever you can get for it, or simply live with your bad choice. To expect the publisher/author to give you your money back is ridiculous. _You_ made the choice.

However, I will say that I think software authors should create demo versions of their software, so you can give it a 'test drive' before making the decision to purchase it or not. That makes it easier for consumers to make informed choices. But, when you get right down to it, you have to deal with your decisions. The good ones are easy. The not-so-good ones, well, I've got two shelves of games that I've purchased and played once. It's nobody's fault but my own.

--
..|'''.| '|| || > Gordie Meyer
.|' ' .... || ... . > P.O. Box 1982
|| .... .| |. ||' '' .' '|| || || .|' > Ames, IA 50010-1982
'|. || || || || |. || || ||' > USA
''|...'| '|..|' .||. '|..'||. .||. '|..|' > biblinski@delphi.com
==> This sig idea flagrantly stolen. So sue me. > ATARI UNITED!

3353. Re: MiNT and Minix XFS and software

Newsgroup: comp.sys.atari.st
Date: 1993-12-11 10:37:39 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <1993Dec11.103739.6031@ibr.cs.tu-bs.de>
Source record: 196914
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
In article <2ea161$34i@disun41.epfl.ch>, monnier@di.epfl.ch (Stefan Monnier) writes:
|> In article <CHruLo.3po@westminster.ac.uk>,
|> Denesh Bhabuta <vctec@westminster.ac.uk> wrote:
|>
|> Problems:
|>
|> Most of the problems aren't just minixfs related. The biggest problem
|> is the "/" vs "\" and minixfs handles it pretty well. The only
|> problems I could think of are:
|> - not accessible from plain TOS
|> - tools for it are rare (like fsck or defragmenting). I'd rather not
|> have to know what is actually available.
|>
FSCK is available since 0.60 i think. I use it once a month.
DEFRAG and DEFRAG2 are available (Defragmentation of V1 and V2 FS)
I used it once (without problems) and will repeat it from time to time.

|> ------------------------------------------------------
|> -- On the average, people seem to be acting normal --
|> ------------------------------------------------------

--
Axel Kielhorn

The blue wizzard

c0031098@ws.rz.tu-bs.de
```

3354. AVI player for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1993-12-11 10:40:37 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <CHv9np.CAs@cix.compulink.co.uk>
Source record: 196917

Is there an AVI player for the Falcon either PD or commercial?

I have the FLI player which works very nicely so I'd have thought it's quite possible to do.

Iain

3355. Re: MEDUSA T40

Newsgroup: comp.sys.atari.st
Date: 1993-12-11 10:47:14 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <1993Dec11.104714.6466@ibr.cs.tu-bs.de>
Source record: 196915

In article <CHqAr1.DB9@cwi.nl>, avg@cwi.nl (A.V. Groenink) writes:
|> d93rkr@t.hfb.se (Robert Krenn) writes:
|>
|> >In article Dyv@cwi.nl, avg@cwi.nl (A.V. Groenink) writes:
|> >>Lexicor@world.std.com (Yat W Siu) writes:
|> >>
|> >>.... MEDUSA runs ...
|> >>
|> >>>Cubase
|> >>
|> >>I take it you mean versions >= 3.0 ? :-(
|> >>
|> >Why run Cubase on such a monster???
|>
|> >If you can afford a MEDUSA, you can afford a New version of Cubase!
|>
|>
|> If you don't buy software, you can buy bigger computers.
|>

If you don't buy software, there will be no software for
your bigger computer, supporting all the new feature like
Hires graphic or your new OS (Multitos) :-)

|>
|>
|> --
|> Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
|> CWI, Kruislaan 413 | Room: M233 | P.O. Box 799
|> 1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
|> Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740

--
Axel Kielhorn

The blue wizzard

c0031098@ws.rz.tu-bs.de

3356. Re: Epson Stylus 800

Newsgroup: comp.sys.atari.st
Date: 1993-12-11 10:53:45 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <1993Dec11.105345.6782@ibr.cs.tu-bs.de>
Source record: 196916

In article <1993Dec9.150634.4205@vax.sbu.ac.uk>, mcnaugra@vax.sbu.ac.uk (Ross McNaughton) writes:
|> In article <2e7e26$q34@risc1.rz.fh-heilbronn.de>, michael@rz.fh-heilbronn.de
|> (Michael Clemmetsen) writes:
|> > It's about time I changed my Star 9 pin printer for something a bit faster and
|> > quieter. I'm considering the Epson Stylus 800 as this has had good reviews in
|> > the PC press. Has anyone had any experience using one of these printers with an
|> > ST?
|> >
|> > If so, I would appreciate your comments.
|> >
|> > Thank you,
|> >
|> > Michael
|> >
|> Me too!
|>
|> Do any existing drivers (eg Epson 24-pin?) make full use of all its features?
|> Most important to me is a driver for PageStream which will drive it at the
|> highest resolution.
|>

There are at least to programs that support the new Stylus features
DVI 201 (GEM-based DVI Driver, likes MiNT) has a special Stylus Driver
GS 2.6.1 (inofficial beta release) support ESC/P2 printers like the Stylus

This mode_def has been posted for the Sylus printers (not tested)

```
proofing:=0; % no, we're not making proofs
fontmaking:=1; % yes, we are making a font
tracingtitles:=0; % no, don't show titles in the log
pixels_per_inch:=360;
blacker:=0.5; % make the pens a little blacker
fillin:=0.2; % and compensate for fillin
o_correction:=.2; % suppress most overshoots
```

--
Axel Kielhorn

The blue wizzard

c0031098@ws.rz.tu-bs.de

3357. Re: MEDUSA T40

Newsgroup: comp.sys.atari.st
Date: 1993-12-11 11:49:46 UTC
From: Lexicor@world.std.com
Message-ID: <CHvCuy.H7r@world.std.com>
Source record: 196918

In article <CHts80.M1E@cwi.nl>, A.V. Groenink <avg@cwi.nl> wrote:
>obryan@gumby.cc.wmich.edu (Mark O'Bryan) writes:
>
>>In article <1993Dec8.115039.27847@jet.uk> djs@jet.uk (David Stevenson) writes:
>>>
>>> If he can afford a Medusa, then he can afford to buy Cubase, rather than
>>> pirate it. Which he admitted doing a few months ago:
>
>>Ah, but he can't pirate a Medusa like he can Cubase.
>
>Aren't the builders of the Medusa actually pirating Atari? So wouldn't
>it be indeed very appropriate to use pirated software on a Medusa?

Whatever gave you THIS IDEA? The Medusa is an own custom design, the ROMs
are a versioyn of TOS 3.06 which is licensed by Atari Benelux! So it's totally
legal.....unless there is some flaw I am not aware of.

Also, MultiTOS works fine on it (and Mag'X) so that you can boot via Disk
as well.

CHeers

3358. Re: Falcon internal hard drive question

Newsgroup: comp.sys.atari.st
Date: 1993-12-11 12:14:22 UTC
From: d93rkr@t.hfb.se
Message-ID: <1993Dec11.121422.20710@t.hfb.se>
Source record: 196919

```
In article 1@aurora.alaska.edu, fnjah@aurora.alaska.edu () writes:
>Will someone please correct me if I am wrong, but the Falcon's internal IDE
>port has 44 pins, and 2.5 inch IDE hard drives have 50 pins (some not used).
>But the only IDE cables I can find say they are 40 pin connectors.
>Is this the cable I need to hook up an internal drive or is there a 44 pin
>cable out there somewhere? Does anybody know where to get one?
>

The internal IDE port has 50 pins... but it only use 44 pins...

Is it 40 pins connectors for 2,5 inch IDE????

Isn't it 40 pins connectros for Standard IDE!!!

The connectors for 2,5 inch IDE has more pins but are smaller in size.

---
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
_/ _/ _/ _/ _/ _/ _/ _/ STm
University of Borlange, Sweden _/_/_/ _/ _/_/_/ _/_/ _/ STe
_/ _/ _/ _/ _/ _/ _/ _/ F-030
```

3359. Re: Atari Falcon040?

Newsgroup: comp.sys.atari.st
Date: 1993-12-11 12:21:05 UTC
From: ug1017@sees.bangor.ac.uk
Message-ID: <2ecdvh$8bv@clss3.bangor.ac.uk>
Source record: 196920

Iain.Laskey@barclays.co.uk wrote:
: In article <CHtsK7.nC@westminster.ac.uk>, vctec@westminster.ac.uk (Denesh Bhabuta)
writes:
: |> Dixons, did sell the Atari ST, it used to sit in a corner, on a shelf (well
: |> next to an Archimedes, with one card saying 16 bit computer, and then a price
: |> slapped onto it. Not even a monitor attached.
: |>
: |> When queried about, the salesmen just laugh in your face...You don't wanna buy
: |> that !!
: I've all but given up on Dixons.
: I used to make a pest of myself, loitering around the computer section (well, I
: have to get my kicks somewhere) and when people asked about the Sts, I would
: correct the salesman. There were just *so* many people that came into buy 1040STe
: Curriculum packs that got told to buy Amigas instead. The reasoning was stuff
: like "You can't add extra memory or a hard disk to an Atari", "The free
: educational software is rubbish. it must be otherwise it wouldn't be free", "You
: can't get serious software for the Atari" etc. etc. ARRGHHHH!!!
:
: |> And this is a salesman. Where do Atari stand if the people selling their
: |> computers are like this.
: Exactly.

I agree totally. Atari machines are always pushed to the back, particually
now the console market is so rampent. Which is why I wish Atari would get
a move on with the UK release. (Far superior machine IMHO) ;)

:
: |> Also, what about Silica Systems, who claim to be big Atari Dealers, inviting
: |> you to come into their shop. Going in there, you can not see an Atari on
: |> Display, neither the ST or the Falcon. They don't even stock them in the
: |> showroom. Asking about an Atari produces funny looks.
: This pisses me off. Silica just about built there empire on the back of the 2600
: and 400/800 series. Now they just don't want to know ehen it comes to Atari. None

This was true back in 89 when I bought my ST. Silica had only 1 ST on display
compared to the 3 Amigas. I've never been a big fan of Silica, there have
always been cheaper places to buy machines from, even their y so called customer
back up is lousy. My ST broke down 8 months after I bought it. I rang Silica
to be told, "I'm sorry sir, we'll have a van round to pick it up tomorrow"
Did they come? No, it took nearly 2 weeks, I had it fixed myself and told the
guy when he turned up he'd wasted his time.

: of the shops have staff that know about Ataris, only Amigas and sometimes PCs.
:
: |> I think it's time that the people that sell these machines have the right

: |> attitude. Those companies that are well into Atari...well done...it is because
: |> of you and the millions of users on the net, that having an Atari is enjoyable.
: Very true. it's just a matter of education. At the end of the day though, it's
: not worth the shops time releasing staff on courses to learn about the machines
: if it means they'll recommend a cheaper machine with a lower margin than a PC
: with a much bigger margin.

Unfortunately this is true, it's retail, so they're only
interested in making money. Why would they sell a lower price machine when
they can make a whacking great profit on selling lousy 386sx machines.
Many of the staff are part time anyway, which just adds to the problem.
It's not just computers either, ask Dixon's staff about anything, they'll
have to go and ask the manager.

: --
: +---------------+---+
: | Iain R Laskey | Atari Falcon user and very happy with it! |
: +---------------+---+

Martin. ===80)

3360. Re: Atari

Newsgroup: comp.sys.atari.st
Date: 1993-12-11 12:28:14 UTC
From: d93rkr@t.hfb.se
Message-ID: <1993Dec11.122814.20968@t.hfb.se>
Source record: 196921

In article 76@virtue.win.net, ariel@virtue.win.net (Ariel Benzakein) writes:
>So which is better, a 520 or a 1040? I am in the process of buying one used, which should
I
>get?
>
>

Same machine, more memory!

The 520 has 512K of RAM and the 1040 1024K of RAM....

More memory you get, the better it is!

My advice:

Get a 4M 1040STe.... They should be quite easy to find...

---
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
_/ _/ _/ _/ _/ _/ _/ _/ STm
University of Borlange, Sweden _/_/_/ _/ _/_/_/ _/_/ _/ STe
_/ _/ _/ _/ _/ _/ _/ _/ F-030

3361. Re: Atari

Newsgroup: comp.sys.atari.st
Date: 1993-12-11 13:30:49 UTC
From: ug1017@sees.bangor.ac.uk
Message-ID: <2eci29$8bv@clss3.bangor.ac.uk>
Source record: 196922

STIRRE31@MAINE.MAINE.EDU wrote:
: The 1040 is much better. It has 1 meg of memory while the
: 520 has 512K. Otherwise, they're pretty much the same
: although the 1040 ST also has a built-in double sided drive.
: -scott tirrell

The 520ST came inseveral different models earlier in it's life,

520STF 512k s.sided drive no tv modulator
520STFM 512k s.sided drive with tv modulator
520STFM 512k d.sided drive with tv modulator (89 onwards (I think))

The STEs all have d.sided drives

(was there a 520STM with no internal drive??)

Martin ===8O)

```
*****************************************************************************
* ug1017@uk.ac.bangor.sees or eeu017@uk.ac.bangor.clss1 * ===8O) (O8=== *
*****************************************************************************
* Who cares if I've got long hair? Not me ! *
*********************************************
```

3362. Re: GCC

Newsgroup: comp.sys.atari.st
Date: 1993-12-11 15:19:22 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.9DsLZ192dMU@semprini.waterloo-rdp.on.ca>
Source record: 196928

In <2e14s2$8ag@golem.wcc.govt.nz>, Steve Wells writes:
> I noticed GNU C v2.5.5 has just been stuck on a.a, a 1.2meg ZOO file.
>
> Files that big, surely the program with the best compression would
> be used, as downloading that much ain't cheap! (Eventually....)

ARGH! Not _this_ stupid debate again!

> Why not Lh5 it!? (Lharc 2.32 is blindingly fast, and is getting to the
> stage of having all the options ZOO does.)
>
> I don't want to start (another) archiver war, but on files 1meg+ - using
> such old methods is a bit pedantic!

You won't get the gcc archive any smaller. It contains TWO > 1M binaries,
and no matter how you do it, binaries don't compress > about 60% (unless
they're FULL of text).

Don't bother downloading it. GCC's with 2.5.x version numbers don't produce
working 68000 code. :-(They include some weird optimisations for '030,
even in 68000 mode; AND the GNU folks are thinking of dropping 68000
support all together.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3363. Re: GEM GNUChess (was Re: Gui Go?)

Newsgroup: comp.sys.atari.st
Date: 1993-12-11 15:23:10 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.KgSZBjXIA4s@semprini.waterloo-rdp.on.ca>
Source record: 196929

In <16673@uqcspe.cs.uq.oz.au>, Warwick Allison writes:
> If anyone has any burning desires for features, let me know. Only user
> interface things though - I'm not changing the GNU Chess engine at all.
> Currently it gives a 2D board display with configurable icon size and
> colour. I can't really think of anything else to add.

How about the ability to create-your-own icons? Then again, I suppose
you've got that ability if you've got a paint program (I presume you're
saving your icons in DEGAS or CrackArt files?).

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3364. Something for sale

Newsgroup: comp.sys.atari.st
Date: 1993-12-11 16:01:00 UTC
From: Achim_Wilhelm@m4.maus.de
Message-ID: <A59792@M4.maus.de>
Source record: 196841

Hi there.

I have some ATARI-software for sale:

1 PROTOS V. 1.1

A multifunctional tool with

Macroplayer
a lot of screenfunktions
Mousespeeder
and some more

1 Argon Backup V. 1.xx

1 NeoDesk v3

Make an offer.

regards, Jimmy

3365. Compression and Chemistry

Newsgroup: comp.sys.atari.st
Date: 1993-12-11 16:28:37 UTC
From: trojan@spuddy.uucp
Message-ID: <CHvpqL.IC0@spuddy.uucp>
Source record: 196941

Hello World!
I need some compression source codes!!!!!
Pleeeeze!! Somebody help me!!
Can the very nice person who does help me send it as E-Mail, as I
haven't the time to pour through 900 roumours about the irritating jaguar
every week!!!!! HINT!! NEW GROUP REQUIRED!!

Also, I would also like any information about chemistry programs, as in
the pervious message!!

LONG LIVE MULTITOS, MiNT, and the ST
As for Am**gas?? What are they? Euk!

The Trojan Horse,
trojan@spuddy.uucp

--

* Meeeow ! Call Spuddy on (0203) 364436/362560 for FREE mail & Usenet access *

3366. Re: How to E-mail to Compuserve?

Newsgroup: comp.sys.atari.st
Date: 1993-12-11 16:34:07 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <2ecspvINNu3k@sat.ipp-garching.mpg.de>
Source record: 196925
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

01mbmccabe@leo.bsuvc.bsu.edu wrote:
: If I have a friend's compuserve user ID (######.####) what do I need to send him
: E-mail? What format does the mailing address have to be? (What do I use for
: username and host in the username@host?)

From Ed Krol, The whole Internet User's Guide and Catalog, p. 97:

"Change the comma to a period and use that on the left-hand side of the
address. To the right of the @ use compuserve.com. So, a Compuserve
address of 76543,123 would be addressed 76543.123@compuserve.com."

I am not affiliated with O'Reilly, I just happen to like their books :-)

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3975 */
/* "People are DNA's way of making more DNA." (R. Dawkins/anonymous) */

3367. AHDI - is 6.06 a real release?

Newsgroup: comp.sys.atari.st
Date: 1993-12-11 16:35:28 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <755650939.AA02129@byte.bbs.no>
Source record: 196935

>WHAT? I'm missing a smiley. On my Falcon it is much slower than all ot
>drivers I know. Please check this again. (I looked at the sources, it
>obvious that older versions of AHDI are faster.)

Do you know which version of AHDI that is the fastest ?

Lars-Erik 0sterud / E-mail: Lars-Erik.Osterud@byte.bbs.no
Atari Developer / ABK-BBS: +47 67132659 V.32bis Data+Fax
SysOp ABK-BBS /

3368. Anyone make their own joystick extendors?

Newsgroup: comp.sys.atari.st
Date: 1993-12-11 17:23:31 UTC
From: winters@access2.digex.net
Message-ID: <2ecvmj$spr@access2.digex.net>
Source record: 196926

I've seen those Joystick extendors sold in Atari stores and was thinking of trying to make some myself using old Atari 800 joystick jacks or something like that, along with some wire. Has anyone done anything like this before? Secondly, when I was fixing my damaged solder joint on my machine, with an expert electronics fixer friend (!) a key rubber connector thing-a-ma-jing got lost - does anyone sell them individually? I'm curious what people think about the above. Thanx for any tips.

--- Mike

3369. Re: The Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-12-11 17:57:37 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.755632657@nova>
Source record: 196927
Cross-posted to: comp.sys.atari.st,alt.games.lynx,rec.games.video.misc

wells_s@ix.wcc.govt.nz (Steve Wells) writes:

>Some of the recent Superman comics have had Lynx ad's in them (I think
>the 1st of the 'Spilt Blood' trilogy had one, or maybe it was the
>one before that (Toyman something or other)

>Yes, I still read comics! I've got to go into the city on monday and
>pick up another couple... 8-)

Last month issue of GamePro had ads for both the Jaguar and Lynx.

They were pretty impressive, too.

3370. Re: Demo of Minter's Hardcore

Newsgroup: comp.sys.atari.st
Date: 1993-12-11 18:01:00 UTC
From: Paul.Civati@mettav.royle.org
Message-ID: <755755804.0@mettav.royle>
Source record: 196893

On 6 Dec 93 at 18:19:17 (Mickey Boyd) wrote the
following:

> After playing the 5 level demo of Hardcore, all I can say is
"Wow".
> Extremely cool for shoot'em up fanatics. It put me in a zonked
out
> "be the ball Johnny" state much faster than any other arcade
game
> I can remember. Highly recommended! The finished version should
be
> unreal.

Just don't play it if you're suceptable to epilepsy, it can get quite hard to
see what's going on sometimes.
;-)

I quite like the bit where you get "RAVE!" in the middle of the screen and the
different bit of music, plus the Wayne's World "Excellent!"
sample.

Christmas Greetings, -Paul-

--
~=~=~=

3371. Jaguar in the UK

Newsgroup: comp.sys.atari.st
Date: 1993-12-11 18:05:00 UTC
From: Paul.Civati@mettav.royle.org
Message-ID: <755755804.1@mettav.royle>
Source record: 196894

A friend of mine phoned Atari UK yesterday who said the Jag will be launched in the UK on the 15th.

He also phoned Analogic, they will be selling them but don't know when they will be getting any in. I also read today that Silica will be getting some but again don't know
when.

HMV Tottenham Court Rd. will be getting 60, all of these have been reserved and in fact a they have more than 60 names down so they won't reserve any more. ;-)

Virgin (again London) will have some, "definately" next week apparently.

Christmas Greetings, -Paul-

--
~=~=~=

3372. Re: Anyone cracked Cubase 3.01 yet?

Newsgroup: comp.sys.atari.st
Date: 1993-12-11 18:44:46 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.M6_lz0Foiks@semprini.waterloo-rdp.on.ca>
Source record: 196811

In <1993Dec6.204420.19706@newshost.lanl.gov>, John Hutchinson writes:
> >consumers are realising that most software is not worth the asking price.
>
> And ATARI software developers are realising that it is just not worth their
> time to program for the Atari anymore with attitudes this rampant. It takes
> roughly the same amount of work to develop a Windows/Mac application as it
> does for the Atari. If 10 copies are pirated for every legitimate copy sold
> (a conservative guess, of course) but the PC/Mac user base is THOUSANDS of
> times larger than Atari's, which platform would YOU program for? This is the
> reason piracy hurts Atarians MORE than it does PC and Mac users.

I'd like to disagree with you Hutch. I still contend that _Atari_ is
the main reason developers are dropping like flies. They seem to have
gone to great lengths to destroy their dealer network, alientate their
developers, and drive their users around the bend.

> The trouble is, in the REAL world, it just doesn't work that way. Don't get
> mad at the developers... get mad at the pirates who make life tough on us all.

And save a healthy dose of that anger for the people responsible for the
poor Atari market... Atari themselves.

--
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cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3373. Re: MiNT and Neodesk 3

Newsgroup: comp.sys.atari.st
Date: 1993-12-11 18:52:02 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.ykYr5Owxhy_@semprini.waterloo-rdp.on.ca>
Source record: 196812
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <SCHWAB.93Dec7110433@issan.informatik.uni-dortmund.de>, Andreas Schwab writes:
> |> I've never actually seen that in action... When I run MiNT (1.08; 1.09
> |> soon) it doesn't load anything after it in the AUTO folder.
>
> It works for me. Are you sure that you have really anything
> *physically* located after MiNT? Or, you have renamed MiNT to
> something other than mint.prg or mintnp.prg.

Ah-ha! That's it... I've got mint108.prg and mint109.prg... I didn't
realise MiNT cared about its filename. :-\

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3374. Re: Atari

Newsgroup: comp.sys.atari.st
Date: 1993-12-11 19:06:51 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <93345.140651STIRRE31@MAINE.MAINE.EDU>
Source record: 196932

That's why I was confused, Martin. I have a 520 ST with no
built-in drive! I thought that later versions did have them,
but I was not sure. Thanks for correcting me!
-scott tirrell

3375. Re: Epson Stylus 800

Newsgroup: comp.sys.atari.st
Date: 1993-12-11 19:38:29 UTC
From: galaxis@traveller.freiburg.sub.org
Message-ID: <2d09e0f0d3d6c@traveller.freiburg.sub.org>
Source record: 196930

Michael Clemmetsen (michael@rz.fh-heilbronn.de) wrote:

>quieter. I'm considering the Epson Stylus 800 as this has had good reviews in
>the PC press. Has anyone had any experience using one of these printers with an
>ST?

There shouldn't be any problems, as the Stylus 800 is 100% compatible with
the Epson LQ printers and the ESC/P2 command set... You can just use any 24
pin LQ driver with it.

/\|ex.
--
galaxis@traveller.freiburg.sub.org (or ab@traveller.fido.de)
Network_ST 90:400/101*VNet 46:9490/231*KultNet 23:550/5*FidoClassic 2:2476/803
Traveller-Box ++49-761-381571 (HST/DS) - THE Atari BBS in southwest Germany

3376. Re: Snapper vs. using Archie...

Newsgroup: comp.sys.atari.st
Date: 1993-12-11 20:15:58 UTC
From: walra@moacs11
Message-ID: <rv8hetmTtA@moacs11>
Source record: 196931

In <1993Dec10.095903.1@acad2.alaska.edu>, anrlw1@acad2.alaska.edu writes:

> If you know the name of a particular file and you have access to
> Archie, you can avoid having to collect a database of Atari softwear.
> Just use Arcie to search for the ftp site addresses of the named file
> and usually within 24 hours you'll get a big list of exactly where
> the file is located...

Archie doesn't allow you to search for certain keywords, you must know the name (or at least part of it) of a file in advance. I don't know if the proposed database will allow a keyword search, but if it does, it would have a major advantage over archie.

Regards,
Waldi (walra%moacs11@NL.net)

3377. Atari ST available for donation

Newsgroup: comp.sys.atari.st
Date: 1993-12-11 22:25:33 UTC
From: asm@world.std.com
Message-ID: <CHw6AM.EGp@world.std.com>
Source record: 196867

I have an old (1986) Atari ST which I no longer use, and is
not worth a great deal. If a non-profit organization or
school is interested in this system, please let me know.

Details:

Atari 520 ST
720K External Floppy
SM-124 640x400 Monitor
20 Mbyte SH204 Hard Drive
512K Ram, expanded to 2Mbytes (additional 2Meg of chips)
all power supplies, cords

WordPerfect
Laser C & Source Debuger
Personal Pascal
Flash
Flight Simulator

(all software with original disks and manuals)

I have not used this system in a while, but last time I used
it, it worked. (If not, I am happy to offer a double-your-
money back guarantee).

If interested, please email me at:

asm@world.std.com

3378. IMPORTANT: Don't buy "GOAL!"

Newsgroup: comp.sys.atari.st
Date: 1993-12-12 00:53:59 UTC
From: am136@FreeNet.Carleton.CA
Message-ID: <CHwD5z.I6D@freenet.carleton.ca>
Source record: 196943

I bought "Goal!" today. I wouldn't recommend anybody else do so until a couple of little problems are fixed. (Note: these problems occurred on a 4Mb STE but that shouldn't really account for them.)

Episode 1:
3 minutes each way, Eintracht Frankfurt (me) vs Real Madrid (computer). With about 1'15 left in the first half, an opponent puts the ball out for a throw-in. The game zooms out to show more of the pitch and promptly crashes: the pitch changes to a solid green colour and the touchline appears on the other side of the screen. I have no option but to switch off the ST.

Episode 2:
While choosing my options, the game bombs and returns to a strangely-coloured desktop. Moving the mouse has no effect, but CTRL-ALT-RSHIFT-DEL reboots.

Episode 3:
While choosing options, I deliberately move the pointer off the bottom of the screen. It crashes as in Episode 2 above.

Episode 4:
I give the game one more chance. 3 minutes each way, Sheffield Wednesday vs Nuernberg. With 2'35 to go in the second half, the display zooms out to show the opposition's goalkeeper kicking the ball out. It crashes as in Episode 1 above.

Needless to say, this makes it totally unplayable. When I pay #25.99 I expect them to have tested the damn thing. I don't think it's a faulty disk because not limiting the pointer's range is a fairly basic programming error. I'll be sending the disk back to Virgin for a replacement in the hope that they have produced a working version by now.

This is the single most bug-ridden piece of software I have ever seen. I am absolutely astounded.

DO NOT BUY THIS GAME.

Stephen
ps save yourself #26 and compile this instead:
++++cut here++++
```
#include <stdio.h>
#include <signal.h>

main()
{
(void)signal(SIGINT,SIG_IGN);
```

```
(void)signal(SIGABRT,SIG_IGN);
(void)fprintf(stdout,"Welcome to GOAL by Virgin Games.\n");
(void)fprintf(stdout,"Press any key to start.\n");
while(1);
}
```

3379. Re: Oxyd for the Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-12-12 01:00:00 UTC
From: patrik_sanfridsson@p2.stacken.ct.se
Message-ID: <2d0a6df4@p2.stacken.ct.se>
Source record: 196899

> From: fnjah@aurora.alaska.edu
>
> Does Oxyd for the Falcon require an SVHS monitor? I can't seem to get
> it to work on my monochrome, RGB or tv without being in black and white
> with a bunch of wavy lines going everywhere.

Yes, you'll need at least a standard VGA monitor to play Oxyd_fal.prg.

Patrik_Sanfridsson@p2.stacken.ct.se (max 16KB) /|\ Atari Falcon030
Fido 2:204/419.2 NeST 90:1100/110.2 STacken BBS +46-(0)142-19331

3380. Re: AHDI - is 6.06 a real release?

Newsgroup: comp.sys.atari.st
Date: 1993-12-12 01:05:00 UTC
From: patrik_sanfridsson@p2.stacken.ct.se
Message-ID: <2d0a708f@p2.stacken.ct.se>
Source record: 196898

> From: seimet@chemie.uni-kl.de (Uwe Seimet)
>
> mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) writes:
>
>> 6.06 is a real release. And on the Falcon SCSI it is MUCH faster than
>> the old ones.
>
> WHAT? I'm missing a smiley. On my Falcon it is much slower than all
> other drivers I know. Please check this again. (I looked at the sources,
> it is obvious that older versions of AHDI are faster.)

I first run AHDI 6.03 and later AHDI 6.06 on my Falcons internal IDE. Then 6.061 came out so I installed it on my C: partition. It was much slower! I changed back to 6.06 again. Did I do something wrong or is this how it's supposed to be? Btw, I've never done a re-format.

Patrik_Sanfridsson@p2.stacken.ct.se (max 16KB) /|\ Atari Falcon030
Fido 2:204/419.2 NeST 90:1100/110.2 STacken BBS +46-(0)142-19331

3381. Re: The Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-12-12 01:18:22 UTC
From: bill@main.morris.org
Message-ID: <1993Dec11.201822.99@main.morris.org>
Source record: 196944

In article <rjungCHs3up.7G4@netcom.com>, rjung@netcom.com (Robert A. Jung) writes:
And besides, Atari _is_
>advertising. That in itself is already an improvement over the past.
>

Ive seen two Jag commercials. One is an 'older' one, with the kids riding up the elevator to flor 64. I saw a new one today. Some kid is plugging in cyber into the Jag, and the voiceover says something 'whats it like to play with 64 bits?', and shows some good screen shots. The last scene is the killer; after asking the question, and showing what it looks like, the kid spews onto the camera :-)

The above was actually 1/2 of the commercial, the other half was for the Lynx! Perhaps the Lynx will be the Pheonix?!

3382. 520st to Mac file transfer

Newsgroup: comp.sys.atari.st
Date: 1993-12-12 01:58:32 UTC
From: dc25@cornell.edu
Message-ID: <dc25-121293015832@cu-dialup-0027.cit.cornell.edu>
Source record: 196946

Dear Knowledgable Samaritan,

I am trying to transfer "1st word" document files from a 520st (ca. 1989)
to the MacSE I just inherited (running msWord 5.1 on system 7.0). I would
greatly appreciate any ideas about how to make the swap.
Thanks a bunch,
Dan
dc25@cornell.edu

3383. megaroids sourcecode

Newsgroup: comp.sys.atari.st
Date: 1993-12-12 02:11:36 UTC
From: balu@jaguar.oche.de
Message-ID: <2d0adc466753@jaguar.oche.de>
Source record: 196851

Hi there,

has anyone got the sourcecode for the ATARI ST all time classic
MEGAROIDS???

Ciao,
Arne

--
Arne Rudolph Salvatorstr. 2 52070 Aachen Germany
Home: balu@jaguar.oche.de Mausnet: Arne Rudolph @ AC

3384. Re: Piracy (was: Re: Anyone cracked Cubase 3.01 yet?)

Newsgroup: comp.sys.atari.st
Date: 1993-12-12 02:51:34 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <H.eg.ISJIMp2kMgk@harvee.billerica.ma.us>
Source record: 196945

In <931211.12878.BIBLINSKI@delphi.com>, Gordie Meyer ATARI UNITED cofounder writes:
>eric,
>
>I guess I don't understand why you think computer software is like some kind of
>appliance. If it were, there would be patents on it, not copyrights.

let me state up front that I consider adding software to a computer
is creating an appliance. you can have a cad/cam appliance, word
processor appliance, drawing appliance all conceptually no different from
an oven, food processor, of vcr. the only difference is that
computer hardware changes its appliance face when you change it's
software part.

and as an aside, software is protected by patents, trade secrets, as well
as copyrights just like other appliances, consumer goods, and services.

> A more
>valid comparison might be with a video, or a CD, or even a book. All of those
>are expressions of intellectual property, and all are covered by copyright
>instead of patent. When was the last time you rented a video, didn't like it,
>and got a refund? Or bought a CD and returned it because you didn't like the
>music? Or bought a book, read it and returned it for a refund because you
>didn't like it?

lets look at your assertation that sw is more akin to a video, a CD or
a book.

You can rent videos at low (2-4$) cost or borrow them from libraries.
mistakes don't cost too much. try before buy option exists.

Because CD's are more expensive, I don't buy a CD unless I've listened to
it a couple of times or already know the music from some other low
cost source. I suspect other consumers act like I do because CD stores
now have listening booths and/or offer no-risk trials for select music.
again, try before buy or refund option exists.

like renting videos, buying books can be low risk. my public library
had many books for lend no cost. my local mall book store offers a money
back offer on all in-stock books (paper and hard cover), they have
a cheapie bin (under 5$) and frequently I'll read a chapter or two in
the store. again, try before buy or refund option exists.

so if software is like books, videos, or CD's, I should be able to
rent, or borrow a copy before buying. right?

> Those are situations similar to buying software. It is your
>responsibility as a consumer to make your purchases intelligently. It is not

>the responsibility of the software publisher/author to give you the results
>of their/his/her labor without compensation. If you don't know enough about
>a program, it's simple. DON'T BUY IT. If you make an uninformed purchase,
>you have only yourself to blame. Your option is to sell it for whatever you
>can get for it, or simply live with your bad choice. To expect the publisher/
>author to give you your money back is ridiculous. _You_ made the choice.

you are right that I must make intelligent purchases and I do not expect
to get something for nothing. If there is any uncertanity, and I can't
return it, like you suggest, I don't buy it. (software loses)
however, there are basic consumer rights (product works as advertised,
refund rights, etc) that software producers violate time and time again.

If you applied the software model to buying jeans, you probably would
end up with jeans that have one leg, no belt loops and a fly that sticks.
you also have to pay for them before you can try them on and if they don't
fit, no exchanges or refunds! on the bright side, you can upgrade your
jeans to V2.0 for a small extra cost which will get you 5 belt
loops, numerous cloth fixes and a discount on the upgrade to V2.5 which
will give you 3 legs if there is enough consumer demand. however, the
fly still sticks.

If consumers demanded the same rights as they get when they buy a pair
of jeans, things would get rather interesting rather quickly...

>However, I will say that I think software authors should create demo versions
>of their software, so you can give it a 'test drive' before making the decision
>to purchase it or not. That makes it easier for consumers to make informed
>choices. But, when you get right down to it, you have to deal with your
>decisions. The good ones are easy. The not-so-good ones, well, I've got two
>shelves of games that I've purchased and played once. It's nobody's fault but
>my own.

demo's are usually not good enough otherwise there would be more
consumer demand for them.

As for your two shelves of bad fit games, if they were any other
consumer product you would have been able to return them. you should
not have to live with a faulty or ill fitting product. why do you put
up with it? why do you let software vendors get away with stealing
your hard earned money?

-------- having said all that...

instead of flaming me about how software is different, why don't we put
our noggins together and figure out how to make software just
another returnable consumer product? remember, in most peoples eyes,
the computer is just another appliance! for a hint of where I'm
headed, check out Jeff Raskin's article in the latest "Wired".

--- eric
--
HOME: esj@harvee.billerica.ma.us HAM ka1eec

WORK: esj@temerity.polaroid.com 617.386.4687
source of the public's fear of the unknown since 1956

3385. Re: Piracy (was: Re: Anyone cracked Cubase 3.01 yet?)

Newsgroup: comp.sys.atari.st
Date: 1993-12-12 08:52:37 UTC
From: Gordie Meyer ATARI UNITED cofounder <BIBLINSKI@delphi.com>
Message-ID: <931212.13957.BIBLINSKI@delphi.com>
Source record: 196949

eric,

<sigh> I didn't intend to flame you for your opinions about software being akin to an appliance. I only meant to educate you. Unfortunately, I failed in my attempt.

While you correctly stated that you could rent or borrow the three examples of intellectual property I used (CDs, videos and books), you failed to address what happens when you actually buy them. If you try to return a CD because you don't like the music, your CD shop will tell you tough luck. Why? Because you can easily duplicate the music. If you buy a video, and try to return it because you didn't like it, you're in the same boat. The same goes for any book you buy. Whether you can rent or borrow doesn't change the fact that the creator of intellectual property doesn't guarantee your satisfaction. Maybe someone in between you and the creator will, but the creator has already been compensated for his/her/their work by that time.

When you rent a video, you are not the purchaser. Someone else made that buying decision, and if the movie bombs, they eat the loss. They can't go back to the video producer for a refund. When you buy a piece of software, and it 'doesn't fit', you eat the loss. It was your decision to buy it.

I'm all for developing means of better educating the software consumer. You say that demos are usually not good enough. And that's the reason there isn't more consumer demand for them. I'd venture to say that the reason there isn't more demand for them is because too many computer users prefer trying a pirate copy of the program as a demo... Why do the software authors let pirates get away with stealing their hard work? Why do they put up with it? Oh, I forgot. That isn't stealing. It's only 'testing'. Unfortunately, enough 'testing' will drive a programmer to leave the platform for greener pastures. 'Testing' hurts the developers. Period. How long would you let yourself be hurt before you did something about it?

--
..|'''.| '|| || > Gordie Meyer
.|' ' .... || ... . > P.O. Box 1982
|| .... .| |. ||' '' .' '|| || || .|' > Ames, IA 50010-1982
'|. || || || || |. || || ||' > USA
''|...'| '|..|' .||. '|..'||. .||. '|..|' > biblinski@delphi.com
==> This sig idea flagrantly stolen. So sue me. > ATARI UNITED!

3386. Re: Anyone make their own joystick extendors?

Newsgroup: comp.sys.atari.st
Date: 1993-12-12 10:03:05 UTC
From: ug1017@sees.bangor.ac.uk
Message-ID: <2eeq8p$eoc@clss3.bangor.ac.uk>
Source record: 196807

Michael Winters (winters@access2.digex.net) wrote:
: I've seen those Joystick extendors sold in Atari stores and was thinking
: of trying to make some myself using old Atari 800 joystick jacks or
: something like that, along with some wire. Has anyone done anything like
: this before? Secondly, when I was fixing my damaged solder joint on
: my machine, with an expert electronics fixer friend (!) a key rubber
: connector thing-a-ma-jing got lost - does anyone sell them individually?
: I'm curious what people think about the above. Thanx for any tips.

: --- Mike

Joystick extendors are quite easy to make ;) All you'll require is:

1. A 9 pin D connector (male)(plug)
2. A 9 pin D connector (female)(socket)
3. Wire. (Length up to you, must have 9 cores)
4. Shells for the D connectors.

Then all you have to do is wire the male to female pins 1-1, 2-2, 3-3, etc
They won't look as nice as shop bought, but hey, you'll save a fortune ;)
(Be careful when wiring that you don't short pins, also, pin 1 on the male
is the opposite side to the female when you hold them the same way round,
look for the numbers moulded into the plastic on the connectors)
(Oh, just thought of something else, check to make sure the Ds aren't too wide
the moulded plugs are quite thin (the actual connection will be the same
just the rest may be a bit wider) I can't remember the gap between ports)
Same goes for the shells!

Martin.

3387. Medusa compatible w/ST?,STe?,TT?,Falcon?

Newsgroup: comp.sys.atari.st
Date: 1993-12-12 11:33:05 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Dec12.063305.25584@bsu-ucs>
Source record: 196853
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Does anyone know what the Medusa (and the Eagle?) is designed to be compatible with -- the ST, STe, TT, or Falcon??
--

-=[Matt McCabe]=-
-=[E-mail to 01mbmccab@virgo.bsuvc.bsu.edu]=-

3388. Re: A LETTER TO BOB BRODIE

Newsgroup: comp.sys.atari.st
Date: 1993-12-12 11:38:02 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2eevqq$lfn@golem.wcc.govt.nz>
Source record: 196855

In article <1993Dec11.051609.2373@alw.nih.gov>, rvenable@helix.nih.gov (Rick Venable) writes:
>In article <2e7n0l$ekj@charm.magnus.acs.ohio-state.edu> jpoling@magnus.acs.ohio-state.edu (Jeff A Poling) writes:
>>At the very least, IBM could take their own PowerPC machine, slap a
>While were dreaming, why not a 68040/PowerPC combination with the Jaguar
>chipset for graphics and sound? Same idea as the old 400, 800, etc.; let
>each chip do what it's best at. Runs most ST, PC, and Mac software (3in1).
>
>Gee, this is contagious...

Don't ever forget this, ATARI had the option on the MINDSET, the only computer to win the Design Counsil Award of N.Y. from memory, had a Great write up in a Byte some years back..

Also from memory it was a PC with Great Graphic chips, and Atari let it slip right though there hands for the ST.....

Roger..... sheppard_r@kosmos.wcc.govt.nz

3389. Re: Atari Jaguar dealer ..

Newsgroup: comp.sys.atari.st
Date: 1993-12-12 11:43:37 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.1375.2D0B03E8@dhhalden.no>
Source record: 196950

In article <A60805@AC.maus.de> Arne_Rudolph@ac.maus.de (Arne Rudolph) writes:

>In article <A25303@K0> Robert Hugoh wrote:

>RH>Is there anyone who can help me with addresses to Atari Jaguar dealers
>RH>in the United Kingdom or in Germany (if they've got any).

>German dealers hardly now that the jaguar exists! The last time I went to
>my
>dealer, all they could show me were some GIF pictures of the console. From
>the look of it, ATARI-Germany hasn't released more information yet.

The last issue of ST Computer has a lengthy Jag feature, even with pics of
the system board. I considered scanning it in last night, but it wasn't very
clear so I skipped it.

Jon

E-Mail: jonal@dhhalden.no | Life is a lemon and I want my
jonal@gyda.dhhalden.no | money back!
Finger: jonal@sofus.dhhalden.no | - Jim Steinman

3390. Atari Advertising (was RE: The Jaguar)

Newsgroup: comp.sys.atari.st
Date: 1993-12-12 11:45:39 UTC
From: 01mbmccabe@leo.bsuvc.bsu.edu
Message-ID: <1993Dec12.064539.25585@bsu-ucs>
Source record: 196854
Cross-posted to: comp.sys.atari.st,rec.games.video.misc

```
>>I've been wondering about that advertising bit - people always claim Atari
>>don't advertise. I've seen planty of ads for the Lynx regularly since it's
>>introduction. Where? In comics - mostly DC (which are owned by Time-Warner),
>>but also in Marvels. Don't you guys read comics anymore? :)
>
> I have never seen a Lynx ad in any of the Marvel comics I own. And I
> think the Lynx ads in DC's titles were not inclusive -- I believe the ads
> appeared only in certain titles, but not in others. Any way you want to
> slice it, though, Atari's past advertising for the Lynx was, at best, a mixed
> success in reaching the public...

I collected Silver Surfer, Punisher, Punisher: War Journal, Thor, The
Incredible Hulk, and about 8 other titles (some smaller some as big as the
previous) in the mid 80's all the way through about early '92 and I can
distinctly remember being interrupted by center-spread advetisements for the
LYNX in many of the titles mentioned.

Regardless of the results, Atari, Corp. did advertise pretty widely to the
comic-book market.
--

-=[ Matt McCabe ]=-
-=[ E-mail to 01mbmccab@virgo.bsuvc.bsu.edu ]=-
```

3391. Re: AHDI - is 6.06 a real release?

Newsgroup: comp.sys.atari.st
Date: 1993-12-12 11:57:13 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.755697433@acp5>
Source record: 196852

lars-erik.osterud@byte.bbs.no (Lars-Erik Osterud) writes:

>>6.06 is a real release. And on the Falcon SCSI it is MUCH faster than
>>old ones.

>Can it be used on MEGA STE without reformatting the hard drive, and

Yes.

>will this be a big improvment from 4.xx and 5.xx ?

No.

```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

3392. Re: AHDI - is 6.06 a real release?

Newsgroup: comp.sys.atari.st
Date: 1993-12-12 11:57:42 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.755697462@acp5>
Source record: 196856

lars-erik.osterud@byte.bbs.no (Lars-Erik Osterud) writes:

>Do you know which version of AHDI that is the fastest ?

All below 6.06 are about the same speed. The problem is that due to a bug in the Falcon GEMDOS AHDI < 6.06 may corrupt data when you're writing on a partition that has no capacity left. In this case AHDI < 6.06 destroys the partition above the one you're writing on. AHDI 6.06 fixes this bug. (Other drivers, e.g. HuSHI or HDDRIVER fix this, too, and are faster than AHDI 6.06.)

```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

3393. Re: Medusa compatible w/ST?,STe?,TT?,Falcon?

Newsgroup: comp.sys.atari.st
Date: 1993-12-12 14:29:11 UTC
From: Lexicor@world.std.com
Message-ID: <CHxEwn.AG@world.std.com>
Source record: 196864
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Dec12.063305.25584@bsu-ucs>,
<01mbmccabe@leo.bsuvc.bsu.edu> wrote:
>Does anyone know what the Medusa (and the Eagle?) is designed to be compatible
>with -- the ST, STe, TT, or Falcon??
>--
>

The Medusa is meant to be an ST/TT Compatible, which is also supposed to
have additional option to be Falcon Compatible with the DSP External
Board.

However with the ET-4000 the Medusa is already much more superior in
Graphics than a Falcon or TT (w/o Graphics Board).

Medusa works with TOS 3.06, don't know about the situation with the Eagle
yet as it is not available, to date.

Yat

>
>
> -=[Matt McCabe]=-
> -=[E-mail to 01mbmccab@virgo.bsuvc.bsu.edu]=-

3394. Re: How to E-mail to Compuserve?

Newsgroup: comp.sys.atari.st
Date: 1993-12-12 15:02:18 UTC
From: bwwl@sun.rz.tu-clausthal.de
Message-ID: <1993Dec12.150218.15231@solaris.rz.tu-clausthal.de>
Source record: 196866
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
-----BEGIN PGP SIGNED MESSAGE-----

01mbmccabe@leo.bsuvc.bsu.edu wrote:
> If I have a friend's compuserve user ID (######.####) what do I need to send him
> E-mail? What format does the mailing address have to be? (What do I use for
> username and host in the username@host?)

Send email to "####.####@compuserve.com".

Bye,
Wolfgang.
- --
- ------------------------------------------------------------------------
Wolfgang Ley email: Ley@rz.tu-clausthal.de
Teichstrasse 9
D-38678 Clausthal-Zellerfeld "With workstations you can do a lot of
(Germany) nonsense. With PC's not even that..."
Phone: +49 5323 82132
- ------------------------------------------------------------------------
To obtain public-pgp-key use 'finger bwwl@sun.rz.tu-clausthal.de'
or query a public-key-server for 'Ley@rz.tu-clausthal.de'.

-----BEGIN PGP SIGNATURE-----
Version: 2.3a

iQCVAgUBLQsyZ/YBdBEQoy/9AQHmxgP8DDTW+jX8hSo6YJUpKBMqh4ywU8R5Shre
pCSGnfSaJ2kzSc5aBNEy0DQEL5PTD/4Bqkr1Wrbvqs6PlwR6+IsFJsNu43zFH5bO
ZY56icOL1vXPVu2afAvFRK4u0n09OZrMYJNmyLH29OzpIglJC9ED5MqixR0zT8jn
4kFJutm0hUM=
=YGMN
-----END PGP SIGNATURE-----
```

3395. Mega ST for sale!

Newsgroup: comp.sys.atari.st
Date: 1993-12-12 15:29:21 UTC
From: Jinlung Fung <jf4y+@andrew.cmu.edu>
Message-ID: <Ih2nXFK00WB4I3IuR3@andrew.cmu.edu>
Source record: 196865

Hi folks,

I upgraded to a Falcon recently and now my Mega ST (4Mb) is lying around. It has the overscan and Drive A/B switch modifications done. I am using the monitor so it will just be the CPU and keyboard for sale.

Anyone interested can make an offer thru' email. Thanx!

Ta Ta For Now,
Michael Fung

Email: jf4y+@andrew.cmu.edu Phone: (412)862-3692
Mail : 1060 Morewood Avenue, Box 1334, Pittsburgh, PA 15213, USA

3396. Jaguar info at ftp site

Newsgroup: comp.sys.atari.st
Date: 1993-12-12 15:39:36 UTC
From: ug1017@sees.bangor.ac.uk
Message-ID: <2efdvo$gcc@clss3.bangor.ac.uk>
Source record: 196806

Just thought you may like to know that there are some docs and pics of
Jaguar games at an ftp site.

ftp to :
ftp.wustl.edu
dir:
/pup/MSDOS_UPLOADS/3dojaguar

There's some stuff on the 3DO as well. I think some of the docs were stolen
from EDGE magazine, I haven't downloaded any so I don't know what they are
like. :)

--
****
* Martin Greenwell : E Mail : ug1017@uk.ac.bangor.sees *
* or eeu017@uk.ac.bangor.clss1 *
****
* Bangor, the day we went ... * Who cares if I've got long hair? ===8O) *
****

3397. Re: Piracy (was: Re: Anyone cracked Cubase 3.01 yet?)

Newsgroup: comp.sys.atari.st
Date: 1993-12-12 17:09:08 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <H.eg.9LMcscvJ2zo@harvee.billerica.ma.us>
Source record: 196870

In <931212.13957.BIBLINSKI@delphi.com>, Gordie Meyer ATARI UNITED cofounder writes:
>eric,
>
><sigh> I didn't intend to flame you for your opinions about software being
>akin to an appliance. I only meant to educate you. Unfortunately, I failed
>in my attempt.

no flame taken. also, please don't assume that because I disagree,
you failed to "educate" me. I just hold a different opinion. at the
worst, we can agree to disagree.

>While you correctly stated that you could rent or borrow the three examples of
>intellectual property I used (CDs, videos and books), you failed to address
>what happens when you actually buy them.

hmm. I thought I did but fact still remains that I can try CDs, videos
and books before buying but I can't do that with software.

> If you try to return a CD because
>you don't like the music, your CD shop will tell you tough luck. Why? Because
>you can easily duplicate the music.

if I buy a non-returnable, non-defective CD, you are right. on the other
hand, if I buy one of Tower Records "special offer" CD's, I can return
it if I don't like the music. other CD shops in the boston area are
now offering similar options.

> If you buy a video, and try to return it
>because you didn't like it, you're in the same boat.

true. but I never buy unless I've seem the film a few times.

> The same goes for any book you buy.

only if you buy at the wrong shops.

>Whether you can rent or borrow doesn't change the fact that the
>creator of intellectual property doesn't guarantee your satisfaction. Maybe
>someone in between you and the creator will, but the creator has already been
>compensated for his/her/their work by that time.
...
>When you rent a video, you are not the purchaser. Someone else made that
>buying decision, and if the movie bombs, they eat the loss. They can't go
>back to the video producer for a refund. When you buy a piece of software,
>and it 'doesn't fit', you eat the loss. It was your decision to buy it.

from a consumer's perspective, who gets the money is irrelevent.
when the cost of a product crosses some threshold there is an expectation

that if the product is unsatisfactory, the consumer will be compensated
in some fashion. Usually the compensation takes the form of a refund.
the expectation of a refund is set by basic consumer rights in this part
of the world and refunds are also considered good customer relations.

while for the most part, I'm talking about the individual consumer,
in the corporate world, things play out a tad differently. vendors let
you live with the product and really try it out. If you get stuck with
a bad item, you get either a refund, or a much better deal on the
next product the vendor brings to your door.

>I'm all for developing means of better educating the software consumer. You
>say that demos are usually not good enough. And that's the reason there isn't
>more consumer demand for them. I'd venture to say that the reason there isn't
>more demand for them is because too many computer users prefer trying a pirate
>copy of the program as a demo...
because the offical demo's usually don't let you get a good feel for
the program.

one of the best demos I've encountered was for diamond edge. it let me
see what was wrong with my HD but it wouldn't let me fix it. the
only reason I am happy with diamond edge is because there were no
major surprises when I ran the real thing. it worked as advertised. on
the other hand one of the biggest dissapointments was diamond back. I
am upgrading to 3.0 in the hopes that I get a more usable program. if
the product is clearly defective, I will be returning the product and
asking for a refund. Any yes, I will keep the net informed :-).

> Why do the software authors let pirates get
>away with stealing their hard work? Why do they put up with it? Oh, I forgot.
>That isn't stealing. It's only 'testing'. Unfortunately, enough 'testing'
>will drive a programmer to leave the platform for greener pastures. 'Testing'
>hurts the developers. Period. How long would you let yourself be hurt before
>you did something about it?

somehow I get the feeling that we are talking at cross purposes. I hear
you talking about respecting developer intelectual property rights and I'm
talking about a consumer's right to a refund or compensation for a defective
or an ill fitting product.

instead of ranting about developer getting ripped off, figure out a
way that both developer rights and consumer rights can be protected.

--- eric
--
HOME: esj@harvee.billerica.ma.us HAM ka1eec
WORK: esj@temerity.polaroid.com 617.386.4687
source of the public's fear of the unknown since 1956

3398. Uploads to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1993-12-12 17:11:12 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <2efjbg$g33@cxc1.cl.msu.edu>
Source record: 196868

I know I've asked this before, but I didn't see if there were any replies... Can someone please tell me what .DFT files are? There are now 4 or 5 of them sitting in the /NEW directory which are in perfect download condition, however I can't classify them until I know what they are.

I can't tell you how often we get uploads that have absolutely no description, or the description comes in a language I can't read. If we can't tell what it is, it probably isn't gonna get cleared for downloading...

Please please please send English descriptions of the file you are uploading. And please please please don't say "This is a new version of FILENAME.EXT" (which tells us absolutely nothing unless we are previously familiar with FILENAME.EXT
--
=-=-=-

3399. Re: 520st to Mac file transfer

Newsgroup: comp.sys.atari.st
Date: 1993-12-12 17:16:27 UTC
From: anrlw1@acad2.alaska.edu
Message-ID: <1993Dec12.131627.1@acad2.alaska.edu>
Source record: 196877

In article <dc25-121293015832@cu-dialup-0027.cit.cornell.edu>, dc25@cornell.edu (Dan Coleman) writes:
> Dear Knowledgable Samaritan,
>
> I am trying to transfer "1st word" document files from a 520st (ca. 1989)
> to the MacSE I just inherited (running msWord 5.1 on system 7.0). I would
> greatly appreciate any ideas about how to make the swap.
> Thanks a bunch,
> Dan
> dc25@cornell.edu

I've found that the best way to transfer things between a MAC and a ST is to use the MAC program 'DOS Mounter'...

First format (or have a friend with an IBM do it) a disk as DS/DD 720K IBM format, copy all of your files to the IBM disk, then just pop it in under DOS mounter... it loads directly.

This sounds like a convoluted way to do things, but it does work. I doubt that you'll be able to retain the formatting and text effects from the original 1st_Word documents, so you might want to save them off on the ST as ASCII files.

If you don't have access to any of the above, other possibilities exist, such as as using a null modem cable and two communication packages to do the transfer... or perhaps uploading the files to a local BBS and then downloading them with the MAC. Again, make sure they are in ASCII format first.

The DOS mounter method is the easiest way I've found, but then again it helps when your neighbor has an IBM and the company you work for has MAC's with DOS mounter already...

The reason I do this is because we have a nice laser printer and pagemaker at work, so I can take any of my text files and dress them up a bit before printing them out. I would just use the ST for all of this mumbo jumbo, but I don't have a laser printer, and I only have a 1 meg 520ST with two DS/DD drives...

--
R. Warner / Program Assistant / aykrua@acad2.alaska.edu (work)
anrlw1@acad2.alaska.edu (-me-)

3400. Re: Trouble with harware I sold

Newsgroup: comp.sys.atari.st
Date: 1993-12-12 17:46:34 UTC
From: gutschk@jacquard.uni-muenster.de
Message-ID: <2efldqINNnn5@jacquard.uni-muenster.de>
Source record: 196872
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Dec9.141221.11378@gumby.cc.wmich.edu> obryan@gumby.cc.wmich.edu (Mark O'Bryan) writes:
>Did you ship it with either a floppy disk or the original plastic
>insert in the drive?

Years ago a friend of mine inserted the plastic thingy into his 1040STf (which was pretty new at that time) before transporting it. Later when he removed the insert he found out that the read/write heads of his disk drive had been torn off by the insert! The entire drive had to be replaced which was rather expensive in 1988. His dealer told him, that this damage was not covered by the warranty since the plastic insert was *not* supposed to be replaced into the disk drive! Even though nowadays disk drives are not that expensive any more and you might be lucky to either not damage the drive or have a friendly dealer who is willing to replace the broken drive, I would highly recommend *not* to use the original plastic insert! If you really think, you need to protect the drive somehow, insert a floppy disk --- though from experience I would not think this neccessary.

Markus

3401. Re: Medusa compatible w/ST?,STe?,TT?,Falcon?

Newsgroup: comp.sys.atari.st
Date: 1993-12-12 19:00:39 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CHxrH4.J8t@cix.compulink.co.uk>
Source record: 196873
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
*In message <CHxEwn.AG@world.std.com>, Lexicor@world.std.com said:
>
>The Medusa is meant to be an ST/TT Compatible, which is also supposed to
>have additional option to be Falcon Compatible with the DSP External
>Board.

But what about the XBIOS, 3.06 has no DSP support. And it's not only the
DSP that makes the Falcon a powerful music/sound computer, there's the
CODEC as well.

>
>However with the ET-4000 the Medusa is already much more superior in
>Graphics than a Falcon or TT (w/o Graphics Board).
>
>
>Medusa works with TOS 3.06, don't know about the situation with the Eagle
>yet as it is not available, to date.
>
>
>Yat

What I don't understand is why they didn't put TOS 4.04 in there. It has a
much nicer AES with popup menus and 3D objects and of course all the DSP
support.

Ofir ogal@cix.compulink.co.uk
```

3402. Re: TT and LaserBrain Epson Emulat

Newsgroup: comp.sys.atari.st
Date: 1993-12-12 20:31:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A9843@MS.maus.de>
Source record: 196843

In article <1993Dec7.173403.6742@newshost.lanl.gov>, John Hutchinson
>(utch@bellman.lanl.gov) wrote:
>I'm looking for owners of Atari SLM laser printers who also use the
LaserBrain
>Epson FX Emulator software with it. A friend of mine with a TT says he
cannot
>get LaserBrain to work on his system. I always thought that LaserBrain
was TT
>compatible but can anyone here confirm or deny this for me? For that
matter,
>does
>it work with the Falcon? I have a Falcon but no SLM to try it on.

There are newer versions that work with the TT. You can't connect an
SLM to a Falcon unless you use the new interface from R.O.M. Software
(which comes with custom Diablo and GDOS drivers).

>Unfortunately,
>Atari has dropped all support for this nifty utility.

The 'official' driver always was Diablo. I never got anything else with
my SLM.

>Also, does anyone have a _complete_ list of printer control codes for the
SLM,
>either in 'native' or Diablo emulation modes? I'd like to develop an SLM

The SLM has no 'native' mode (unless you choose to use the low level
ACSI commands).

>specific printer driver for my puzzle software but I've been unable to
locate
>a complete listing of control codes. I've asked Atari for this info on
three
>occasions and have been disappointed each time with incomplete data. I
wonder
>if Scott Sanders' Atari Compendium book has that info?

All you need is the Diablo escape for graphics print. It should be
explained in the readme files in the Diablo archive.

3403. Re: Piracy (was: Re: Anyone cracked Cubase 3.01 yet?)

Newsgroup: comp.sys.atari.st
Date: 1993-12-12 20:47:28 UTC
From: richie@imtired.itm.com
Message-ID: <richie.03C6B2ED@imtired.itm.com>
Source record: 196875

In <H.eg.9LMcscvJ2zo@harvee.billerica.ma.us> esj@harvee.billerica.ma.us (Eric S Johansson) writes:

And just what is it you don't like about Diamond Back? It has been in use here for some time without major problems although I do with it would'nt abort the backup when a disk is suddenly bad. Is there another backup program you would reccommend? Using a MSTE with TOS 2.06 and HD floppy to backup the 330 meg Fuji BBS drive.

--
Atari computers, inexpensive and fun to boot!

3404. Re: 520st to Mac file transfer

Newsgroup: comp.sys.atari.st
Date: 1993-12-12 21:24:25 UTC
From: mcsweesr@dcs.glasgow.ac.uk
Message-ID: <CHxy4p.8E@dcs.glasgow.ac.uk>
Source record: 196881

dc25@cornell.edu (Dan Coleman) writes:

>Dear Knowledgable Samaritan,

>I am trying to transfer "1st word" document files from a 520st (ca. 1989)
>to the MacSE I just inherited (running msWord 5.1 on system 7.0). I would
>greatly appreciate any ideas about how to make the swap.
>Thanks a bunch,
>Dan
>dc25@cornell.edu

The answer depends on what type of disk drive your Mac has. If it has a
'SuperDrive' (a.k.a FDHD) then you can have the Mac format (using
Apple File Exchange) a blank disk for use with MS-DOS, which your ST can read.
Early SEs don't have a superdrive, newer ones do. If it doesn't, then you'll
need to connect the two together using a null-modem cable and use a comms
program to transfer the files across.

Have 1st Word save the file as plain ascii text (it might do that anyway,
I havn't used it in 3 years so I don't remember wether it uses plain text
normally, or its own special format), then transfer it (file cable or disk),
into the mac. Open MS-Word and open the file.

Depending on how it's transfered, it may have some "junk" inside of it, in
which case you should run the file through a program that knows what characters
to filter out. There are sveral PD/Freeware/Shareware ones that will do the
job.

This is just a cursory glance at the problem. If you need clarification
on any (or all) of the above, just follow up this article, or mail me.

Hope this helps.

Scot

3405. Re: Medusa compatible w/ST?,STe?,TT?,Falcon?

Newsgroup: comp.sys.atari.st
Date: 1993-12-12 21:26:23 UTC
From: drpiper@cix.compulink.co.uk
Message-ID: <CHxy7z.Lt4@cix.compulink.co.uk>
Source record: 196874
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>What I don't understand is why they didn't put TOS 4.04 in there. It has a
>much nicer AES with popup menus and 3D objects and of course all the DSP
>support.

The ROMs for TOS 3.06 are arranged to give 32 bit data. The ROM from the Falcon passes data on 16 bit wide bus, so it ain't compatible. This is assuming the Medusa will use a 32 bit bus, which it should. You can officially buy TOS 3.06 roms, but programming your own roms from the TOS 4.04 image sounds a bit dodgy to me.

Bye everyone....

--

Darryl

| email through the InterNet to :- drpiper@cix.compulink.co.uk |
��

3406. Re: Atari

Newsgroup: comp.sys.atari.st
Date: 1993-12-12 21:30:00 UTC
From: patrik_sanfridsson@p2.stacken.ct.se
Message-ID: <2d0b8e5e@p2.stacken.ct.se>
Source record: 196780

> From: ug1017@sees.bangor.ac.uk (Mr M P Greenwell)
>
> STIRRE31@MAINE.MAINE.EDU wrote:
> : The 1040 is much better. It has 1 meg of memory while the
> : 520 has 512K. Otherwise, they're pretty much the same
> : although the 1040 ST also has a built-in double sided drive.
> : -scott tirrell
>
> The 520ST came inseveral different models earlier in it's life,
>
> 520STF 512k s.sided drive no tv modulator
> 520STFM 512k s.sided drive with tv modulator
> 520STFM 512k d.sided drive with tv modulator (89 onwards (I think))
>
> The STEs all have d.sided drives
>
> (was there a 520STM with no internal drive??)

Yes, I have one. There's also the original 520ST with no modulator and no
internal drive.

---
* Patrik_Sanfridsson@p2.stacken.ct.se (max 16KB) /|\ Atari Falcon030 *
* Fido 2:204/419.2 NeST 90:1100/110.2 STacken BBS +46-(0)142-19331 *

3407. UPoint-light: Binary

Newsgroup: comp.sys.atari.st
Date: 1993-12-12 21:52:21 UTC
From: brusch@eslapion.sh.sub.org
Message-ID: <1993Dec12.215221.2691@shlink.sh.sub.org>
Source record: 196879

```
UPoint, a UUCP-Point-Program for the Atari ST(E) / TT / Falcon
==============================================================

UPoint is a UUCP-Package. It's available in two versions: 'UPoint-light'
is in the Public Domain, 'UPoint-medium' (with more options) isn't. The
'light'-version should be placed on some archive-servers for public re-
quests. The 'medium'-version you may get directly from the author (con-
tact for details - the 'medium'-Version will cost about 70,-DM and in-
cludes a german documentation).

Features :

- Fully GEM-based
- Easy GEM-based installation
- Window-dialogs
- Correct handling of background-windows
- Mail and News
- Very fast
- G-protocol with all window- & packetsizes, variable packetsizes
and changing packetsizes on bad lines (also handling SRJ-Pakets)
- Needs 1 MB, 640 * 400 Pixel, all colours
- Running under TOS ( >= 1.04 ), MTOS, Mag!X
- Running on ST, TT, Falcon
- Running on graphic-cards
- Implemented uudecode
- Supports MIME-standard
- Andalotmore ....

You can get more info from

Stefan Brusch
Am Bast 15
25335 Bokholt-Hanredder

brusch@eslapion.sh.sub.org

UPoint-'medium' has also :

- Handbook ( in german )
- MultiUser ( up to 8 users with password-security )
- Supporting free editable header-lines for news & mail
- Mailarchive for outgoing mails
- More options for news
- English version

and soon ...
```

- Supporting anon- und mail->news-server
- Adressbook
- Reference-List
- PGP
- Implemented btoa

If there's interest, I could post UPoint-'light' in comp.binaries.atari.st

Stefan
--
-\- UseNet fuer Hamburg-Pinneberg-Steinburg -\- UUCP-Accounts -
-\- internationale Newsgroups -\- Kontakt: shnet@sh.sub.org --

3408. Geneva with Neodesk?

Newsgroup: comp.sys.atari.st
Date: 1993-12-12 21:59:52 UTC
From: dbyfield@outb.wimsey.bc.ca
Message-ID: <dbyfield.0kj5@outb.wimsey.bc.ca>
Source record: 196803

Can anyone tell me if using Neodesk as a replacement desktop with Geneva will give me any advantages that I can't get with Gemini or Terra Desk? I am refering to how Neo can enhance Geneva more than Terra or Gemini, not what a desktop in general can do. I feel that $70 is a bit much to spend for Neo if there are no Geneva related advantages.
Doug

--
AVENGER
Atari Avenger
Doug
...

3409. Re: Medusa compatible w/ST?,STe?,TT?,Falcon?

Newsgroup: comp.sys.atari.st
Date: 1993-12-12 22:35:54 UTC
From: Lexicor@world.std.com
Message-ID: <CHy1Fu.8HA@world.std.com>
Source record: 196876
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <CHxrH4.J8t@cix.compulink.co.uk>,
Ofir Gal <ogal@cix.compulink.co.uk> wrote:
>*In message <CHxEwn.AG@world.std.com>, Lexicor@world.std.com said:
>>
>>The Medusa is meant to be an ST/TT Compatible, which is also supposed to
>>have additional option to be Falcon Compatible with the DSP External
>>Board.
>
>But what about the XBIOS, 3.06 has no DSP support. And it's not only the
>DSP that makes the Falcon a powerful music/sound computer, there's the
>CODEC as well.

It is a modified versioy nof 3.06, licensed by Atari benelux, exactly
what has been changed I cannot tell you, mainly because (DSP wise) the
DSP board is not ready yet, so we will see then.
>>
>>
>>Medusa works with TOS 3.06, don't know about the situation with the Eagle
>>yet as it is not available, to date.
>>
>>
>>Yat
>
>What I don't understand is why they didn't put TOS 4.04 in there. It has a
>much nicer AES with popup menus and 3D objects and of course all the DSP
>support.

Hmm...isn't it also possible to do that Software Wise? with Multitos. It
should work just fine like that too...

Yat

>
>Ofir ogal@cix.compulink.co.uk
>

3410. Atari 85meg HD FOR SALE CHEAP!!!

Newsgroup: comp.sys.atari.st
Date: 1993-12-12 22:54:37 UTC
From: jhurwitz@access2.digex.net
Message-ID: <2eg7fd$8jp@access2.digex.net>
Source record: 196897

I have a shoebox style case with a 85 meg Maxtor HD and ICD+ SCSI card to sell.

Looking to get $200 + shipping.

send email or call 301-424-4350.

```
__/ / . + .
_/__/_/\
_/____/ \/ J. Hurwitz ,
. / / \/| . *
/ / /|/ In DX7 Heaven . o
/_____/ / |
/____/\\/ / Roaming Cyberspace "Space is the place"
/ o \ || / .
| o o |// . -Sun Ra +
\o o// jhurwitz@access.digex.com
--^-- . *
+ ' +
```

3411. The Unnkulian Unventures: Pass the CheezNog!

Newsgroup: comp.sys.atari.st
Date: 1993-12-12 23:26:20 UTC
From: dmb@case.ai.mit.edu
Message-ID: <2eg9asINNsmq@life.ai.mit.edu>
Source record: 196880
Cross-posted to: rec.games.int-fiction,rec.games.misc,comp.sys.mac.games,comp.sys.ibm.pc.games.adventure,comp.sys.atari.st,
comp.sys.dec,comp.sys.sun.misc,comp.sys.next.misc,comp.os.linux.misc,rec.games.programmer

[FYI: I post this approximately once a month.]

New this time:

- New release: The Horror of Rylvania!
ftp.gmd.de: if-archive/games/adventions/*/rylvania.*

ADVENTIONS' Unnkulian Unventure Series
Adventure Games for the 90's

"Unnkulia Zero hits the bullseye!" That's what Computer Gaming World had to say about our latest Unnkulian Unventure in their December issue. So if you're looking for top-quality interactive fiction comparable to 1980's commercial offerings, check out the Unnkulian Unventure series, available from an archive site near you!

In _Unnkulian Underworld: The Unknown Unventure_ you play the part of Kuulest's slave, and must recover the Orb of Studosity from the evil Unnkulians. Kuulest, the old geezebag, has died and left you with nothing to go on but a cryptic message about saving the planet. You'll encounter amazing Acme products, the infamous Guardian, those witty creatures known as Drolls, a giant beaver, and even the Dread Unnkulian Warrior. <Gasp!>

In _Unnkulian Unventure II: The Secret of Acme_ your adventure continues as you try to create some good press for yourself -- wouldn't want to fade into anonymous obscurity, now would you? Along the way, you'll find the answers to these compelling questions, and more:

o What happened to the Unnkulians?
o Why are Acme products so bad?
o What is this cheez stuff, really?

Plus, you'll get to explore Dawg Rock, a Duhdist Retreat, Acme's clandestine prototypes laboratory, and even pay a visit to Acme HQ.

In _Unnkulia One-Half: The Salesman Triumphant_, you'll play the role of a down-and-out Acme salesman, forced to work out of the Golden Dragon Inn, dangerously near Dread Unnkulia. Will you accumulate enough loot in this frightful backwater berg to turn your fortunes in your favor?

And, in _Unnkulia Zero: The Search for Amanda_, will you, the Valley King's most trusted warrior, rescue his Lady Amanda from the gruesome

clutches of the evil Unnkulians?

The Unnkulian Unventures have already gotten rave reviews from numerous adventure game connoisseurs around the world, so why not give them a try?

Other ADVENTIONS Games

The Horror of Rylvania

"The Horror of Rylvania" is true gothic horror in an interactive fiction setting. A radical departure from the light-hearted Unnkulian series, "Horror" is not for the faint-at-heart.

What you expected would be a fun outing in scenic Rylvania turns into a gruesome nightmare, with *you* playing the starring role. Find out what it's like to be alternately the source and challenger of evil in the tiny Eastern European province. Test your very moral fiber as you decide to damn yourself and save others -- or vice versa. "The Horror of Rylvania" will grip you like no interactive fiction ever has before.

Colossal Cave Revisited

"Colossal Cave Revisted" is a remake of the first major adventure game ever written: Colossal Cave, otherwise known as "Adventure." The original Adventure was written in FORTRAN by Willie Crowther and Don Woods, and had only a simple two word command parser. Its descriptions were so vivid, however, that it captivated a generation of computer enthusiasts and quickly became part of the "hacker lore."

ADVENTIONS' implementation of this classic features the same excellent full sentence parser our other games use, and comes with complete source code. For those new to interactive fiction, "Colossal Cave Revisited" is a must-have.

Colossal Cave Revisited is free, and comes with complete source code.

Where to Get Them

All our games are available for FTP from the if-archive at ftp.gmd.de. (Note that the site wuarchive.wustl.edu keeps a mirror of the if-archive in the mirrors directory.)

PC and compatibles (running DOS):

UU1: if-archive/games/adventions/pc/unnk1v30.zip
UU2: if-archive/games/adventions/pc/unnk2v30.zip
U1/2 + U0 demo: if-archive/games/adventions/pc/unnkhz10.zip
Colossal Cave Revisited: if-archive/games/adventions/pc/ccr.zip
Horror of Rylvania demo: if-archive/games/adventions/pc/rylvania.zip

Macintosh:

UU1: if-archive/games/adventions/mac/unnk1v30.sit.bin
UU2: if-archive/games/adventions/mac/unnk2v30.sit.bin
U1/2 + U0 demo: if-archive/games/adventions/mac/unnkhz10.sit.bin
Colossal Cave Revisited: if-archive/games/adventions/mac/ccr.sit.bin
Horror of Rylvania demo: if-archive/games/adventions/mac/rylvania.sit.bin

(These are MacBinary files.)

UU1: if-archive/games/adventions/mac/unnk1v30.sit.hqx
UU2: if-archive/games/adventions/mac/unnk2v30.sit.hqx
U1/2 + U0 demo: if-archive/games/adventions/mac/unnkhz10.sit.hqx
Colossal Cave Revisited: if-archive/games/adventions/mac/ccr.sit.hqx
Horror of Rylvania demo: if-archive/games/adventions/mac/rylvania.sit.hqx

(These are Binhexed Stuffit 1.5.1 files.)

Atari ST/TT/Falcon:

UU1: if-archive/games/adventions/atari/unnk1v30.arc
UU2: if-archive/games/adventions/atari/unnk2v30.arc
U1/2 + U0 demo: if-archive/games/adventions/atari/unnkhz10.arc
Colossal Cave Revisited: if-archive/games/adventions/others/ccr.tar.Z
Horror of Rylvania demo: if-archive/games/adventions/others/rylvania.tar.Z

Others:

UU1: if-archive/games/adventions/others/unnk1v30.tar.Z
UU2: if-archive/games/adventions/others/unnk2v30.tar.Z
U1/2 + U0 demo: if-archive/games/adventions/others/unnkhz10.tar.Z
Colossal Cave Revisited: if-archive/games/adventions/others/ccr.tar.Z
Horror of Rylvania demo: if-archive/games/adventions/others/rylvania.tar.Z

TADS now runs on lots of different systems. Because of this,
the files listed above are TADS .GAM-file only archives that
can be used with any machine that runs TADS. The tricky bit is
that before you can play the games, you need to get the TADS
run-time for your machine.

Fortunately, this isn't hard to do. Just grab the TADS
executable package for your machine from the if-archive:

Sun Sparcstation (SunOS):
if-archive/programming/tads/sparc-sunos.tads2exe.tar.Z

Sun Sparcstation (Solaris):
if-archive/programming/tads/sparc-solaris.tads2exe.tar.Z

Sun 3:
if-archive/programming/tads/sun3.tads2exe.tar.Z

DECstation (MIPS) running Ultrix:
if-archive/programming/tads/decmips.tads2exe.tar.Z

SGI (Iris/Indigo/Indy) running Irix:
if-archive/programming/tads/sgi-irix.tads2exe.tar.Z

Linux (386):
if-archive/programming/tads/linux.tads2exe.tar.Z

NeXT:
if-archive/programming/tads/NeXT.tads2exe.tar.Z

IBM RT:
if-archive/programming/tads/ibmrt.tads2exe.tar.Z

Amiga:
if-archive/programming/tads/AmiTADS210.lha
(beta)

Other Unix:

In the works!

The file How-To-Run-These-Games in the same directory gives
your more information.

NOTE:

The source to TADS 2 is not distributable. However, if your
machine isn't on the list yet, and you would like to volunteer
to port TADS 2 to it, send email about it to Mike Roberts
<mroberts@hinrg.starconn.com>. Porting to Unix-like systems is
fairly trivial.

Unnkulian Unventures I and II are shareware ($10 registration fee
each); registering gets you spiffy maps and agony-sparing hint sheets.

Unnkulia One-Half is free -- don't pay us for it!

Unnkulia One-Half comes with a playable demo of Unnkulia Zero and info
on how to get the complete version.

Happy adventioning!

Dave Baggett
ADVENTIONS

Internet: dmb@ai.mit.edu
Compuserve: 76440,2671
GEnie: ADVENTIONS

A Word About TADS

We at ADVENTIONS use a programming language called TADS to write our games. TADS is a product of High Energy Software, and you can get it via FTP.

TADS (and TADS goodies) are available for many systems from ftp.gmd.de. Look in the if-archive/programming/tads directory.

TADS is also shareware, and we strongly encourage you to register it if you use it, since we feel it is a powerful, innovative, and very inexpensive development system that deserves to be paid for.

--
dmb@ai.mit.edu Boot up, log in, drop out. MIT AI Lab
ADVENTIONS: We make Kuul text adventures! Email for a catalog of releases.
PO Box 851 Columbia, MD 21044 USA / CIS: 76440,2671 / GEnie: ADVENTIONS

3412. SC1224 Volume Problems

Newsgroup: comp.sys.atari.st
Date: 1993-12-12 23:42:35 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <93346.184235STIRRE31@MAINE.MAINE.EDU>
Source record: 196882

The other day while using my STe, the volume on my SC1224 went out of control. I had it turned all the way down, but the sound was still deafening. Since then, my monitor has quieted down a little, but is still noticibly louder than it should be. Does anyone know what might cause this? I would appreciate any help.
-scott tirrell

3413. MOVING: MEGA 2 FOR SALE!!!

Newsgroup: comp.sys.atari.st
Date: 1993-12-12 23:53:15 UTC
From: fymah@essex.ecn.uoknor.edu
Message-ID: <2egatb$9lj@constellation.ecn.uoknor.edu>
Source record: 196878

```
************************************************************
************************For Sale****************************
************************************************************

ATARI MEGA ST2.................................$250
Atari Mouse, Keyboard

Shipping Included (within continental US)
Original Box

Email me at fymah@essex.ecn.uoknor.edu
```

3414. Re: Piracy (was: Re: Anyone cracked Cubase 3.01 yet?)

Newsgroup: comp.sys.atari.st
Date: 1993-12-13 01:14:59 UTC
From: warwick@cs.uq.oz.au
Message-ID: <16758@uqcspe.cs.uq.oz.au>
Source record: 196883

hutch@bellman.lanl.gov (John Hutchinson) writes:

>I fail to see the argument against limited demo versions of
>most products. If a demo game only has 3 levels (instead of 50) or a demo app
>doesn't let you save a project file, do you really mean to say that they won't
>give you a good "feel" for the product? Some demos are lame, sure, but all???

I think limited demo versions are FANTASTIC. If I'd seen a demo version
of TruePaint (which there is not) and the demo version of Prism Paint
(which there is), I wouldn't have wasted my money on TruePaint. As it is,
I now can't afford Prism Paint (my teachers told me never to account for
`sunk costs', but I can't justify buying another paint program when I've
just bought one).

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

3415. Re: Jaguar advertisement

Newsgroup: comp.sys.atari.st
Date: 1993-12-13 01:16:14 UTC
From: pmbarry@acs.ucalgary.ca
Message-ID: <znr755745374k@ucalgary>
Source record: 196550

In article <93344.133525DSH109@psuvm.psu.edu> DSH109@psuvm.psu.edu writes:

> I was just wondering how much advertising coverage
> the Jaguar has gotten in other areas. I live in
> Philadelphia, what I would consider a very large market
> place. I have not seen one commercial on tv yet.
> I would figure that since it was nearing Christmas
> time, and the busiest shopping time of the year,
> I might see something by now.

TV Advertising is only for the test markets, New York and San
Francisco, so far, it's only been spotted in NY. (On Batman
The Animated series, among other shows.)

> I actually bought stock in Atari when this whole thing
> started, and saw it hit around 12 points a few weeks
> ago. However, it is now presently in a steady decline.
> I was wondering if this is due people getting discouraged
> by the lack of advertising and selling shares.

The market is driven by lots of hype. It seems natural for
a stock to be inflated by hype, and then drop to normal
levels, the same applies to the 3DO Company, who was up around
45 for quite some time, and has slowly dropped to around 30.

Paul...

---
pmbarry@acs.ucalgary.ca | This .sig is in beta test version 0.999999999zzzzzzy
---

3416. Atari Jaguar dealer ..

Newsgroup: comp.sys.atari.st
Date: 1993-12-13 01:28:40 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <755764301.AA02153@byte.bbs.no>
Source record: 196890

>The last issue of ST Computer has a lengthy Jag feature, even with pic
>the system board. I considered scanning it in last night, but it wasn'
>clear so I skipped it.

The developers (at least the one with Atari Be-Ne-Lux) got an info-disk
with block-diagrams, pictures of the Jaguar and from some games, and a
lot of text-files in the last mailing. It's not confidential (so far
as I know) so if anyone wants them - call ABK-BBS and download them..)

Lars-Erik 0sterud / E-mail: Lars-Erik.Osterud@byte.bbs.no
Atari Developer / ABK-BBS: +47 67132659 V.32bis Data+Fax
SysOp ABK-BBS /

-- ReadMail ST

3417. Hard Disk

Newsgroup: comp.sys.atari.st
Date: 1993-12-13 01:45:12 UTC
From: kfason@csn.org
Message-ID: <CHyA7D.9Dq@csn.org>
Source record: 196884

I have a Western Digital 1.05gig Hard Drive. Its 9ms, model Number is DSP3107. Its SCSI-II also I believe. I have a Mega/STe and want to use it with it. The prob I am having is I think its for portables (its a half height so may fit...) and I can only get it to power up if I stick it in my PC hooked to a Issapport scsI-II card. Otherwise it does not power up.. works fine in the PC but I want it in my atari... :). I have tried ICD v6.2.3 with a host adapter. I tried it hooking inside mycomputer, but am going to try hooked to the host and see.. Otherwise I guess I will try ICD and see what they say... thanx.

-Kevin Fason "kfason@CSN.Org"

Atari Mega/STe w/FPU	Representative Run PC Computers
US Robotics Dual Standard	The STore that ==Runs To You!
Multi-Game Hunter ASIC	Higher Educations Computer Source
Above Mega 'E for Sale!!	Proudly Supporting Atari!

3418. Diamond Back V1.10

Newsgroup: comp.sys.atari.st
Date: 1993-12-13 01:53:33 UTC
From: davecook@multiline.com.au
Message-ID: <1993Dec13.015333.213@multiline.com.au>
Source record: 196869

```
Sorry, I mean't Diamond Edge V1.10
```

3419. Re: Piracy (was: Re: Anyone cracked Cubase 3.01 yet?)

Newsgroup: comp.sys.atari.st
Date: 1993-12-13 02:31:42 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <H.eg.nMLqn1YBUic@harvee.billerica.ma.us>
Source record: 196891

In <richie.03C6B2ED@imtired.itm.com>, Dick Grable writes:
>In <H.eg.9LMcscvJ2zo@harvee.billerica.ma.us> esj@harvee.billerica.ma.us (Eric S
>Johansson) writes:
>
> And just what is it you don't like about Diamond Back? It has been in use
>here for some time without major problems although I do with it would'nt
>abort the backup when a disk is suddenly bad. Is there another backup program
>you would reccommend? Using a MSTE with TOS 2.06 and HD floppy to backup the
>330 meg Fuji BBS drive.

ghod! backing up 330mb onto floppies! get a tape :-)

the last time I publicly complained about DBII, bob l. rightfully pinged
me for not comming to him first. I expect that bob will send me
another piece of fan mail for this piece too.. :-)

however, I have sent bob l. 2 or 3 pieces of email with no response.
It hasn't been worth the hassle to phone, fax or snail yet but it will
if DB 3.0 does not work ok.

So, since you asked, here is a short list of complaints I have about DB:

awkward user interface (I keep getting stuck in the GUI thing :-)
the Diamond edge UI is good but Diamond back is so bad I have a
hard time believing the package came from the same company.)

I've lost a couple of backups from decompression failures. as
a result I don't compress on backup anymore.

minimal floptical support (to be fair, the package blurb says
it works with flopticals but not how well. bob claims multi-volume
floptical support will be present in 3.0)

incremental backups are barely useful IMHO. (bob and I differ
on this and he claims he is putting in 3.0 a type of incremental
backup that I consider more useful.)

no multi source volume backup (I expect to be able to
backup multiple source volumes onto multiple target volumes and
have restore put things back on the right volumes unless I tell
it otherwise.)

It's been a while since I used DB so I don't remember any more
problems than these although I'm sure there are some. I'm willing to
risk some more money on the next version but that's it. Any more
data losing errors like the compression one and I'm tossing Diamond Back
and will be looking at free alternatives like gnu tar+gzip or zoo.

Before DB, I was using something called Good Backup. The only reason I dropped using Good was because there was no flopticals support and the guy supporting it had left the personal computer software market entirely (for reasons having nothing to do with piracy).

So if you are looking for a good backup utility, I really have no place to point you because I do not believe that there are any good ones around yet. I'm hoping I'll be able to say good things about DB V3.

--- eric

--
HOME: esj@harvee.billerica.ma.us HAM ka1eec
WORK: esj@temerity.polaroid.com 617.386.4687
source of the public's fear of the unknown since 1956

3420. RAWTORAW convertor?

Newsgroup: comp.sys.atari.st
Date: 1993-12-13 02:43:38 UTC
From: dunham@src.honeywell.com
Message-ID: <1993Dec13.024338.2873@src.honeywell.com>
Source record: 196886

I read in AEO that Damien M. Jones, author of "DMJ GIF 3", has a new program out, RAWTORAW that will convert ComputerEyes raw .CE1 files to either Targa .TGA or QRT .RAW files. Where can I find this via Internet ftp? If it's on GEnie, can someone send it to me or ftp it to a.a.u.e. ? Thanks.

Scott Dunham dunham_scott@htc.honeywell.com
or dunham@homer.htc.honeywell.com

--
Scott Dunham | Honeywell Technology Center | dunham_scott@htc.honeywell.com
||| | 10701 Lyndale Ave South | -- or --
/ | \ | Bloomington, Minnesota 55420 | dunham@homer.htc.honeywell.com

3421. RAWTORAW file convertor

Newsgroup: comp.sys.atari.st
Date: 1993-12-13 02:59:51 UTC
From: dunham@src.honeywell.com
Message-ID: <1993Dec13.025951.4543@src.honeywell.com>
Source record: 196885

I read in AEO that Damien M. Jones has a new RAWTORAW program out that will convert ComputerEyes raw .CE1 files to either Targa .TGA or QRT .RAW format. Does anyone know where I can find this? If it's on GEnie, would anyone be interested in sending it me or putting it on a.a.e.u. ? Thanks!

Scott Dunham dunham_scott@htc.honeywell.com
or dunham@homer.htc.honeywell.com

--
Scott Dunham | Honeywell Technology Center | dunham_scott@htc.honeywell.com
||| | 10701 Lyndale Ave South | -- or --
/ | \ | Bloomington, Minnesota 55420 | dunham@homer.htc.honeywell.com

3422. Spectre 128 on a TT?

Newsgroup: comp.sys.atari.st
Date: 1993-12-13 03:46:16 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2egoi8$ife@news.dmpe.CSIRO.AU>
Source record: 196553

Anyone know if a Spectre 128 cart will work o.k. on a TT? I know there was some problems on getting GCR to run on a TT, but was the Spectre 128 o.k.? The reason I ask it that a friend with a TT wants to buy my 128, but I don't want to sell him something that he can't use.

Karl.

BTW He lives about 1500kms away, so I can't plonk it in his TT and try it ...
--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| Work: +61 3 252 6222 Fax: +61 3 252 6244 Home: +61 3 853 9622 |

3423. Re: Hard Disk

Newsgroup: comp.sys.atari.st
Date: 1993-12-13 04:08:06 UTC
From: kfason@csn.org
Message-ID: <CHyGtL.9Ly@csn.org>
Source record: 196888

In article <CHyA7D.9Dq@csn.org> you wrote:

: I have a Western Digital 1.05gig Hard Drive. Its 9ms, model Number is

Actually I was wrong. Its Made by Western Digital (all parts said Western
Digital on them), Its actually an IBM 1052meg drive. Access time is
8.6ms. Model Number is 0662S12. It is SCSI-II BTW. I can only get it to
work on a PC hooked to a SCSI-II card. Its really wierd, it only powers
up when its asked what it is instead of when I flip the power switch... I
think I need to get the Link since i read the press release on it and it
supports SCSI-II If I recall... Otherwise I'll just get a Falcon030...

I called ICDs board but i guess it was full so did not save my message.
Does ICD have a GEnie or Compuserve account I can send InterNet mail too??

thanx

-Kevin Fason "kfason@CSN.Org"

Atari Mega/STe w/FPU	Representative Run PC Computers
US Robotics Dual Standard	The STore that ==Runs To You!
Multi-Game Hunter ASIC	Higher Educations Computer Source
Above Mega 'E for Sale!!	Proudly Supporting Atari!

3424. Anyone else got a NOVA VME *plus* card?

Newsgroup: comp.sys.atari.st
Date: 1993-12-13 04:26:35 UTC
From: warwick@cs.uq.oz.au
Message-ID: <16760@uqcspe.cs.uq.oz.au>
Source record: 196889

If you have one of the new NOVA VME Plus cards (that is, not the NOVA VME, nor the SuperNOVA), could you please email me, as I'd like to know which resolutions you use and with what monitor type.

Thanks,
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

3425. Re: Hard Disk

Newsgroup: comp.sys.atari.st
Date: 1993-12-13 04:43:40 UTC
From: richie@imtired.itm.com
Message-ID: <richie.05E71ABD@imtired.itm.com>
Source record: 196896

You need to find out what the jumpers on the drive are for. I recently installed a 330meg Fuji in my MSTE and it would not power up until I changed the necessary jumper. It was set to start with a software command from the computer. BTW, it was for a Compaq and reports as such when booted.

--
Atari computers, inexpensive and fun to boot!

3426. Mega St Parts question

Newsgroup: comp.sys.atari.st
Date: 1993-12-13 05:46:38 UTC
From: kerkhoff@emx.cc.utexas.edu
Message-ID: <2egvjuINN5m6@emx.cc.utexas.edu>
Source record: 196892

I just acquired a Mega ST and it seems to be missing a chip. The chip is designated "U12" and sits just to the left of the MMU chip (as viewed from the front of the board). It is a 14 pin chip. The board is designated "CA200019" and is populated for 2 mBytes. Can anyone tell what chip I need to put in? Better yet, can anyone supply me with a schematic?

Thanks
Jim

3427. Re: Top 10 Atari Games of 1993...

Newsgroup: comp.sys.atari.st
Date: 1993-12-13 06:46:11 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2eh33j$707@charm.magnus.acs.ohio-state.edu>
Source record: 196895

Well the votes are coming in, But I still want more ;)

A few further explanations:

Being released in 93, means only a version or update was released in 93.
This is to include such programs as Gemview.

The categories are only general guidelines. If you have a favorite text
processor and a favorite art package. Vote for the both. One will be ART and
the other Word Processing. No hassles.

If you want to nominate a commercial package go ahead. Please let me know
that it is indeed a Commercial Package.

Don't know the author? No problem, if it get's alot of votes I'm sure we
can find out who wrote it.

Also please include a brief statement on why you like the package. This
isn't necessary but would be nice.

OK? Great now take a moment and drop me a note. I really want to make
this a good representation of us Atari users. That means I need your help.
Lets show these authors we appreciate their efforts and maybe give us all a few
new packages to check out.

As before send your votes/nominations to:

ackerman.29@osu.edu

If you have any problem getting through to this adress please let me know
in the newsgroup.

Dan Ackerman
ackerman.29@osu.edu

3428. Re: Hard Disk

Newsgroup: comp.sys.atari.st
Date: 1993-12-13 08:09:32 UTC
From: kfason@csn.org
Message-ID: <CHyrzx.A4u@csn.org>
Source record: 196900

Dick Grable (richie@imtired.itm.com) wrote:

: You need to find out what the jumpers on the drive are for. I recently
: installed a 330meg Fuji in my MSTE and it would not power up until I
: changed the necessary jumper. It was set to start with a software
: command from the computer. BTW, it was for a Compaq and reports as
: such when booted.

ok. I don't have manuals for it though, and the only jumpers I see are for
the ScsI IDs.. thank you. I will look into it.

-Kevin Fason "kfason@CSN.Org"

Atari Mega/STe w/FPU	Representative Run PC Computers
US Robotics Dual Standard	The STore that ==Runs To You!
Multi-Game Hunter ASIC	Higher Educations Computer Source
Above Mega 'E for Sale!!	Proudly Supporting Atari!

3429. Re: Jaguar makes NEWSWEEK

Newsgroup: comp.sys.atari.st
Date: 1993-12-13 09:20:20 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <2ehc4k$hfm@cismsun.univ-lyon1.fr>
Source record: 196801

In article <2e2hsf$di3@ucunix.san.uc.edu> klasmekj@ucunix.san.uc.edu (Kevin Klasmeier) writes:
>
>
>Although Jaguar won't be for sale outside New York and San Francisco until next
>year, ...

Right ? What is funny is that it has been available here in France for a while.
Atari=US homed european company with a Japanese name.

Patrice LACOUTURE
Chambre E516
Institut National des Sciences Appliquees - Lyon
Dept of Computer Science
69621 Villeurbanne Cedex - France

____
ZombyX 81 (IRC Nick)	This document does not exhaust CFCs.
Atari MegaSTE / (Multi)TOS	It does not harm the ozone layer.
PC 286 :-(	
_____________________________	____

3430. Re: Medusa compatible w/ST?,STe?,TT?,Falcon?

Newsgroup: comp.sys.atari.st
Date: 1993-12-13 09:31:05 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <2ehcopINNg45@tom.rz.uni-passau.de>
Source record: 196802
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Dec12.063305.25584@bsu-ucs> 01mbmccabe@leo.bsuvc.bsu.edu writes:
>Does anyone know what the Medusa (and the Eagle?) is designed to be compatible
>with -- the ST, STe, TT, or Falcon??

Strange question, somehow. The Medusa is compatible with CLEAN applications
written for the 680x0 range of Atari computers. This means, you will face
SOME problems if you want to run some hacks on it (Spectrum 512 or similar).
In addition, many games and demos will not run (or does the Medusa have
a compatibility mode (68000@8MHz) ?).

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) - _()
-- /
- Star Trek: Our Generation - _
- To boldly kill rats where no man has killed rats before.... - _)

3431. Re: 16MHz switch for MEGA STE

Newsgroup: comp.sys.atari.st
Date: 1993-12-13 09:41:21 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <2ehdc1$hv1@cismsun.univ-lyon1.fr>
Source record: 196532

In article <CHs3to.GD1@cs.vu.nl> fvkampen@cs.vu.nl (Kampen van F) writes:
>
>misler@stud.ee.ethz.ch (Matthias Isler) writes:
>
>>Could someone help me: I've got a MEGA STE, but no CPX to witch it to
>>16MHz. Where can I get this or how may I change the CLK-freq myself?
>
>>MATHEW
>
>That's funny. Everybody gets the default CPX-modules...
>But, in case you really don't have it, get general.cpx, the
>'general setup' CPX. With this one, you can select the clock speed,
>and the cache setting.
>You can find it on a.a.u.e and its mirrors. If you don't have Ftp-
>access, I can email it to you...
>
> Florentijn
>
And to play faster with games that don't allow the Control Pannel to load,
try some utilities at the same place in Ste/Mega or something like this...
I've got a little simple resident program which asks you at bootup which
speed do you want to run (before booting the drive, in fact) interesting
for autoboot games !

Ask for it ...

Patrice LACOUTURE
Chambre E516
Institut National des Sciences Appliquees - Lyon
Dept of Computer Science
69621 Villeurbanne Cedex - France

____
ZombyX 81 (IRC Nick)	This document does not exhaust CFCs.
Atari MegaSTE / (Multi)TOS	It does not harm the ozone layer.
PC 286 :-(	
_____________________________	____

3432. Re: Snapper vs. using Archie...

Newsgroup: comp.sys.atari.st
Date: 1993-12-13 10:41:55 UTC
From: rahin@scs.leeds.ac.uk
Message-ID: <1993Dec13.104155.17560@gps.leeds.ac.uk>
Source record: 196804

In article <1993Dec10.095903.1@acad2.alaska.edu> anrlw1@acad2.alaska.edu writes:
>If you know the name of a particular file and you have access to
>Archie, you can avoid having to collect a database of Atari softwear.
>Just use Arcie to search for the ftp site addresses of the named file
>and usually within 24 hours you'll get a big list of exactly where
>the file is located...
>
>For more info on Archie, read the 'Big Dummy's Guide to Internet' or
>'Zen and the Art of Internet'.
^^^^^^^^^^^^^^^^^^^^^^^^^^^^

Does anyone know of any FTP site where this is located ? My archie search
was not successful (maybe I was not doing it correctly).

Thanks.

- Rahin
(rahin@scs.leeds.ac.uk)

3433. Problem with MagIX (booting phase)

Newsgroup: comp.sys.atari.st
Date: 1993-12-13 11:33:00 UTC
From: martin@risc.techem.ruhr-uni-bochum.de
Message-ID: <2ehjtc$mhb@rubb.rz.ruhr-uni-bochum.de>
Source record: 196805

Hi,

I have a problem with my ATARI system since I installed MagIx as an alternative operating system. I am using the Hushi hard disk driver (version 3.16) on a TT, with Hushi it is possible to boot your system from different partitions by pressing D e.g. while the TT is coming up. I have installed MultiTOS on volume C: and MagIx on D:. If I want to boot from partition D: the hard disk hangs after a short while before the booting procedure is complete. Even after several resets the computer won't work. It does work if i first boot MultiTOS from C: then reset it and after this pressing "D". Unfortunately, sometimes the TT is booting correctly with MagIx at the first time.

Does somebody have an idea? Maybe some imcompatibilty between Hushi and MagIX? Or must I install MagIx on C?
(I don't think that the behaviour is caused by an AUTO folder program because sometimes the computer hangs directly after the reset caused by the MagIX booter...)

Thanks in advance, Martin

3434. Re: AHDI - is 6.06 a real release?

Newsgroup: comp.sys.atari.st
Date: 1993-12-13 11:44:11 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.755783051@acp5>
Source record: 196808

patrik_sanfridsson@p2.stacken.ct.se (Patrik Sanfridsson) writes:

>I first run AHDI 6.03 and later AHDI 6.06 on my Falcons internal IDE. Then
>6.061 came out so I installed it on my C: partition. It was much slower! I
>changed back to 6.06 again. Did I do something wrong or is this how it's
>supposed to be? Btw, I've never done a re-format.

Strange. AHDI 6.06 is slower concerning Falcon SCSI but if this applies to
IDE, too, I didn't check. It doesn't sound as if you did something wrong.

****
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
----
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
****

3435. TWIST/TWISTER?

Newsgroup: comp.sys.atari.st
Date: 1993-12-13 11:48:35 UTC
From: st39@unix.brighton.ac.uk
Message-ID: <1993Dec13.114835.7812@unix.brighton.ac.uk>
Source record: 196810

Hello!

A PDP subscriber sent me a disk containing a number of PD progs a
while back. Included on this disk was a program called TWIST or
TWISTER which seemed to be some sort of task switching program - but
I couldnt get it to work.

I had forgot all about it, when I was looking through some old
ST FORMATs and noticed an advert from HiSoft - advertising this
TWISTER program.

I wrote to HiSoft asking for some info on this product but never
had a reply. The question I put forward is:

What is TWISTER/TWIST by HiSoft?
How do you use it?
What ever happened to it?

Thanx in advance etc... etc.... etc.....
--

=== st39@unix.bton.ac.uk ==
= WisDom BBS: u0007 (SUP) = PDP Magazine - A non-profit making
=---------------------------= magazine for Atari and Amiga PD users.
= Stephen Ticehurst = finger for more info.. |||
== A Happy / | \ User! =

3436. Re: Atari

Newsgroup: comp.sys.atari.st
Date: 1993-12-13 12:16:05 UTC
From: avg@cwi.nl
Message-ID: <CHz3Eu.4Ds@cwi.nl>
Source record: 196809

bjgrier@bnr.ca (Brian Grier Perpk) writes:

>In article <76@virtue.win.net>, ariel@virtue.win.net (Ariel Benzakein) writes:
>|> So which is better, a 520 or a 1040? I am in the process of buying one used, which should I
>|> get?
>|>
>|>

>They are basically the same machine the 520 has .5meg of ram and the
>1040 has 1.0meg of ram. I'd get a used MegaST (2meg or 4 meg) over a
>520/1040. Advantages are detached keyboard, and the keyboard itself
>is vastly superior (IMHO).

But watch out. A 520+ (note the plus) has 1 MB and may be a better bargain.

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 799
1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740

3437. Re: TT 19" Monitor

Newsgroup: comp.sys.atari.st
Date: 1993-12-13 13:37:24 UTC
From: gruber@austin.ibm.com
Message-ID: <CHz76D.1zEs@austin.ibm.com>
Source record: 196832

> Computer STudio is selling a demo TTM195 for $650; the address is
> s.winick@genie.geis.com and the number is 800-253-0201. Hope this helps.
>
> Dave

thanks Dave
Scott

3438. Re: MiNT and Neodesk 3

Newsgroup: comp.sys.atari.st
Date: 1993-12-13 13:54:17 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.93Dec13145417@issan.informatik.uni-dortmund.de>
Source record: 196813
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <H.eg.ykYr5Owxhy_@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

|> In <SCHWAB.93Dec7110433@issan.informatik.uni-dortmund.de>, Andreas Schwab writes:
|>> |> I've never actually seen that in action... When I run MiNT (1.08; 1.09
|>> |> soon) it doesn't load anything after it in the AUTO folder.
|>>
|>> It works for me. Are you sure that you have really anything
|>> *physically* located after MiNT? Or, you have renamed MiNT to
|>> something other than mint.prg or mintnp.prg.

|> Ah-ha! That's it... I've got mint108.prg and mint109.prg... I didn't
|> realise MiNT cared about its filename. :-\

There is no other way how this can be implemented, since you cannot
get the precise name how a program is invoked (at least not portable).
--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

3439. Next Atari Show in UK, and some thoughts....

Newsgroup: comp.sys.atari.st
Date: 1993-12-13 13:55:40 UTC
From: vctec@westminster.ac.uk
Message-ID: <CHz7vK.716@westminster.ac.uk>
Source record: 196814

In article <755410204.0@mettav.royle> Paul.Civati@mettav.royle.org (Paul Civati) writes:
>On 30 Nov 93 at 22:57:15 (Yat W) wrote the following:
>
> >> There's an Atari Show in Birmingham (UK) on 5th December at
>the
> >> National Motorcycle Museam (???).
> >>
> >> - These things are never properly advertised are they ???
> >
> > Anyway...I think some of th magazines should have mentioned
>it...i
> > don't know
> > of an AD though..don't expect an AD like on TV or so *grin*.

>There is a one page ad in the December issue of ST Applications.
>
>-Paul-

I was at the Atari show last night in Haydock Park near Manchester. I new about it through ST apps a couple of months ago, and also from ther high street mags, that mentioned it. Also, if you are on the mailing list for Titan Designs, then you get a note telling you about the next show.

For the people who live in Scotland, and North East England, there is supposed to be a show in Newcastle I think 27 February and Glasgow on the 28 February.

And no, this is not a plug for any of the companies....I do not work for any of the Atari Dealers that were at the show....I just hope that someone from the big Atari companies reads this, and says...."We've got to reward this man", and then give me loads and loads of Hardware ;-)

I couldn't get there early, and by the time I did get there, Gasteiner were packing up. I got there 4.30 pm...the show was due to finish 6pm. Not many people there either when I got there, but the demos were quite good.

Got my Tower Case, too from System Solutions....only 140 pounds. Not bad is it? Well, it isn't "only"...it's quite a lot, but considering they cost about 200 pounds normally.

T28 looked impressive, and so did this Multitasking Operating system called SMS2.

I was surprised that Analogic or Ladbroke did not turn up.

Anyway, I was there for an hour or so, and got to talk to lots of people, in a relaxing atmosphere, not having to wait behind queues of people. But I think it would have been better if more people were there (Maybe there were).

There weren't many offers at the show. The tower case was quite good, though, but other stuff did not have much in the way of discounts. For example memory ipgrades, at the lowest for the STe, were 45 pounds for 2 Meg....this is normal price, especially for some of the dealers. Hisoft had some good deals....Lattice C 5.6 down to 120 from 170 pounds.

I would have liked to buy Multitos, but this was discounted by 10 pounds, and this was out of my price range, esp, as I had already spent some money at SSols.

Overall, it was a nice show, but I do feel that there could have been some more better offers off hardware and software. Saying that...I will definitely be going to the Next local Atari Show.

Danny.

--
<==>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

3440. Re: SCSI 2 hard disks ...

Newsgroup: comp.sys.atari.st
Date: 1993-12-13 14:22:06 UTC
From: vctec@westminster.ac.uk
Message-ID: <CHz93n.93w@westminster.ac.uk>
Source record: 196815

In article <A59748@M4.maus.de> Peter_Missel@m4.maus.de (Peter Missel) writes:
>>Someone also mentioned about ICD's Rate HD not giving correct results.
>>What
>>program can I use then?
>
>That's for Falcons and TTs. On STs, ICD's RateHD seems to give reasonable
>results. On Falcon and TT SCSI, the transfer rate displayed is way too
>slow for really fast drives (> 1500 KB/s GEMDOS read transfer rate).
>
>For "real world" GEMDOS read/write tests, use HOW-FAST.PRG.

So where do I find this program?

Danny.
--
<===>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

3441. Re: Geneva with Neodesk?

Newsgroup: comp.sys.atari.st
Date: 1993-12-13 14:29:31 UTC
From: stewart@titan.ucs.umass.edu
Message-ID: <2ehu8b$nee@titan.ucs.umass.edu>
Source record: 196817

In article <dbyfield.0kj5@outb.wimsey.bc.ca>,
Doug Byfield <dbyfield@outb.wimsey.bc.ca> wrote:
>Can anyone tell me if using Neodesk as a replacement desktop with Geneva will
>give me any advantages that I can't get with Gemini or Terra Desk? I am
>refering to how Neo can enhance Geneva more than Terra or Gemini, not what a
>desktop in general can do. I feel that $70 is a bit much to spend for Neo if
>there are no Geneva related advantages.
>Doug
>

Unless there have been upgrades to Terradesk or Gemini that I am not aware
of, they still cannot run programs in multitasking mode. This means that
although they can execute one program, the shell itself becomes inaccessible
until the program that was run from it is exited. This will continue to be
true until they are upgraded to use the MultiTOS/Geneva shell_write() method
of running a program, instead of pexec().

NeoDesk 3.04 does not suffer from this problem. You should be able to find
NeoDesk 3 for substantially less than $70 at this point as well. We are
currently offering a clearance specail ourselves of $35.

Bob Stewart stewart@titan.ucs.umass.edu
Gribnif Sofware Tel: (10-6 EST) 413-247-5620
Customer Service Fax: 413-247-5622

3442. re: Anyone make their own joystick extendors?

Newsgroup: comp.sys.atari.st
Date: 1993-12-13 14:32:12 UTC
From: Lannie@ins.infonet/net
Message-ID: <2ehudc$5na@insosf1.infonet.net>
Source record: 196816

In article <2ecvmj$spr@access2.digex.net> winters@access2.digex.net (Michael Winters) writes:
>I've seen those Joystick extendors sold in Atari stores and was thinking
>of trying to make some myself using old Atari 800 joystick jacks or
>something like that, along with some wire. Has anyone done anything like
>this before? Secondly, when I was fixing my damaged solder joint on
>my machine, with an expert electronics fixer friend (!) a key rubber
>connector thing-a-ma-jing got lost - does anyone sell them individually?
>I'm curious what people think about the above. Thanx for any tips.
>
>--- Mike
If you are talking about a splitter, just put a 9 pin on one end and split it two the outer edges
of a 25 pin. You can have two devices plugged into the 25 pin side.
I did this, cause I couldn't find a splitter anywhere! I don't have
to lift up my computer to unplug the mouse and plug in a joystick.
Try Toad Computers, they always seem to have extra pieces. I got
some small stuff from them before.
Later,
LAnnie Schafroth
INS / Wyse 9000i Admin.

3443. Re: GCC and MiNT 1.09

Newsgroup: comp.sys.atari.st
Date: 1993-12-13 14:53:13 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <1993Dec13.145313.3437@ibr.cs.tu-bs.de>
Source record: 196819

In article <H.eg.9DsLZ192dMU@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
|> In <2e14s2$8ag@golem.wcc.govt.nz>, Steve Wells writes:
|> > I noticed GNU C v2.5.5 has just been stuck on a.a, a 1.2meg ZOO file.
|> >
|>
|> Don't bother downloading it. GCC's with 2.5.x version numbers don't produce
|> working 68000 code. :-(They include some weird optimisations for '030,
|> even in 68000 mode; AND the GNU folks are thinking of dropping 68000
|> support all together.
|>

I tried compiling MiNT 1.09 with GCC 2.5.6 (binary taken from
ftp.tu-clausthal.de) and got internal errors.
That was the first 2.5.* release i tried, now i'm back to 2.4.2
which works fine.

Should i upgrade to 2.4.4 (or 2.4.5) what ever the latest 2.4.*
release was or are there no major changes (bug fixes)?

--
Axel Kielhorn

The blue wizzard

c0031098@ws.rz.tu-bs.de

3444. Re: C

Newsgroup: comp.sys.atari.st
Date: 1993-12-13 15:01:07 UTC
From: fountad@vax.sbu.ac.uk
Message-ID: <1993Dec13.150107.4270@vax.sbu.ac.uk>
Source record: 196818

In article <755501699-0-9359@chop.isca.uiowa.edu>, Lyle Raymond <94807713@uwwvax.uww.edu> writes:
> C novice needs to know how he can get started on the ST (software, manuals,
> etc.). What's availiable? How can I get it?
> Damn, it's hard being an STe enthusiast in the 'States....

Get a copy of Heat 'n' Serve C 1.4 - it's shareware and plenty sound enough to get you started. I started with it several years ago, and it still serves my needs! If you get on with C consider buying Lattice C 5.6. It's about the best (English documented) compiler available. HSC comes with several hundred K of manuals of disk, plus make, etc.

Del

3445. DR Doodle source Was: megaroids sourcecode

Newsgroup: comp.sys.atari.st
Date: 1993-12-13 15:30:51 UTC
From: error@stack.urc.tue.nl
Message-ID: <2ei1rb$1ak@tuegate.tue.nl>
Source record: 196825

Now I think of it, I could really use a copy of the Dr Doodle source code. I heard it was available but was unable to find source anywhere.

Thanks in advance for any pointers.

Erlend.
--

3446. Re: Anyone make their own joystick extendors?

Newsgroup: comp.sys.atari.st
Date: 1993-12-13 15:31:36 UTC
From: ug1017@sees.bangor.ac.uk
Message-ID: <2ei1so$rel@clss3.bangor.ac.uk>
Source record: 196820

Lannie@ins.infonet/net wrote:
: In article <2ecvmj$spr@access2.digex.net> winters@access2.digex.net (Michael Winters) writes:
: >I've seen those Joystick extendors sold in Atari stores and was thinking
: >of trying to make some myself using old Atari 800 joystick jacks or
: >something like that, along with some wire. Has anyone done anything like
: >this before? Secondly, when I was fixing my damaged solder joint on
: >my machine, with an expert electronics fixer friend (!) a key rubber
: >connector thing-a-ma-jing got lost - does anyone sell them individually?
: >I'm curious what people think about the above. Thanx for any tips.
: >
: >--- Mike
: If you are talking about a splitter, just put a 9 pin on one end and split it two the outer edges
: of a 25 pin. You can have two devices plugged into the 25 pin side.
: I did this, cause I couldn't find a splitter anywhere! I don't have
: to lift up my computer to unplug the mouse and plug in a joystick.
: Try Toad Computers, they always seem to have extra pieces. I got
: some small stuff from them before.
: Later,
: LAnnie Schafroth
: INS / Wyse 9000i Admin.

Yuk, don't like that idea at all. 2 input devices connected to 1 port at the
same time? It would be much better to have a switch between 2 9pin Ds, much
cleaner.

--
****
* Martin Greenwell : E Mail : ug1017@uk.ac.bangor.sees *
* or eeu017@uk.ac.bangor.clss1 *
****
* Bangor, the day we went ... * Who cares if I've got long hair? ===8O) *
****

3447. Re: Anyone make their own joystick extendors?

Newsgroup: comp.sys.atari.st
Date: 1993-12-13 15:59:58 UTC
From: Lannie@ins.infonet.net
Message-ID: <2ei3hu$66n@insosf1.infonet.net>
Source record: 196821

In article <2ei1so$rel@clss3.bangor.ac.uk> ug1017@sees.bangor.ac.uk (Mr M P Greenwell) writes:
>: If you are talking about a splitter, just put a 9 pin on one end and split it two the outer edges
>: of a 25 pin. You can have two devices plugged into the 25 pin side.
>: I did this, cause I couldn't find a splitter anywhere! I don't have
>: to lift up my computer to unplug the mouse and plug in a joystick.
>: Try Toad Computers, they always seem to have extra pieces. I got
>: some small stuff from them before.
>: Later,
>: LAnnie Schafroth
>: INS / Wyse 9000i Admin.
>
>Yuk, don't like that idea at all. 2 input devices connected to 1 port at the
>same time? It would be much better to have a switch between 2 9pin Ds, much
>cleaner.
>
>
>--
What I meant, was this allows me to unplug easily. They both
don't have to be connected at the same time. I usually leave
them both plugged in with no problems. (3 years now).
Some games don't like the mouse plugged in at the same time.
It is a simple fix for me and it works.
Later

3448. Re: Hard Disk

Newsgroup: comp.sys.atari.st
Date: 1993-12-13 16:17:59 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2ei4jn$oa3@mailer.fsu.edu>
Source record: 196822

Kevin Fason (kfason@csn.org) wrote:
> Dick Grable (richie@imtired.itm.com) wrote:

> : You need to find out what the jumpers on the drive are for. I recently
> : installed a 330meg Fuji in my MSTE and it would not power up until I
> : changed the necessary jumper. It was set to start with a software
> : command from the computer. BTW, it was for a Compaq and reports as
> : such when booted.

> ok. I don't have manuals for it though, and the only jumpers I see are for
> the ScsI IDs.. thank you. I will look into it.

Call up Seagate and ask for a jumper sheet. In fact, if they are like
Maxtor, you can actually get the information over the phone (via an automated
system). Try 1-800-555-1212 and ask for Seagate's 1-800 number. This has
worked for me in the past with several drive manufacturers.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3449. Mac 256k SIMMs

Newsgroup: comp.sys.atari.st
Date: 1993-12-13 16:47:23 UTC
From: pindar3@cix.compulink.co.uk
Message-ID: <memo.119831@cix.compulink.co.uk>
Source record: 196823

From Pindar user Ian McCall

Subject: _Mac 256k SIMMs
Hello.

I'm looking at the possibility of installing a SIMM board into my 520STFM. It's already got 1 Meg (the extra being soldered into the motherboard), a battery-backed clock and a hardware PC emulator inside the case, so firstly - will the board fit?

Secondly, if it does fit I'd be trying to use some 256k SIMMs taken from a Mac Plus (ie. no parity). Has anyone got any experience in using these with STs, or does anyone know what speed rating I'm looking for?

Please reply via email, since I don't actually read this newsgroup.

Cheers,
Ian

Please make 'Attn:<space>Ian McCall' the first line of your reply (not the subject) to ensure automatic forwarding to the correct Pindar user.

3450. Re: IMPORTANT: Don't buy "GOAL!"

Newsgroup: comp.sys.atari.st
Date: 1993-12-13 16:57:15 UTC
From: ma2jswc@midge.bath.ac.uk
Message-ID: <CHzGFL.L8s@midge.bath.ac.uk>
Source record: 196824

If could possibly be the fact that you are running on a 4 meg machine.
I remember when I used to run kick off and kick off 2, they would crash within
5 mins of running, always.
The way I got around it was by running a program to emulate a 1 meg STE.
I think it's called 1MEG.TOS or something like that. Anyway, once I'd done that
they worked without any problems. (same goes for player manager).

3451. Atari Lynx

Newsgroup: comp.sys.atari.st
Date: 1993-12-13 17:23:31 UTC
From: don@vestek.com
Message-ID: <1993Dec13.172331.17044@vestek.com>
Source record: 196830

(Sorry if this is not related to atari.st but this is the only
atari newsgroup I can received)

Are there any ftp sites that has any Atari Lynx related stuff?
I just bought one for $30 and I want to know more about it.

don@vestek.com

3452. Atari Computers and stuff for sale

Newsgroup: comp.sys.atari.st
Date: 1993-12-13 18:10:08 UTC
From: tclark@hptc.mentorg.com
Message-ID: <1993Dec13.181008.25978@news.mentorg.com>
Source record: 196826

In case this didn't make it the first time...

I have the following for sale, I'll pay shipping in the US and will
consider splitting the shipping (50/50) elsewhere.

Package #1

Atari 400 with the following:
64K add on memory
(the upper 16K is 4-4K banks that are selectable)
Detachable "real" keyboard
1040 Cassette recorder
(this unit does work, though it has been a bit flaky. There supposedly
is a modification that can fix this)
1 set of Atari Paddles

Atari 400/800 SW

Atari Basic (cart)
Temple of Apshi (cart) - Explore the dungeons, thousands of levels!
Joust (cart) - An Atari Classic
Centipede (cart) - Another Classic
Eastern Front - My favorite, a war simulation of the German invasion
of Russia. You are the Germans and you must capture
Moscow. Several levels. I have all the Docs too.

Atari 400/800 Books

Atari Basic
Atari 400/800 Technical Reference - everything you ever wanted to know
about the hardware and bios.
Inside the Atari 400/800 - Another good reference on programming and using the
400.

Package Price - $75.00 (US)

Package #2

Atari 520ST with the following:
1/2 Meg Ram
354 Floppy Drive - External, Single Sided/Double Density
Hi Res Monochrome Monitor
1 Set of Atari Paddles

ST Software

Basic
Misc shareware - nothing too useful...

ST Books

ST Internals - a good guide to the internals of the ST
Midi Programming on the Atari ST - This book has lots of useful info on programming the ST for Midi use. It
includes the source for a midi sequencer.

Package Price - $175.00 (US)

I would like to sell everything as a package, but if you see something you like, make an offer.

Thanks
--
T C

e-mail: tony_clark@mentorg.com

--
T C

e-mail: tony_clark@mentorg.com

3453. Falcon VT52

Newsgroup: comp.sys.atari.st
Date: 1993-12-13 18:37:00 UTC
From: rickard_troedsson@troed.Addr
Message-ID: <2d0cb682@troed.Addr>
Source record: 196779

I've been told that in TOS 4.0x some VT52 commands (colour?) were removed, and that some programs won't work on TOS 4.0x because of this ... can someone tell me if this is true, and what bugfixxes are available? I've been told that NVDI cures this problem, but not everyone can afford NVDI ....

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

3454. CoNNect problems

Newsgroup: comp.sys.atari.st
Date: 1993-12-13 18:41:16 UTC
From: thopman@herman.cs.uoguelph.ca
Message-ID: <2eid0c$ff6@nermal.cs.uoguelph.ca>
Source record: 196827

I recently FTP'ed myself a copy of CoNNect, and from what I hear it's a great program. I can't try it out myself, because whenever I try to run it, I get an alert box saying "connect.prg must be in the actual directory.", and the program quits. I'm running it on an absolutely clean system, and memory's not a problem since I've got 4 megs. What does this mean, and how can I fix it?

Thanks...

THeo

3455. Elite II info (commercial re-post)

Newsgroup: comp.sys.atari.st
Date: 1993-12-13 18:46:34 UTC
From: dvasilef@copper.ucs.indiana.edu
Message-ID: <CHzLHn.Csp@usenet.ucs.indiana.edu>
Source record: 196828

here's a repost of a commercial ad regarding Elite II...

```
================================================================================
Falcon030 - "PERSONAL INTEGRATED MEDIA SYSTEM MADE FOR THE REAL WORLD..."
================================================================================
////// ////////////////////// ////// Software Sales - "Sales,
// // ' // Service and Support for
////// // ///// // // ///// ////// Atari ST/TT030/Falcon030
// // /// // // /// // LYNX and Jaguar(Coming soon)
////// // ///// //// ///// ////// and Portfolio's...
================================================================================
Jaguar - "Chewing up the Competition Bit by Bit..."
================================================================================

*** *** *** WELCOME to STeve's Software/Hardware Sales.
*** *** *** Proud dealers for Atari Computer Corporation.
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******* *** ******* Virtually everything you need for your Atari
******* *** ******* system can be found here at STeve's...
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|*| Easy Ordering - To order, Call, Mail, Fax or contact *** *** ***
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| | a.m. until 8:00p.m. PDT to place your order. *** *** ***
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| | ST, Ste, Mega's, TT030, Falcon030, Lynx AND JAGUARS. **** *** ****
| | Portfolio's and we are now expanding our 8-bit ****** *** ******
| | section as well... ******* *** *******
|*| STeve's is Dedicated to bringing Atari Support ******* *** *******
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+-+-+-
```

Atari ST/STe/MegaSTe/TT030 and Falcon030 Compatible...

The Original game, ELITE, shook the computer games industry to its
foundations as the first 3D polygon space simulation back in the mid 1980s.
The game was an unprecedented success and grew to such cult status that
game's players formed their 'Elite Fan Club'. A feat yet to be repeated,
the standard was set and gave rise to a multitude of sci-fi simulation
'wannabees'

Now as popular as ever, this unique style of game has been taken to the
limit with astonishing FRONTIER - ELITE II.

The most eagerly awaited sequel to date, FRONTIER pitches you far, far
into the future to the year 3200. Civilizations have spread through the
Galaxy hundreds of light years from earth in all directions. Vast areas of
the Galaxy remain unexplored and with many thousands of worlds now settled
in the cosmos, a rich and varied life of adventure awaits.

Take on the role of a space trader known to moonlight as in
intergalactic mercenary and watch the Universe unfold before your very
eyes.

-=[Features]=-=-=-

```
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|...| Y.> We DON'T EVEN DO THOSE IBM/CLONES.... |...|
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|.*.| F.> STeve's Software/Hardware Sales |.*.|
|...| Y.> ACCEPTS: |...|
|.*.| I.> VISA, MASTERCARD, MONEY ORDERS, PERSONAL CHECKS. |.*.|
|...| ..> (We DO NOT add surcharge on your credit card purchases) |...|
|.*.|=====================================================================|.*.|
|...| |...|
|.*.| [*] Stock Orders Placed by 3:00pm(PST) will be shipped that day. |.*.|
|...| [*] Great Prices/Great Service!!! |...|
|.*.| [*] No Credit Card Surcharge... |.*.|
|...| [*] 24 hour BBS growing daily with info on new and Used Atari |...|
|.*.| products for Sale...PLUS Online Games, DEMO's and much more. |.*.|
|...| |...|
|.*.|=====================================================================|.*.|
|...| |...|
|.*.| [*] California Residence add 7.25% sales tax. |.*.|
|...| [*] Software Orders over $ 75.00 receive free shipping in the |...|
|.*.| contiguous US.. |.*.|
|...| [*] Please add $ 3.00 for shipping on orders under $ 75.00. |...|
|.*.| [*] Damage or Defective software will be replaced with same |.*.|
|...| title promptly "No Questions Ask". |...|
|.*.| [*] Recycled Titles are fully Guaranteed. If you like the Title |.*.|
|...| but would like a "NEW" copy instead of the Recycled copy, |...|
|.*.| Just send back the Recycled copy and pay the difference |.*.|
|...| to receive your new copy... |...|
|.*.| [*] Prices and availability subject to change without notice... |.*.|
|...| |...|
|.*.|=====================================================================|.*.|
|...| H >> Monday - Saturday 8:00a.m. - 8:00p.m. (PST) |...|
|.*.| O >> CLOSED Sundays |.*.|
|...| U >> BUT call anyway, if we are here we will |...|
|.*.| R >> be glad to help!!! |.*.|
|...|=====================================================================|...|
|.*.| STeve's Software Sales Order line: 1-800-487-7753 |.*.|
|...| 5 West Street, Info LINE 1: 1-916-661-3328 |...|
|.*.| Woodland, CA. 95695 Fax line: 1-916-661-1234 |.*.|
|...| GEnie E-Mail (S.KIPKER) Mobile Order line: 1-916- |...|
|.*.| Delphi E-Mail (ATARISALES) 24 HOUR BBS: 1-916-661-1538 |.*.|
|...| Fax Number: 1-916-661-1234 |...|
|.*.|=====================================================================|.*.|
|...| STeve's Inventory of Atari Products Include: |...|
|.*.| ------------------------------------------------------------ |.*.|
```

```
|...| Hardware... |...|
|.*.| |.*.|
|...| STe, TT, Falcons, Portfolio's, the Complete LYNX line, |...|
|.*.| Jaguars (When Released), and we are looking into servicing our |.*.|
|...| our 8-Bit Customers by increasing our 8-Bit inventory... |...|
|.*.| |.*.|
|...| Software... |...|
|.*.| |.*.|
|...| 'A Kazillion' Game titles, Utilities, Desktop Publishing Soft- |...|
|.*.| ware and Fonts, Business Applications, Accessories, Cables, |.*.|
|...| Etc. We have grown over the passed two years and with your |...|
|.*.| Help continue to Grow... We THANK our Customers very much... |.*.|
|...| With out their help and support, we would not be here today!!! |...|
|.*.|=================================================================|.*.|
```

3456. Re: Geneva with Neodesk?

Newsgroup: comp.sys.atari.st
Date: 1993-12-13 20:08:15 UTC
From: Robert.Anisko@daytonoh.ncr.com
Message-ID: <CHzp9s.25t@uc2372c.DaytonOH.NCR.COM>
Source record: 196833

In article <2ehu8b$nee@titan.ucs.umass.edu>, stewart@titan.ucs.umass.edu (Bob Stewart) says:
>
>Unless there have been upgrades to Terradesk or Gemini that I am not aware
>of, they still cannot run programs in multitasking mode. This means that
>although they can execute one program, the shell itself becomes inaccessible
>until the program that was run from it is exited. This will continue to be
>true until they are upgraded to use the MultiTOS/Geneva shell_write() method
>of running a program, instead of pexec().

I'm just wondering something though. I have MultiGEM (as well as Geneva, etc - I like buying these multitaskers :-) and if I make Gemini an auto-run program, then MultiGEM will treat it like the main desktop, and will launch things from it fine (now if you try to exit Gemini after this...). I don't think it was quite as flexible if you ran Gemini from the normal TOS desktop though.

Curious about the different implementations used. (for overall future stuff, I'd go with the Geneva/MTOS world, but right now MGEM works a little nicer with Gemini, etc)...

Rob

(I have Neodesk as well, but I haven't convinced myself to convert to it yet (got the Neo/Geneva deal from Toad's)

3457. Lattice C 5.5 for sale

Newsgroup: comp.sys.atari.st
Date: 1993-12-13 20:56:21 UTC
From: bryedewa@news.delphi.com
Message-ID: <2eiktl$p18@news.delphi.com>
Source record: 196831

Complete Lattice C 5.5 in great condition. This package is over $200 new.

Asking $100

-Bry

bryedewaard@delphi.com

3458. Re: Jaguars in Jacksonville

Newsgroup: comp.sys.atari.st
Date: 1993-12-13 21:21:13 UTC
From: John Townsend <John_Townsend@taligent.com>
Message-ID: <CHzsnD.8ur@taligent.com>
Source record: 196838

In article <ekrimenCHFpy0.GD8@netcom.com> Ed Krimen, ekrimen@netcom.com writes:
> How about a football game on the Jaguar featuring the Jacksonville Jaguars?
>
> Er, then again, maybe not. :-)
>

Yeah, we could have them be lunch for the San Francisco 49ers! ;-)
Sorry.. I couldn't resist.

-- John Townsend
John_Townsend@taligent.com

3459. Re: Desktop icons (Was: Re: New files uploaded to ftp.cs.ruu.nl)

Newsgroup: comp.sys.atari.st
Date: 1993-12-13 21:26:17 UTC
From: John Townsend <John_Townsend@taligent.com>
Message-ID: <CHzsvt.90w@taligent.com>
Source record: 196839

In article <H.eg.VMxr4lowbrQ@semprini.waterloo-rdp.on.ca> Chris Herborth, cherborth@semprini.waterloo-rdp.on.ca writes:
> In <1993Nov30.055648.3278@gumby.cc.wmich.edu>, Mark O'Bryan writes:
> > The original 64k limit on RSC file size was due to the use of integer
> > offsets in the resource header. Evidently, the designers at DRI felt
> > that was a limit unlikely to be exceeded.
>
> I suspect it had more to do with the fact that GEM was designed for the
> 808[68]... that stupid 64k segment limit, don't you know.
>

Actually, if I recall from my fading memory (its been awhile ;-) the reason
for the limit was because the AES interface that accesses the RSC file used
an signed int for offsets into the RSC file. This limits you to 32K offsets into
a resource file. It wouldn't have lastest nearly so long if it weren't for the
exposure in the API that this had. Oh well.

-- John Townsend
John_Townsend@taligent.com

3460. Re: GNU 2.5.5 fixes C++ bugs

Newsgroup: comp.sys.atari.st
Date: 1993-12-13 21:27:56 UTC
From: John Townsend <John_Townsend@taligent.com>
Message-ID: <CHzsyK.93o@taligent.com>
Source record: 196840
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <H.eg.Nhk&m1M3RFc@semprini.waterloo-rdp.on.ca> Chris Herborth,
cherborth@semprini.waterloo-rdp.on.ca writes:
> Bammi's port of GNU C/C++ 2.5.6 has moved out of New on atari.archive...
> Hopefully I'll get to test it tonight.
>
> So far, all of the 2.5.x C++ compilers have been severely broken on the
> ST; they won't work at all on a 68k. My fingers are crossed for this
> one!

Does GCC support templates or exceptions yet? Last time I checked they
didn't,
but it has been awhile since I checked on this.

-- John Townsend
John_Townsend@taligent.com

3461. Re: Lattice C

Newsgroup: comp.sys.atari.st
Date: 1993-12-13 21:34:32 UTC
From: John Townsend <John_Townsend@taligent.com>
Message-ID: <CHzt9L.9BB@taligent.com>
Source record: 196842

In article <1993Dec8.065618.20057@rzu-news.unizh.ch> Hans Klotz,
klotz@milliways.physik.unizh.ch writes:
> I'm using Lattice C for several years. Slowly, I'm coming to the
conclusion,
> that several parts of the library might well support anu update. Thus
my
> question: is there still any producer or distributor for Lattice C. Any
> hints even overseas are welcome.
> thank you in advance
> Hans
> klotz@milliways.physik.unizh.ch

HiSoft in the UK is the distributor of Lattice C v5 for the Atari
platform (and
Amiga I think). They can be reached on GEnie at the address of HISOFT. I
guess
to reach them from the net you should send mail to HISOFT@geis.genie.com
(I
think that is right)

-- John Townsend
John_Townsend@taligent.com

3462. Re: Trouble with harware I sold

Newsgroup: comp.sys.atari.st
Date: 1993-12-13 21:46:17 UTC
From: eggert@lclark.edu
Message-ID: <1993Dec13.214617.14087@lclark.edu>
Source record: 196834
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2efldqINNnn5@jacquard.uni-muenster.de> gutschk@jacquard.uni-muenster.de (Markus Gutschke) writes:
>In article <1993Dec9.141221.11378@gumby.cc.wmich.edu> obryan@gumby.cc.wmich.edu (Mark O'Bryan) writes:
>>Did you ship it with either a floppy disk or the original plastic
>>insert in the drive?
>
>Years ago a friend of mine inserted the plastic thingy into his
>1040STf (which was pretty new at that time) before transporting it.
>Later when he removed the insert he found out that the read/write
>heads of his disk drive had been torn off by the insert! The entire
>drive had to be replaced which was rather expensive in 1988. His
>dealer told him, that this damage was not covered by the warranty
>since the plastic insert was *not* supposed to be replaced into the
>disk drive! Even though nowadays disk drives are not that expensive
>any more and you might be lucky to either not damage the drive or have
>a friendly dealer who is willing to replace the broken drive, I would
>highly recommend *not* to use the original plastic insert! If you
>really think, you need to protect the drive somehow, insert a floppy
>disk --- though from experience I would not think this neccessary.
>
>Markus

Turns out, it was a loose chip in one of the sockets. He hadn't pushed down hard enough the first time he tried reseating them. It's all been worked out now.

BTW I didn't ship it with anything in the drive. Most computers that I have seen come with not insert so I figured it was safe enough.

Jon.

3463. Re: GCC

Newsgroup: comp.sys.atari.st
Date: 1993-12-13 22:06:24 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2eip10$mia@news.dmpe.CSIRO.AU>
Source record: 196555

Just to add fire to the flame ;^)

GCC (and G++) sources are available as of the 12th I think, for 2.5.7. There's a 5.2mb tar and gz'ed file for this .... I don't think lh5 or Zip Deflate will help with this one ....

As for the people who have only 720k drives, why not uuencode it into 720kb chunks, and then re-assemble it on your HD!? Works for me ...

Karl.
--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| Work: +61 3 252 6222 Fax: +61 3 252 6244 Home: +61 3 853 9622 |

3464. ST Games for Sale rev 2

Newsgroup: comp.sys.atari.st
Date: 1993-12-13 22:32:38 UTC
From: dmk@air16.larc.nasa.gov
Message-ID: <2eiqi6$s02@reznor.larc.nasa.gov>
Source record: 196835

Hi netters,
Revision 2 Message-
Even more games get added to the list.
Revision 1 Message -
Since posting yesterday, there have been additional revisions to this sale. First if you want to ship to Canada, I will charge 5 dollars more for shipping. Second, if you want COD, I will charge 5 dollars more for shipping. Finally, new games have been added to the top of the list and games that have been spoken for have been removed.
Original Post Message -
I have the following games for sale. Each one sells for 5 dollars and that includes shipping in the continental USA. There is NO warranty with these games. If you want me to try them on my Atari STe v1.62 TOS before sending them out, please let me know. Please be advised that if you do ask me to check them out, I may not be able to ship this month (Christmas is a VERY busy time for me).

Pirates (no box)
Star Trek, The Rebel Universe (no box)
221 B Baker Street (no box)
Toobin' (no box)
Silent Service (no box)
World Games (no box)
Operation Stealth
Summer Challenge (no box)
Test Drive (no box)
Western Games
Zany Golf (no box)
Arcade Force 4 collection (10 dollars)
MetroCross
Indiana Jones and The Temple of Doom
Gauntlet
Road Runner

Kick Off 2
King's Quest, Quest for the Crown
Battle Command
Orbiter
Barbarian
Corruption
Championship Wrestling
Final Assault

Project Neptune
Projectyle
Killing Cloud
Team Yankee
Sherman M4
Magic Fly
Exterminator
Damocles
Powerdrome (Box is beatup)
Leatherneck
Super Cars
Blasteroids
Blockbuster

Adventure games (also 5 dollars apiece)
Manhunter 2, San Francisco
Police Quest 2, The Vengence
King's Quest II, Romancing the Throne
King's Quest III, To Heir is Human
Stationfall

-- In the 10 dollar column (includes shipping) --
Challengers collection includes:
Stunt Car Racer
Fighter Bomber
Pro Tennis Tour
Kick Off
Super Ski
Light Force collection includes:
IK+
Bio Challenge
Voyager
R-Type

Thanks,
Daniel Koppen
dmk@air16.larc.nasa.gov

3465. DIGITAL AUDIO LIBRARY on a.a.u.e (NAUDIO.LZH)

Newsgroup: comp.sys.atari.st
Date: 1993-12-13 23:29:27 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <2eitsnINNkkj@rs18.hrz.th-darmstadt.de>
Source record: 196837
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Finally I managed to get this out on the net. It was sitting idly on my harddisk waiting to be released, but I had to send this to a friend to upload this on an intermediate machine.

Anyway...

```
----------------------------------------
NAUDIO Evaluation Version available
----------------------------------------
```

NAUDIO is the first and only (?) library for the ST/STE/TT/FALCON, that gives PURE Programmers full portable digital audio capability. Now you can incorporate digital sound effects in your own program, without much concern about the underlying hardware.

NAUDIO features 4/8 track Tracker software, for playing NaTracker and ProTracker modules. But of course you can also "only" play samples. The performance ranks with the best on all output devices. Even on the ST NAUDIO runs in "the background".

There is MUCH more to NAUDIO than just this. So download your evaluation version from your nearest server, as there are:

World: atari.archive.umich.edu atari/Newitems
(atari/Sound/Players)
Europe: ftp.uni-kl.de pub/atari/incoming
(pub/atari/other_demos)
Frankfurt: Fred Box: 06181-52941 Atari Area

there are also two sample NAUDIO applications, that demo NAUDIO, in the NAUDIEMO.LZH archive near the other archive.

Nat!
--
----- Email: wallmann@backus.pu.informatik.th-darmstadt.de -----
"Bang that bit that doesn't bang"
Album of the month: Time Machine VfL Bochum: "Nur einmal nach Meppen"

3466. Re: Piracy (was: Re: Anyone cracked Cubase

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 00:27:11 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Dec14.002711.26054@newshost.lanl.gov>
Source record: 196847

In article 200908@helix.nih.gov, rvenable@helix.nih.gov (Richard M. Venable) writes:
>
>Piracy and Atari management are major problems; but I'm out at least a
>thousand dollars due to bad programming practices. I can't blame pirates
>or Atari for that; they had nothing to do with it.

Well, I disagree to an extent. When Atari makes undocumented (and unforewarned)
major changes in their operating systems, violating their _own_ "iron clad"
rules, then I do blame them for some software incompatibilities. And if piracy,
combined with Atari's mismanagement, contributes to the otherwise early demise
of a software developer's business, then I partly blame the pirates, too.
However, I agree that is NO excuse for haphazard, truly buggy programming!

>Please, just because I defend the notion of "try before buy", don't infer
>anything more.

I apologize for the obviously incorrect inference.

>... every computer owner is not a pirate, and not all developers are free
>from blame.

Agreed, 100%. I certainly did not mean to construe otherwise.

>I contend that crappy software has hurt the Atari market, as well as
>piracy and Atari itself.

Also agreed on all three counts.

>I want to try software before I buy it, because I have been burned. Since
>when does caution make me a pirate?

If a dealer or an individual loans you a legitimate copy of the software on
a "try before you buy" basis, then that is 'probably' legal. If the dealer
or individual makes you an illicit copy of the software to try out and you
accept it, then unfortunately, it *does* make you a pirate as you are in
possession of an illegal copy of the software. Legally, it doesn't matter
what you intend to do with the copy after the "test drive."

It's not so much an incrimination of you as a person, but rather of the
lousy software distribution system we all must currently put up with.

Let's face it... developer's (at least those of *good* software) would LOVE
to have a try-before-you-buy program that works without risk to them or the
buyer. The problem, of course, is that there are far too many others out
there who do not have the conscientious attitude that you have. It's the
old "One bad Apple spoils the barrel" kind of deal, I suppose.

BTW, a very nicely written, logical and intelligent reply, Richard.
==========

Thanks,

-Hutch- @ Fair Dinkum Tech

3467. Re: Demo of Minter's Hardcore

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 01:27:10 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.CKiosU2fNbw@semprini.waterloo-rdp.on.ca>
Source record: 196777

In <2e2kt5$c8g@golem.wcc.govt.nz>, Steve Wells writes:
>] I'm pretty sure it is on atari.archive.umich.edu. If not, I'll stick it
>] there. Thanks to the kind soul that emailed it to me.
>
> It wasn't on there when I looked - quick! I want it! :)

It was there this morning... all I've got to say is "Wow".

And I thought Llamatron was hellishly fast!

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3468. Re: gcc2.5.3

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 01:44:51 UTC
From: warwick@cs.uq.oz.au
Message-ID: <16769@uqcspe.cs.uq.oz.au>
Source record: 196845
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:

> Just curious what's the main changes between 2.3.3 and 2.5.5?

I can only speak for the C++ component, since I don't use C, and
the changes there have been phenomenal. 2.3.3 had some terrible
bugs, but 2.4.5 was MUCH better. 2.5.5 seems to have more bugs
though. 2.5.6 fixes most of those (maybe all - I worked around
them, so they don't show up anyway).

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

3469. Re: IMPORTANT: Don't buy "GOAL!"

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 01:46:01 UTC
From: am136@FreeNet.Carleton.CA
Message-ID: <CI04wp.5t9@freenet.carleton.ca>
Source record: 196844

In a previous article, ma2jswc@midge.bath.ac.uk (J S W Chan) says:
+If could possibly be the fact that you are running on a 4 meg machine.
+I remember when I used to run kick off and kick off 2, they would crash within
+5 mins of running, always.

Yes, a friend of mine had the same problem with his 4Mb machine and solved it in the way you suggested. He said "Goal!" no longer crashed on the options screens, but it still crashed occasionally during the game.

I eventually managed to play for over half an hour without one crash - by turning off the auto zoom and having it fixed on maximum magnification. But it still zoomed out occasionally when the players ran out at the start - another bug. (And I don't find disabling game options acceptable!)

This all reminds me of another seriously bugged game - Imagine's "Super Soccer" on the old Spectrum. When the computer fouled your players, they would never get back up. So during particularly physical matches you would end up with all these "dead" players lying on the pitch.

Stephen

3470. 1040STf & SC1224 forsale

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 02:57:25 UTC
From: bpj@skybridge.SCL.CWRU.Edu
Message-ID: <2eja2l$los@usenet.INS.CWRU.Edu>
Source record: 196846

```
i have the above forsale. make an offer i can't refuse.
```

3471. GEM games?

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 04:55:05 UTC
From: warwick@cs.uq.oz.au
Message-ID: <16785@uqcspe.cs.uq.oz.au>
Source record: 196848

It seems unlikely, but are there *any* games that support GEM?

SimCity looks like it *could* have been, but it isn't (only runs in
ST Low).

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

3472. Re: STORM don't work

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 05:05:10 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <H.eg.&yBSgmu1FJw@albemuth.equinox.gen.nz>
Source record: 196752

Paul.Civati@mettav.royle.org (Paul Civati) writes:
> On 25 NOV 93 at 16:47:42 (-Unknown-) wrote the following:
>
> > I an unable to make the demo of STORM from the Umich archives
> dial
> > anything. Is there something I should know? I've got a 1040STf.
> Any
> > suggestions?
>
> I had this with the full 1.00 archive but after using the patch archive to go
> to 1.01 everything works
> fine.

Having just tried it and having got it patched to 1.02, it seems really
interesting. Good enough to use so far anyway. It's nice to have another
usable option apart from Uniterm or CoNnect, which are the only other
two Atari Terminal Programs, I have ever found usable.

Cheers,
--
|John Collis
|Email to: john@albemuth.equinox.gen.nz
|or: John_Collis@equinox.gen.nz
|Phone: +64-3-379-8921

3473. Re: GEM games?

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 06:17:55 UTC
From: Lexicor@world.std.com
Message-ID: <CI0HHx.Hpp@world.std.com>
Source record: 196849

In article <16785@uqcspe.cs.uq.oz.au>,
Warwick Allison <warwick@cs.uq.oz.au> wrote:
>It seems unlikely, but are there *any* games that support GEM?

Funny that the creator of GEM NETHACK should write this :) <haha>

Next to your GEM Nethack, there's Mines (or bombs), Pong and another Atari
GEM game that really doesn't look to impressive. Then there is NOVA-Mines
another variation of mines...and hmmmm....I don't know of much more.

Empire strikes me to be GEM Compliant too, to a limited degree, it has all
the menus yet it will only run in ST Med and ST High, that is because of
the age of the program though...I am sure that it could be altered to
be resolutions independent, as it was already quite advanced.

Hell..it even runs on som graphic boards at 640x400x2 :)

Yat

>
>SimCity looks like it *could* have been, but it isn't (only runs in
>ST Low).
>
>
>--
>Warwick
> _-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
> / * <- Computer Science Department, |||||| GEM++ is Free Software
> _.-._/ University of Queensland, _// || _ C++ is the FUTURE
> v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

3474. Re: Lattice C

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 06:18:34 UTC
From: ewj8218@u.cc.utah.edu
Message-ID: <2ejlrq$n9r@u.cc.utah.edu>
Source record: 196754

In article <CHzt9L.9BB@taligent.com>,
John Townsend <John_Townsend@taligent.com> wrote:
>to reach them from the net you should send mail to HISOFT@geis.genie.com

I believe that should be HISOFT@genie.geis.com.
--
\ Eric Jolley \ Eric.Jolley@m.cc.utah.edu \
\ Film Studies Major, U. of U. \ GEnie: E.JOLLEY \
\ For PGP Public Key, finger Eric.Jolley@u.cc.utah.edu \

3475. Re: Piracy (was: Re: Anyone cracked Cubase

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 07:19:22 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CI0KCB.4zF@cix.compulink.co.uk>
Source record: 196761

I wonder if computer manufacturers actually want to stop piracy. A simple solution, very simple in the case of Atari because TOS is in ROM, would be to plant a serial number in each computer.

Programs could be installed per machine and check the serial number - if it matches they work, if not they go into demo 'mode'. This will not stop piracy but will make it much more difficult. It wil also let people try before they buy.

If you upgrade your TOS, just reinstall the programs. A little inconvenient but better than dongles and copy protected disks.

Ofir ogal@cix.compulink.co.uk

3476. TT030

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 08:15:41 UTC
From: osteele@carson.u.washington.edu
Message-ID: <2ejsnd$k4i@news.u.washington.edu>
Source record: 196850

TT030 w/ 50 MB Hard Drive and 8 MB (4 ST/ 4 TT) for sale. The highest bid is $900. I will take the highest bid and will be preparing to send it out in the next few days, anyone who wasnts to offer a higher bid is welcome to send me e-mail.

Steve

3477. 5380 Parity checking

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 08:25:00 UTC
From: leo@ahwau.ahold.nl
Message-ID: <CI0nDq.AyK@ahwau.ahold.nl>
Source record: 196708
Cross-posted to: comp.periphs.scsi,comp.sys.atari.st,comp.sys.atari.tech

Hello,

I am working on a SCSI-driver with the 5380 chip. I have some trouble with parity check in DMA-mode. When running in DMA-mode, I get an parity error immediately. When I handshake the ACK/REQ lines with busy waiting parity seems ok. Basically I carry out the following actions:
- Setup the DAM-chip (this is machine dependant - atari-TT030)
- Set DMA, Parity-check and Interrupt-on-Parity-error flags in the 5380 mode register.
- Read the ircv register (clear interrups/parity errors)
- Write the ircv register (GO)

Hereafter I get an interrupt almost immediately indicating a parity-error.
BTW: The drive has parity-enabled.

Is there anyone familiar with this problem? Am I missing something here?

Regards, Leo.

3478. Re: The Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 09:37:53 UTC
From: rogeraw@dhhalden.no
Message-ID: <rogeraw.89.2D0D8970@dhhalden.no>
Source record: 196751

>Over here in Norway the games and computer magazines hadn't even heard
>about the Jaguar before I fax'ed them som info this week. Everybody
>talks about CD32 here (and CBm has totally wiped out Atari, Atari
>doesn't even have an office in Scandinavia anymore - the nearest is in
>England, Germany and Be-Ne-Lux - and that's a long way from here !!!!)

> Lars-Erik 0sterud / E-mail: Lars-Erik.Osterud@byte.bbs.no
> Atari Developer / ABK-BBS: +47 67132659 V.32bis Data+Fax
> SysOp ABK-BBS /

But they have other companies which represent them in Scandinavia. Adastra in Sweden and DigiCorp in Norway.

And the biggest Amiga magazine (Amiga Forum) had an tech. note about the Jaguar some months ago, and same did Musikk Praksis (the music magazine in Norway). ALL major norwegian computermagazine has got info about the Jaguar and the Falcon, but they only printed the falcon info. They are not so very interested until it is released (ATARI's future anouncement of products ...). But THAT is history. When Jaguars become avalible in Norway, all magazine will have the oportunity to have a look.

Proud owner of: Falcon030 14/120 +++
Tower: 2 x 425MB
#
EMAIL: Rogeraw@dhhalden.no
##
snailmail: Roger A. Wahlgren
Sandvn. 5, 1719 Greaker
Norway

Everything posted on the net, is my own opinions, and not of DIGICORP norway, the official ATARI distributor in Norway !!

3479. Re: GNU 2.5.5 fixes C++ bugs

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 09:46:39 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.93Dec14104639@issan.informatik.uni-dortmund.de>
Source record: 196753
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <CHzsyK.93o@taligent.com>, John Townsend <John_Townsend@taligent.com> writes:

|> Does GCC support templates or exceptions yet? Last time I checked they
|> didn't,
|> but it has been awhile since I checked on this.

Templates: yes, getting better and better
Exceptions: not yet, although you can test what is already there with
-fansi-exceptions

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

3480. Re: GEM games?

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 10:32:32 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CI0tA8.8wK@barclays.co.uk>
Source record: 196757

```
In article <16785@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison) writes:
|> It seems unlikely, but are there *any* games that support GEM?
|>
|> SimCity looks like it *could* have been, but it isn't (only runs in
|> ST Low).
GEM in terms of what? A lot of games have used menu bars and windows but only
like running in lo-res. Quite a few more have menu bars a-la GEM but take the
rest of the screen. I used to have a bunch of old RPG/Strategy games that were
like this.
--
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-----------------------------------------------------------+
```

3481. Pinatubo : Where is the hardware ?

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 10:48:45 UTC
From: jjmichel@jules.ese-metz.fr
Message-ID: <JJMICHEL.93Dec14114846@jules.ese-metz.fr>
Source record: 196756

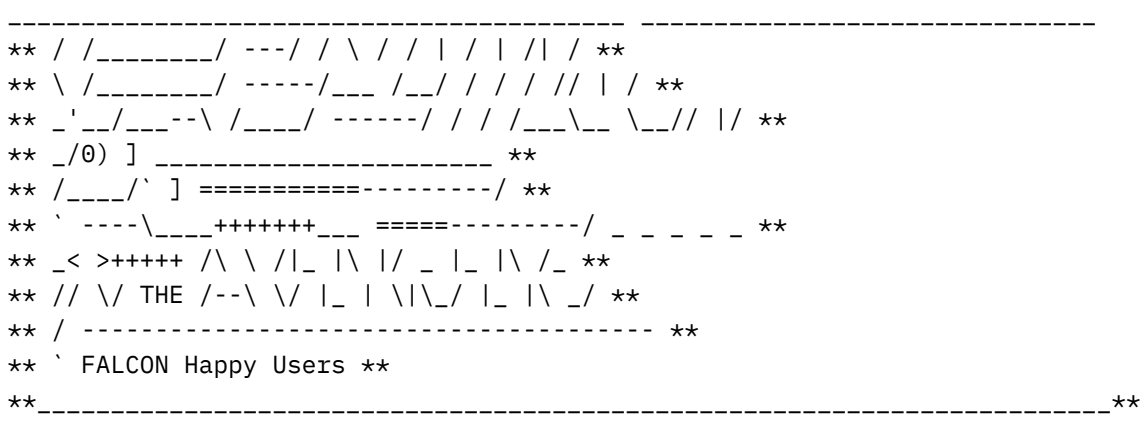
I have the Pinatubo 1.56 program that I have found on a ftp site.
The program looks great : many types of Eproms , Proms , 8751
(and even 87c51)

In the doc is mentionned that the hardware was published in a
German magazine : Could someone provide me copies of this magazine
or could help me to get the hardware requiered for Pinatubo.

Please E-Mail.
Thanks

JJM

--



3482. Empire klone (was Re: GEM games?)

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 10:50:20 UTC
From: hmallat@lk-hp-12.hut.fi
Message-ID: <hmallat.755866220@snakemail.hut.fi>
Source record: 196755

Lexicor@world.std.com (Yat W Siu) writes:

>Empire strikes me to be GEM Compliant too, to a limited degree, it has all
>the menus yet it will only run in ST Med and ST High, that is because of
>the age of the program though...I am sure that it could be altered to
>be resolutions independent, as it was already quite advanced.

I found out a couple of days ago a nice (heck, more than nice)
Empire/Strategic Conquest clone, called World Conquest. The author
says it works with any resolution that has four or more bitplanes. I
personally can test it only at ST low, but it seems properly
programmed, I haven't had any trouble with it.

There are some nice things like artillery at land and battleships, and
invisible subs (you have to ping them with a sonar). The game looks
well worth the 10 SFr shareware fee (as soon as I get some spare
money... :-)

I found it by chance at ftp.tu-dresden.de (or was it
ftp.inf.tu-dresden), I could ul it to umich in a couple of days if
it's not there.
--
Jos ei el{ t{ysill{, ei el{ vaan on k{velev{ ruumis. Oletko sin{
todella olemassa vai kuvitteletko vain?

3483. Autoscan monitor to 520STFM

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 11:03:12 UTC
From: censjg@caledonia.hw.ac.uk
Message-ID: <1993Dec14.110312.13722@cee.hw.ac.uk>
Source record: 196758
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Sorry for re-treading old ground here...

I have a colour multisync monitor, (I think it's rebadged)
I think I might be able to use it with the ST in Mono or maybe
mono & colour modes. I hashed a cable together to try colour,
but no joy, just a wibbly vertical line appeared. I'm a bit
suspicious of the sync rates, but I'm no technician.

Connections were straight through, Atari RGB, Hsync & Vsync
and ground to same on the monitor. The monitor has 5 bnc's
and I have a VGA type cable for the monitor too which works
with a PC.

Anyone got any comments?

Monitor spec:
Resolution modes: 640x480, 400, 350
800x600, 1024x768, 1280x1024

Sync: Horizontal: 30-75 KHz
Vertical: 50-90 Hz, 25-45 (I) Hz

--
Simon
censjg@clust.hw.ac.uk
Voice: +44 31 451 3265 Fax: +44 31 451 3261

3484. GEM books wanted

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 11:14:38 UTC
From: censjg@caledonias3.caledonia.hw.ac.uk
Message-ID: <1993Dec14.111438.13810@cee.hw.ac.uk>
Source record: 196759
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Anyone got any books on GEM programming for the ST lying around
gathering dust?

I'm developing some MIDI code, currently under TOS, and would like
to use a graphical front end. Seems a lot of the GEM stuff is
either expensive or out of print.

If you have GEM programming manuals you'd like to sell (condition
is not important provided most of the pages are there :) please
mail me at the address below noting the title & how much you want.

Thanks

--
Simon
censjg@clust.hw.ac.uk
Voice: +44 31 451 3265 Fax: +44 31 451 3261

3485. Re: Lattice C

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 11:14:58 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CI0v8z.Asn@barclays.co.uk>
Source record: 196764

```
In article <2ejlrq$n9r@u.cc.utah.edu>, ewj8218@u.cc.utah.edu (Eric.Jolley) writes:
|> In article <CHzt9L.9BB@taligent.com>,
|> John Townsend <John_Townsend@taligent.com> wrote:
|> >to reach them from the net you should send mail to HISOFT@geis.genie.com
|>
|> I believe that should be HISOFT@genie.geis.com.
|> --
or hisoft@cix.compulink.co.uk
--
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-----------------------------------------------------------+
```

3486. Re: Autoscan monitor to 520STFM

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 11:22:24 UTC
From: censjg@caledonias3.caledonia.hw.ac.uk
Message-ID: <1993Dec14.112224.13954@cee.hw.ac.uk>
Source record: 196760
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Dec14.110312.13722@cee.hw.ac.uk>, censjg@caledonia.hw.ac.uk (Simon Greaves) writes:
|> Sorry for re-treading old ground here...
|>
|> I have a colour multisync monitor, (I think it's rebadged)
|> I think I might be able to use it with the ST in Mono or maybe
|> mono & colour modes. I hashed a cable together to try colour,
|> but no joy, just a wibbly vertical line appeared. I'm a bit
|> suspicious of the sync rates, but I'm no technician.
|>
|> Connections were straight through, Atari RGB, Hsync & Vsync
|> and ground to same on the monitor. The monitor has 5 bnc's
|> and I have a VGA type cable for the monitor too which works
|> with a PC.
|>
|> Anyone got any comments?
|>
|> Monitor spec:
|> Resolution modes: 640x480, 400, 350
|> 800x600, 1024x768, 1280x1024
|>
|> Sync: Horizontal: 30-75 KHz
|> Vertical: 50-90 Hz, 25-45 (I) Hz
|>
|> --
|> Simon
|> censjg@clust.hw.ac.uk
|> Voice: +44 31 451 3265 Fax: +44 31 451 3261
|>

Err... forgot to ask for email replies if possible, our News server has a vicious expiry rate and I don't get to read it that often :(.

censjg@clust.hw.ac.uk (SMTP & Janet)
censjg@caledonia.hw.ac.uk (SMTP only)

(latter host preferred up to 17/12/93, then former preferred (cos I can read it from home :-))

Thanks (again)

--
Simon
censjg@clust.hw.ac.uk

Voice: +44 31 451 3265 Fax: +44 31 451 3261

3487. Re: Next Atari Show in UK, and some thoughts....

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 11:31:07 UTC
From: djs@jet.uk
Message-ID: <1993Dec14.113107.12112@jet.uk>
Source record: 196770

In <CHz7vK.716@westminster.ac.uk> vctec@westminster.ac.uk (Denesh Bhabuta) writes:

>I was at the Atari show last night in Haydock Park near Manchester...
>...
>T28 looked impressive...
I tried to get Karl to demonstrate T28 without NVDI; funnily enough he
wasn't too keen. Most of the speed up comes from NVDI, not from the
hardware. System Solutions' ads are a bit of a con, in that they compare
an STFM without NVDI to a T28 with.

I bought the Atari Compendium from HiSoft while I was there; I would
definitely recommend this book.

>... Saying that...I will definitely be
>going to the Next local Atari Show.
I didn't realise that Manchester was local to Westminster :-)
--
David Stevenson, JET Joint Undertaking +44 235 465028
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

3488. Re: Pinatubo : Where is the hardware ?

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 11:53:44 UTC
From: schaerer@isi.ee.ethz.ch
Message-ID: <2ek9g8$a2l@elna.ethz.ch>
Source record: 196763

Jean-Jacques Michel (jjmichel@jules.ese-metz.fr) wrote:

: I have the Pinatubo 1.56 program that I have found on a ftp site.
: The program looks great : many types of Eproms , Proms , 8751
: (and even 87c51)

: In the doc is mentionned that the hardware was published in a
: German magazine : Could someone provide me copies of this magazine
: or could help me to get the hardware requiered for Pinatubo.

I am a user of the very good software from Michael Schwingen, the autor
of the pinatubo 1.56 !
You can need three cases of hardware: EASYPROMMER, JUNIORPROMMER and VESUV.
With the MEGA-ADAPTER, published in ST-COMPUTER 1/90 page 60 , you can
build this device to program Mega-EPROMs untill 27C080 or 27C8001.

For more information contact:
MAUSNET: Michael_Schwingen@AC3
UUCP: rincewind@discworld.oche.sub.org
INTERNET: michaels@pool.informatik.rwth-aachen.de

Bye Thomas

| Thomas Schaerer schaerer@isi.ee.ethz.ch +41 01/632'2768 |
| Swiss Federal Institute of Technology Zurich, ETHZ (fax:01/256'0823) |
| Signal and Information Processing Laboratory ISI ||| ||| |
| Sternwartstr. 7 CH-8092 Zurich, Switzerland / | \ / | \ |

3489. Re: Piracy (was: Re: Anyone cracked Cubase

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 12:06:57 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CI0xnL.D5u@barclays.co.uk>
Source record: 196765

In article <CI0KCB.4zF@cix.compulink.co.uk>, ogal@cix.compulink.co.uk ("Ofir Gal") writes:
|> I wonder if computer manufacturers actually want to stop piracy. A simple
|> solution, very simple in the case of Atari because TOS is in ROM, would be
|> to plant a serial number in each computer.
|>
Surely this would be very expensive as you would need to create a custom ROM for each machine rather than just stamping out x000 from a standard copy?

|> Programs could be installed per machine and check the serial number - if
|> it matches they work, if not they go into demo 'mode'. This will not stop
|> piracy but will make it much more difficult. It wil also let people try
|> before they buy.
How would the prog know it was the same machine/owner and not that it was being installed on another machine?

```
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-----------------------------------------------------------+
```

3490. bugs in frontier

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 12:25:55 UTC
From: aesd2pak@dct.ac.uk
Message-ID: <1993Dec14.122555.9990@dct.ac.uk>
Source record: 196766

After waiting 11 months for frontier i eventually got the st version.
upon loading i was taken back by the graphics and the intro music was quite good for the sound chip.
After playing it for a while i came across several bugs which have either crashed the game or affected the graphics.

The first major bug is on the prefrence table in the game. There is an option to play the game with 512 colours or over 4000. Having an STE i chose the 4000 colour option and then suddenly the graphics went ape. The land started to flash and the whole colour systum had got screwed up.

A second bug is the autopilot has a nasty habit of flying you into the space station which is annoying as this kills you.

One other buf i found is in forward view at certain times if you press escape twice the game freezes and no matter what you do the game just dosent start again.

Can you tell me if there anyone who is exsperencing the same problems as i will collect all the information and send it back to gametek. Maybe we will be able to get a patch or a newer version.

Philip konczak
AESD2PAK@uk.ac.dct

3491. CD-ROM drives: A query

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 12:30:10 UTC
From: djs@jet.uk
Message-ID: <1993Dec14.123010.12465@jet.uk>
Source record: 196771

CD-ROMs for the PC are dead cheap now; starting at about GBP115. However, these have AT-bus interface cards. What is the interface between the card and the drive? (Or are they different for different drives?).

Can anyone recommend a cheap double-speed multi-session (ie PhotoCD compatible) SCSI drive? Internal would be preferable to external, as I have a spare bay in my Tape Backup unit.
--
David Stevenson, JET Joint Undertaking +44 235 465028
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

3492. Re: GEM games?

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 12:36:34 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CI0z0y.9sM@newcastle.ac.uk>
Source record: 196773

I've got a game called Wallz which is an Arkanoid clone which runs in a window (nice and fast) and runs in any colour rez. at all (eg. 800*600*16 on my falcon).

I recall seeing it reviewed in STFORMAT (they savaged it) as a comercial release - I got it via ftp though, so I'm not sure as to it's true status.....

Craig.

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 4883098
Stevenage,England.|| Snail-mail: 2 Sun Street, Suniside, Newcastle, England.
----------/__\----------
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

3493. Re: GEM games?

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 12:38:01 UTC
From: richards@sulu.orl.mmc.com
Message-ID: <1993Dec14.123801.28670@iplmail.orl.mmc.com>
Source record: 196769

In article <16785@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison) writes:
|> It seems unlikely, but are there *any* games that support GEM?
|>
|> SimCity looks like it *could* have been, but it isn't (only runs in
|> ST Low).
|>

I have SimCity, and it definitely uses the GEM interface. Just because it
restricts you to low res doesn't mean it isn't GEM. The low res restriction
is probably just an easy way to insure that a 16 color mode is in use.

|>
|> --
|> Warwick
|> _-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
|> / * <- Computer Science Department, |||||| GEM++ is Free Software
|> _.-._/ University of Queensland, _// || _ C++ is the FUTURE
|> v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

3494. Elite II

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 12:46:37 UTC
From: njdc@newcastle.ac.uk
Message-ID: <CI0zHp.A64@newcastle.ac.uk>
Source record: 196774

I noticed Elite II in town the other day. Is it worth buying? Will it
run on my TT (or on a Falcon)? How does it compare to the original
Elite?

Thanks,

J

--
-- Julian Coleman, Computing Service, | j.d.coleman@newcastle.ac.uk
-- Claremont Tower, University of Newcastle, | as967@cleveland.freenet.edu
-- Newcastle upon Tyne, NE1 7RU, England. | - - - - - - - - - - - - - - -
-- Phone +44-91-222-8068 Fax +44-91-222-8765 | "Curiouser and curiouser"

3495. Re: TWIST/TWISTER?

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 12:57:12 UTC
From: lpzssm@unicorn.nott.ac.uk
Message-ID: <2ekd78$lli@unicorn.ccc.nottingham.ac.uk>
Source record: 196767

In article <1993Dec13.114835.7812@unix.brighton.ac.uk>, st39@unix.brighton.ac.uk (Stephen Ticehurst) writes:

> while back. Included on this disk was a program called TWIST or
> TWISTER which seemed to be some sort of task switching program - but
> I couldnt get it to work.
>
> What is TWISTER/TWIST by HiSoft?

It is indeed a task switcher - allowed you to swap between just 2 programs, though I think they had to be very well behaved to work.

> How do you use it?

Runs as an auto program and uses a hotkey combination - both shift keys I think - to toggle between the 2 programs.

> What ever happened to it?

Killed by piracy ? :-) I don't think it worked on the STE for one thing.

Sam

3496. Re: 520st to Mac file transfer

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 13:01:55 UTC
From: lpzssm@unicorn.nott.ac.uk
Message-ID: <2ekdg3$lli@unicorn.ccc.nottingham.ac.uk>
Source record: 196768

In article <CHxy4p.8E@dcs.glasgow.ac.uk>, mcsweesr@dcs.glasgow.ac.uk (Scot R McSweeney) writes:
> dc25@cornell.edu (Dan Coleman) writes:

> >I am trying to transfer "1st word" document files from a 520st (ca. 1989)
> >to the MacSE I just inherited (running msWord 5.1 on system 7.0). I would
> >greatly appreciate any ideas about how to make the swap.

> Have 1st Word save the file as plain ascii text (it might do that anyway,
> I havn't used it in 3 years so I don't remember wether it uses plain text
> normally, or its own special format), then transfer it (file cable or disk),
> into the mac. Open MS-Word and open the file.

You need to turn 'WP mode' off to get ascii. You could also try converting it to RTF to save the formatting (use 1WP2RTF.ZOO from umich), as I think MS-W handles this.

Sam

3497. *** MONITOR WANTED ***

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 13:15:28 UTC
From: csypge@scs.leeds.ac.uk
Message-ID: <1993Dec14.131528.9816@gps.leeds.ac.uk>
Source record: 196772

Has anybody out there (prefably near Leeds or my home town Dover), got a
monitor forsale for the STE, at a reasonable price?

I would prefer a Phillips or Atari's own make.

Please EMail me if you have,

Cheers in advance,

Peter

--

"We wish you a merry Christmas,
We wish you a merry Christmas,
We wish you a merry Christmas,
And a happy New Year!"

3498. Re: TWIST/TWISTER?

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 14:00:15 UTC
From: michi@km21.zfe.siemens.de
Message-ID: <CI12wG.7Mn@ztivax.zfe.siemens.de>
Source record: 196775

In article <1993Dec13.114835.7812@unix.brighton.ac.uk>, st39@unix.brighton.ac.uk (Stephen Ticehurst) writes:

```
|>
|> Hello!
|>
|> A PDP subscriber sent me a disk containing a number of PD progs a
|> while back. Included on this disk was a program called TWIST or
|> TWISTER which seemed to be some sort of task switching program - but
|> I couldnt get it to work.
|>
|> I had forgot all about it, when I was looking through some old
|> ST FORMATs and noticed an advert from HiSoft - advertising this
|> TWISTER program.
|>
|> I wrote to HiSoft asking for some info on this product but never
|> had a reply. The question I put forward is:
|>
|> What is TWISTER/TWIST by HiSoft?
|> How do you use it?
|> What ever happened to it?
|>
|> Thanx in advance etc... etc.... etc.....
|> --
|>
|>
|> === st39@unix.bton.ac.uk ========================================
|> = WisDom BBS: u0007 (SUP) = PDP Magazine - A non-profit making
|> =---------------------------= magazine for Atari and Amiga PD users.
|> = Stephen Ticehurst = finger for more info.. |||
|> ================================================ A Happy / | \ User! =
```

I know of a freeware program `Twister' which formatted floppies a special way.
Ten tracks and each cylinder twisted two sectors to speed up track access.

3499. Re: Utopos

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 14:03:39 UTC
From: c2sgy@dmu.ac.uk
Message-ID: <1993Dec14.140339.10110@dmu.ac.uk>
Source record: 196782

I received version 1.50 of the game a few days ago and have uploaded it
to ftp.uni-kl.de, its in /games. (I can't get onto atari.archive as its
continaully in use .... :-( )

This version is much better with raytraced graphics for the ships and
explosions - very good.

And yes I have registered my 6 UKpounds with the author. The support is very good as the
game is being continually developed all the time.
Also plans of a Falcon version are about - but write to the address on the
game demanding a Falcon version !!

--
Simon
c2sgy@dmu.ac.uk

3500. Re: Modula-2 on the ST..

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 14:09:33 UTC
From: mrsma@uno.edu
Message-ID: <1993Dec14.140933.10469@cs.uno.edu>
Source record: 196776

Does anyone know whether there exists aa decent and/or cheap version of
Modula-2 for the Atari ST or STe... I am looking for a copy, primarily
for uni but also to do my own programming... I am in Australia, so preferably
mail order or shareware addresses (or FTP sites??) would be helpful...

Reply in Email to -
u9262385@cc.uow.edu.au

dear u9262385:

i have a modula-2 compiler for the ST, which i am willing to
part with.
send a note with your offer.

3501. GSpool

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 14:11:41 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CI13FH.Dos@cix.compulink.co.uk>
Source record: 196788

Does anyone know if GSpool 2.2 is the latest version and if this program is still being suported? Alternatively, an email address for the authors, or maybe a similar program to do the same job.

Ofir ogal@cix.compulink.co.uk

3502. Minimum config. for C?

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 14:29:12 UTC
From: Lannie@ins.infonet.net
Message-ID: <2ekijo$esb@insosf1.infonet.net>
Source record: 196778

What is the minimum system requirements to run and compile in C
for the ST? I would like to get started in C, but I don't know
what is available for the ST, and which is good.
Lannie

3503. Re: GNU 2.5.5 fixes C++ bugs

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 14:33:52 UTC
From: klamer@mi.el.utwente.nl
Message-ID: <klamer.755879632@mi.el.utwente.nl>
Source record: 196792
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <CHzsyK.93o@taligent.com> John Townsend <John_Townsend@taligent.com> writes:

>Does GCC support templates or exceptions yet? Last time I checked they
>didn't,
>but it has been awhile since I checked on this.

Template support currently is reasonable. Support for exceptions is
deferred to the spring '94 (2.6.X) release.

The above applies for the SunOS 4.1.X sparc version, as my ST has only
1 Meg...

Klamer
--
Klamer Schutte Tel: +31-53-892778 Fax: +31-53-340045
Dept. of Electrical Engineering -- University of Twente, The Netherlands
preferred: klamer@mi.el.utwente.nl SMTP: klamer@[130.89.33.3]

3504. Re: Piracy (was: Re: Anyone cracked Cubase

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 14:56:24 UTC
From: em09@liverpool.ac.uk
Message-ID: <CI15I1.Iou@liverpool.ac.uk>
Source record: 196783

Ofir Gal (ogal@cix.compulink.co.uk) wrote:
: I wonder if computer manufacturers actually want to stop piracy. A simple
: solution, very simple in the case of Atari because TOS is in ROM, would be
: to plant a serial number in each computer.

: Programs could be installed per machine and check the serial number - if
: it matches they work, if not they go into demo 'mode'. This will not stop
: piracy but will make it much more difficult. It wil also let people try
: before they buy.

: If you upgrade your TOS, just reinstall the programs. A little
: inconvenient but better than dongles and copy protected disks.

: Ofir ogal@cix.compulink.co.uk

I do not understand why people hate dongles so much. When I got my
Cubase 3.01 I plugged the dongle into my computer and there it has
stayed ever since. I no longer even think about it.

I think it is a better system than the one Ofir suggests as at least
I can lend or sell my software without any hassle. (I wouldn't dream
of doing so of course).

--
John Boyes (em09@liverpool.ac.uk)
Department of Mechanical Engineering
Liverpool University 051-794-4861

3505. For Sale Vidi ST / Vidi RGB

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 14:59:08 UTC
From: kslate@mtholyoke.edu
Message-ID: <2ekkbs$onh@slab.mtholyoke.edu>
Source record: 196781

For sale: Vidi ST
Vidi RGB
Vidichrome

In case your not aware: Vidi ST is a real time digitizer for the ST
and STE. Vidi RGB alows digitizing in color. Vidichrome is a software package
that alows digitizing with Vidi ST in color using filters. (it is also the
software used for Vidi RGB)

Make an offer and let me know if it includes shipping or not.

Kevin

3506. Re: Piracy (was: Re: Anyone cracked Cubase 3.01 yet?)

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 15:02:10 UTC
From: jeq@lachman.com
Message-ID: <1993Dec14.150210.18249@i88.isc.com>
Source record: 196462

In article <931212.13957.BIBLINSKI@delphi.com> Gordie Meyer ATARI UNITED cofounder <BIBLINSKI@delphi.com> writes:
...
>because you didn't like it, you're in the same boat. The same goes for any
>book you buy. Whether you can rent or borrow doesn't change the fact that the
>creator of intellectual property doesn't guarantee your satisfaction. Maybe
>someone in between you and the creator will, but the creator has already been
>compensated for his/her/their work by that time.

BZZZT!

Careful with this argument... Someone is guaranteed to claim that
since they've already been compensated, it doesn't really matter.

>When you rent a video, you are not the purchaser. Someone else made that
>buying decision, and if the movie bombs, they eat the loss. They can't go

And if the movie is a hot item, the purchaser is rewarded by repeat
rentals of the same movie, thus duplicating is depriving the
rental agent of return on her investment. So no matter where in
the whole food chain the piracy takes place, _somebody_ gets hurt.

>I'm all for developing means of better educating the software consumer. You
>say that demos are usually not good enough. And that's the reason there isn't
>more consumer demand for them. I'd venture to say that the reason there isn't

You know, the issue of demo versions become moot in the presence of an
adequate dealer network, where someone can come in and sit down
with the stuff for a while. Yeah, I know, someone's going to say
that's not the same, because some software may take weeks to learn
to use effectively. Okay, so you have a trained salesperson walk you
through the demo.

It's probably about time to say "the U.S. Atari dealer network is
all but non-existent." Another one of those chicken-and-egg paradoxes,
I guess.
--
Jonathan E. Quist jeq@lachman.com Lachman Technology, Incorporated
DoD #094, EGFC #002, KotPP, KotCF '71 CL450-K4 "Gleep" Naperville, IL
__ "I love Boris Yeltsin. He's kind of like Ted Baxter's
\/ chubby older brother." - WBEZ (Chicago) personality Aaron Freeman

3507. Re: Minimum config. for C?

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 15:11:12 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CI166o.MwD@barclays.co.uk>
Source record: 196784

I wouldn't like to tackle it on less than 1Mb. 2 floppy drives would be better
and a hard disk better yet.

--
+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

3508. Re: Falcon VT52

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 15:13:47 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CI16Az.n2J@barclays.co.uk>
Source record: 196787

In article <2d0cb682@troed.Addr>, rickard_troedsson@troed.Addr (Rickard Troedsson) writes:
|> I've been told that in TOS 4.0x some VT52 commands (colour?) were removed, and
|> that some programs won't work on TOS 4.0x because of this ... can someone tell
|> me if this is true, and what bugfixxes are available? I've been told that NVDI
|> cures this problem, but not everyone can afford NVDI ....
I don't know about the color stuff but Cixread which uses the VT codes quite
heavily, broke on the Falcon because the VT stuff is a bit broken. NVDI cures it.
I know NVDI isn't cheap but on the Falcon it's a must. As is Blowup or somesuch.
I had my Auto folder renamed tha other day and forgot I'd done that. When a
'standard' Falcon came up with normal res and no NVDI, it was horrifying! So slow
and so little screen space to move around in. It was rename and reboot quick time!

--
+---------------+---+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+---+

3509. Re: CoNNect problems

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 15:19:04 UTC
From: wwc@dxhrb1.cern.ch
Message-ID: <CI16Jt.5KK@dscomsa.desy.de>
Source record: 196785

In article <2eid0c$ff6@nermal.cs.uoguelph.ca> thopman@herman.cs.uoguelph.ca (Theodore L Hopman) writes:
>
>I recently FTP'ed myself a copy of CoNNect, and from what I hear it's a
>great program. I can't try it out myself, because whenever I try to run
>it, I get an alert box saying "connect.prg must be in the actual
>directory.", and the program quits. I'm running it on an absolutely clean
>system, and memory's not a problem since I've got 4 megs. What does this
>mean, and how can I fix it?

CoNnect did not run in the non registered verison under Neodesk, which you are obviously using. This is no wanted limitation but due to a bug in Neodesk. Watch out for CoNnect 2.42 which will be placed on atari.archive.umich.edu as conne242 (e for English) in the next days.

Wolfgang

3510. Re: Korg M1

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 15:22:21 UTC
From: g02o@zfn.uni-bremen.de
Message-ID: <2eklnd$s62@ina.zfn.uni-bremen.de>
Source record: 196725

```
: >Does anyone use a Korg M1 in conjunction with their Atari? Where is the
: >best place to discuss this?

I do. Works fine. I use C-LAB Explorer M1.

--
MfG MOW []-) Hardware-Gruppenleiter des A.C.T.e.V Bremen
| | | Atari Computer Team e.V. Bremen 400/800/XL/XE/ST(E)/TT/Falcon/Lynx
| | | Vereinsr"aume: Steffensweg 5, 28359 Bremen, B.R.D. NEW: PC group
| | | Mailbox (BBS): ++49-(0)421-38 50 41 ZyXel 19200, free account.
/ | \ Wir haben clubeigene Rechner in den Clubr"aumen stehen.
/ | \ "Offnungszeiten: Mo19-21/Mi19-22(MIDI)/Do18-21/Fr18-20 (open end:)
*** Always LOGON - the bright side of life ! ***
```

3511. Re: C'T : Any german readers get this!?

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 16:05:59 UTC
From: g02o@zfn.uni-bremen.de
Message-ID: <2eko97$s62@ina.zfn.uni-bremen.de>
Source record: 196731

Karl Meyland (karlm@highett.mel.dbce.csiro.au) wrote:
: Hallo Mein Freund!
: Wie Gehts!?
Danke, gut! Und Dir?

: board, etc., but I am yet to find a place which sells it here in Australia

Try mailing to ct@ix.de
They wrote that in their internet article.

--
MfG MOW []-) Hardware-Gruppenleiter des A.C.T.e.V Bremen
| | | Atari Computer Team e.V. Bremen 400/800/XL/XE/ST(E)/TT/Falcon/Lynx
| | | Vereinsr"aume: Steffensweg 5, 28359 Bremen, B.R.D. NEW: PC group
| | | Mailbox (BBS): ++49-(0)421-38 50 41 ZyXel 19200, free account.
/ | \ Wir haben clubeigene Rechner in den Clubr"aumen stehen.
/ | \ "Offnungszeiten: Mo19-21/Mi19-22(MIDI)/Do18-21/Fr18-20 (open end:)
*** Always LOGON - the bright side of life ! ***

3512. Which printer fits to 1Word+

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 16:10:20 UTC
From: herbert@clipper.ikp.physik.th-darmstadt.de
Message-ID: <2ekohclNNu1r@rs18.hrz.th-darmstadt.de>
Source record: 196786

Stupid question from a person who never use Atari:
Which printer fits for the combination
Atari St + 1Word+ ?

Any hint is highly appreciated...
Tobias Herbert

==
Tobias Herbert | | Phone:(off.) +49-6151-163172
Institut fuer Kernphysik | | (home) +49-6251-56951
TH Darmstadt | (home) | Fax: (off.) +49-6151-16-4321
Schlossgartenstr. 9 | Kirchstr. 1 | (home) +49-6251-596039
W-64289 Darmstadt | W-64683 Einhausen |
Germany | mail: herbert@clipper.ikp.physik.th-darmstadt.de
==

3513. Re: Which printer fits to 1Word+

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 16:38:40 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CI1A8I.4vJ@barclays.co.uk>
Source record: 196793

```
--
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-----------------------------------------------------------+
```

3514. Re: Which printer fits to 1Word+

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 16:40:06 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CI1AAw.507@barclays.co.uk>
Source record: 196794

```
In article <2ekohcINNu1r@rs18.hrz.th-darmstadt.de>,
herbert@clipper.ikp.physik.th-darmstadt.de (Herbert Tobias) writes:
|> Stupid question from a person who never use Atari:
|> Which printer fits for the combination
|> Atari St + 1Word+ ?
|>
|> Any hint is highly appreciated...
|> Tobias Herbert
Just about anything from a daisywheel up to a laser printer and everything
inbetween.

--
+---------------+-------------------------------------------------------------+
| Iain R Laskey | Atari Falcon user and very happy with it! |
+---------------+-------------------------------------------------------------+
```

3515. GFA prg execution

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 16:48:46 UTC
From: lannie@ins.infonet.net
Message-ID: <2ekqpe$fq4@insosf1.infonet.net>
Source record: 196789
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

How do I execute a program from GFA? I would like to
load a ttp program into memory, then call it when
needed. I need to know how to give it the required
parameters when executed. When I try this, it just
runs the ttp program, and displays it's help screen
as if it never received any baspage values.

Lannie Schafroth / Any opinions expressed herein are not \
INS / WYSE 9000i Admin. / necessarily those of Iowa Network Services \
Lannie@ins.infonet.net

3516. Re: Atari

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 16:49:36 UTC
From: g02o@zfn.uni-bremen.de
Message-ID: <2ekqr0$s62@ina.zfn.uni-bremen.de>
Source record: 196671

Mr M P Greenwell (ug1017@sees.bangor.ac.uk) wrote:
:
: The 520ST came inseveral different models earlier in it's life,
: 520STF 512k s.sided drive no tv modulator
: 520STFM 512k s.sided drive with tv modulator
: 520STFM 512k d.sided drive with tv modulator (89 onwards (I think))
: The STEs all have d.sided drives
: (was there a 520STM with no internal drive??)

complete model history:
1) 520 ST, 512k, BOOT ROM, external drive
2) 520 ST, 512k, TOS 1.0, external drive,
at the release of this the old 520 was "degraded" to 260 ST
3) 1040 STF, 1024k, TOS 1.0, internal DS drive
4) Mega ST 1, 1024k, TOS 1.2, BliTTER, internal DS drive, ext. keyboard
5) 1040 STF, 1024k, TOS 1.2, internal DS drive (~rev.C, Genlock IMPOSSIBLE!)
6) 520 STF, 512k, TOS 1.2, internal DS drive
7) 520 STM, 512k, TOS 1.2, external drive, HF modulator
8) 1040 STFM, 1024k, TOS 1.2, internal drive, HF modulator
9) 520 STFM, 512k, TOS 1.2, internal drive, HF modulator
10) 1040 STE, 1024k, TOS 1.60, int. drive, HF mod., SIMM sockets
11) 520 STE, 512k, TOS 1.60, int. drive, HF mod., SIMM sockets (not in Germany)
12) Mega ST/1040 ST with TOS 1.4
13) TT 030
14) 1040 STE/520 STE with TOS 1.62
15) Mega STE 1/2/4
16) Falcon 030, TOS 4.00...4.04, HD 65/84 MB

--
MfG MOW []-) Hardware-Gruppenleiter des A.C.T.e.V Bremen
| | | Atari Computer Team e.V. Bremen 400/800/XL/XE/ST(E)/TT/Falcon/Lynx
| | | Vereinsr"aume: Steffensweg 5, 28359 Bremen, B.R.D. NEW: PC group
| | | Mailbox (BBS): ++49-(0)421-38 50 41 ZyXel 19200, free account.
/ | \ Wir haben clubeigene Rechner in den Clubr"aumen stehen.
/ | \ "Offnungszeiten: Mo19-21/Mi19-22(MIDI)/Do18-21/Fr18-20 (open end:)
*** Always LOGON - the bright side of life ! ***

3517. Re: Rat Soft BBS killed Atari devlopment

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 16:52:54 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Dec14.165254.411@newshost.lanl.gov>
Source record: 196797

In article muyydPDUOrE@semprini.waterloo-rdp.on.ca, cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

>
>The IAAD should write a similar article about Atari's dealings since the
>ST was released. IMHO, Atari itself is more of a liability than any
>number of pirates (you don't see DOS vendors suffering, and I've never
>seen a DOS machine that didn't have pirated software on it).
>
>Oh, but I guess that would put the writer and anyone that helped them on
>Atari's famous "black list", wouldn't it?

I have always been an advocate of the belief that while piracy has hurt the Atari community, it is minor in comparison to the blunders committed by Atari's mismanagement. Yep, add my name to their "black list." :)

-Hutch- @ Fair Dinkum Tech

3518. Re: UVK

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 17:06:35 UTC
From: hn@toklotum.informatik.rwth-aachen.de
Message-ID: <hn.755888795@toklotum>
Source record: 196790

Richard Karsmakers (r.c.karsmakers@stud.let.ruu.nl)- the author of UVK -
has no Internet news access!
So I'm posting his answers to this posting:

>
>] >(The symptoms are that of the 'BielStein' (sp?) virus.....)
>]
>] Just out of morbid curiousity, what does this virus do to your system? D
>] you know where you got it? Regarding UVK, I thought Oregon Research
>] was handling support in the States, and Hi-Soft in Europe. I could be
>] wrong...
By the way, Beilstein does a lot. It can zero partition C for example.

--
Helmut Neukirchen Gegen Hochschul"reform", Studiengebuehren
hn@pool.informatik.rwth-aachen.de und Zwangsmassnahmen

3519. Re: Piracy (was: Re: Anyone cracked Cubase

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 17:07:31 UTC
From: tjl@siva.bris.ac.uk
Message-ID: <CI1BKJ.71L@info.bris.ac.uk>
Source record: 196795

In article <CI15I1.Iou@liverpool.ac.uk>, em09@liverpool.ac.uk (Mr. J. Boyes)
writes:
|>
|>Ofir Gal (ogal@cix.compulink.co.uk) wrote:
|>: I wonder if computer manufacturers actually want to stop piracy. A simple
|>: solution, very simple in the case of Atari because TOS is in ROM, would be
|>: to plant a serial number in each computer.
|>
|>: Programs could be installed per machine and check the serial number - if
|>: it matches they work, if not they go into demo 'mode'. This will not stop
|>: piracy but will make it much more difficult. It wil also let people try
|>: before they buy.
|>
|>: If you upgrade your TOS, just reinstall the programs. A little
|>: inconvenient but better than dongles and copy protected disks.
|>
|>: Ofir ogal@cix.compulink.co.uk
|>
|>I do not understand why people hate dongles so much. When I got my
|>Cubase 3.01 I plugged the dongle into my computer and there it has
|>stayed ever since. I no longer even think about it.
|>
Thats OK assuming you are using your program in one machine and one machine
only. When I was commuting between Eng and Germany I was using my Notator
in both places. Man I was P**sed the time I forgot the dongle! Back to the
stone age sequencing with PRO12 for a fortnite!

The Notator Logic dongle is even less portable (and hence less nickable?)
but at least u get 3 output ports so I think I'm gonna upgrade...

|>I think it is a better system than the one Ofir suggests as at least
|>I can lend or sell my software without any hassle. (I wouldn't dream
|>of doing so of course).
|>

Ever had your program crash due to dirty dongle connections...?

|>--
|>John Boyes (em09@liverpool.ac.uk)
|>Department of Mechanical Engineering
|>Liverpool University 051-794-4861
|>
--
---+---------------+
Tim Llewellyn - OpenVMS, Soukous and Cricket Addict | Read at your |

```
Physicist Programmer, Bristol Uni Particle Physics. | own risk. |
HEPNET/SPAN 19716::TJL Internet tjl@siva.bris.ac.uk | Std disclaimer|
Pet Hates: Case Sensitivity! Unix. Tremolo systems. | implicit |
-----------------------------------------------------+---------------+
```

3520. Re: UVK

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 17:07:35 UTC
From: hn@toklotum.informatik.rwth-aachen.de
Message-ID: <hn.755888855@toklotum>
Source record: 196791

Richard Karsmakers (r.c.karsmakers@stud.let.ruu.nl)- the author of UVK -
has no Internet news access!
So I'm posting his answers to this posting:

>What is the name & address of UVK's author!
>Also, how much does he want for the latest version!
>
>(That %)%*^$ virus is back again..... Apparently UVK is the only thing
>that recognises it.....)
>
>(The symptoms are that of the 'BielStein' (sp?) virus.....)
>
>(I don't suppose he has a net address!?)
I do. r.c.karsmakers@stud.let.ruu.nl
Beilstein?! I thought that was never actually spread...

--
Helmut Neukirchen Gegen Hochschul"reform", Studiengebuehren
hn@pool.informatik.rwth-aachen.de und Zwangsmassnahmen

3521. Re: Anyone cracked Cubase 3.01 yet?

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 17:24:58 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.cdesw5A0xN2@semprini.waterloo-rdp.on.ca>
Source record: 196750

In <2e8tlr$qgf@news.delphi.com>, BRYEDEWAARD@DELPHI.COM writes:
> It's this attitude and others like it that have left the Atari market in
> the state it is in today. Wether you can rationalize your piracy or not,
> it is against the law. There is very little incentive for someone to buy a
> product once he has a fully working version in his hands. If you care
> about the future of your machine at all, you'll stop advocating the single
> most destructive force in the Atari community.

I still haven't seen an argument convincing me that _Atari_ isn't the most
destructive force in the Atari community. IMHO, Atari's done more to
destroy the community, the market, the dealers, and the developers than
the rather minor (IMHO) threat of piracy.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3522. Medusa compatible w/ST?,STe?,TT?,Falcon

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 17:25:54 UTC
From: Jorn.Moe@f100.n30.z47.byte.bbs.no
Message-ID: <755910233.AA02174@byte.bbs.no>
Source record: 196799

(Darryl writes:)
>The ROMs for TOS 3.06 are arranged to give 32 bit data. The ROM from t
>Falcon passes data on 16 bit wide bus, so it ain't compatible. This is
>assuming the Medusa will use a 32 bit bus, which it should. You can
>officially buy TOS 3.06 roms, but programming your own roms from the T
>4.04 image sounds a bit dodgy to me.

As far as my knowledge, the 68030 have dynamic bus-sizing so there are
no reason whatsower that TOS 4.04 only woul run on a 16 bit bus!!

But, the MEDUSA is a TT clone, not a Falcon clone, hence they use the
TT-TOS (3.06).

The Falcon TOS have support for the sound matrix chip, the blitter and
the DSP, none of which is found on the MEDUSA, and 4.04 have no support
for the MFP serialports on the TT, which probably also are implemented
on the MEDUSA.

If you really want the features of the new AES of TOS 4.04, then run
MTOS on it!

Jorn Moe | Email: jorn.moe@byte.bbs.no

-- ReadMail ST

3523. Re: UVK

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 17:26:43 UTC
From: hn@toklotum.informatik.rwth-aachen.de
Message-ID: <hn.755890003@toklotum>
Source record: 196796

Richard Karsmakers (r.c.karsmakers@stud.let.ruu.nl)- the author of UVK -
has no Internet news access!
So I'm posting his answers to this posting:

>In article <2e0rek$7lv@golem.wcc.govt.nz>, Steve Wells <wells_s@jethro> wrote:
>>(That %)%*^$ virus is back again..... Apparently UVK is the only thing
>>that recognises it.....)
>>(The symptoms are that of the 'BielStein' (sp?) virus.....)
>
>Just out of morbid curiousity, what does this virus do to your system? Do
>you know where you got it? Regarding UVK, I thought Oregon Research
>was handling support in the States, and Hi-Soft in Europe. I could be
>wrong...
In the States it's indeed Oregon. In the Netherlands it's ACN (possibly in
Germany, too, I'm negotiating) and the rest of the world is done by Douglas
Communications in Stockport, England. Don't know the address off the top of
my head.
I can still sell UVK myself, but officially only to people who react to
pre-Douglas advertisements or articles. In such a case it would cost DM 20
or Dutch guilder 20. Payable in cash at my home address Looplantsoen 50,
NL-3523 GV, Utrecht, Netherlands.

--
Helmut Neukirchen Gegen Hochschul"reform", Studiengebuehren
hn@pool.informatik.rwth-aachen.de und Zwangsmassnahmen

3524. Re: The Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 17:28:08 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Dec14.172808.6872@newshost.lanl.gov>
Source record: 196461

In article 93Dec9173511@great-gray.owlnet.rice.edu, kendall@great-gray.owlnet.rice.edu (Kendall Helmstetter Gelner) writes:
>In article <1993Dec8.235318.1664@newshost.lanl.gov> hutch@bellman.lanl.gov (John Hutchinson) writes:
>)
>)It doesn't matter if the Jaguar is superior. Slick advertising and lots of it
>)is what's going to sell this thing. And once again Atari has missed the mark
>)for a big, nation-wide rollout in time for Christmas. <sigh>
>
>No, they have missed nothing - sure it would have been nice toget a
>large roolout this cristmas, but it will not affect the Jaguar's sales
>much, as other competeing systems (3DO, CD-32) won't be out in force
>till after christmas. After christmas is when they need to
>start moving, and strike up a good national advertising campain.

I beg to differ, Kendall. They DID miss a national rollout for the Jag in time for Christmas. And when Christmas sales amount to >50% (so I've been told) of a game product's annual sales, it's a BIG miss, indeed. Atari has limited funds (and a tight clench on the money bag) for advertising so it's of utmost importance that what ad money they have is spent wisely... when and how.

But hey... I wish them luck in a VERY competitive market. If I'm wrong and Atari zooms to the top of the game console best seller list, I'll be thrilled!

-Hutch- @ Fair Dinkum Tech

3525. Re: gcc2.5.3

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 17:30:10 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.nM22Afr_fc2@semprini.waterloo-rdp.on.ca>
Source record: 196651
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1571@usdtsg.DaytonOH.NCR.COM>, anisko writes:
> In article <H.eg.6jLpTYU_jO_@semprini.waterloo-rdp.on.ca>
cherborth@semprini.waterloo-rdp.on.ca writes:
> >
> >I'll try 2.5.5 as soon as it moves out of New on a.a.u.e; I've heard
> >that 2.5.x also have sever problems on Linux and other x86 and 0x0
> >architectures... from the sound of things, they were being pretty
> >optimistic when they said 2.5.5 would be the last 2.5.x...
>
>
> Just curious what's the main changes between 2.3.3 and 2.5.5?
> Well, since I'm asking, anyone know the difference between GCC
> 2.5.5 and 2.5.6 that are at atari.archive?

I think it's mostly changes in the C++ end of things, as well as
squashing bugs and misc. improvements. 2.4.5 is the last Atari version
that will produce workable 68000 code though. :-(2.4.x add templates
to C++ (very handy!) and fix some nasty C++ bugs over 2.3.x

> And I just learned how to use "patch." I think I'll buy
> myself a pizza for that one :-)

Hey, all right! Now, if you'll just ship one of those Safari notebooks
up from Dayton to my office here in Waterloo.NCR.COM... ;-)

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3526. Re: GEM books wanted

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 17:56:35 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Dec14.175635.19537@unix.brighton.ac.uk>
Source record: 196464
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
If you have no luck...download the gem programming tutorial series
progem from any good archive. Its very good.

Pads

--
_______________________________________________________________________________
Desk File Options
-------------------------------------------------------------------------------
| Info | ----------------------------------------
|________| | Michael May (mm68@uk.ac.bton.unix) |
| University of Brighton, Sussex, England |
| These views are my own, so there! |
----------------------------------------
```

3527. Re: The Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 18:20:57 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Dec14.182057.17733@newshost.lanl.gov>
Source record: 196466

In article ABARBIERO@delphi.com, ABARBIERO@delphi.com () writes:
>This time Hutch, you are not right (I think this is the only one
>in memory) The Atari TV and PRINT ads are lining up a buch of sales,
>during the local FOX broadcast of ST:TNG There was a Jaguar commercial,
>the one about playing Cybermorph, and a Lynx ad following it up..

If I'm wrong (certainly NOT the first time), then I'm really glad to hear it, Andreas. I would have been a lot more comfortable if Atari had gone with a big national rollout in time for Christmas, of course, but hey, maybe this limited rollout on the two coasts will do the trick. Time will tell, eh?

Guess I'm just a bit gunshy from past recollections of Atari 'advertising.' :)

So... who in New York or the bay area wants to buy a Jaguar for me, eh???

-Hutch-

John Hutchinson internet: hutch@ilmen.lanl.gov
Los Alamos National Laboratory GEnie: HUTCH

3528. Emulation needed

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 18:30:13 UTC
From: a890105@zipi.fi.upm.es
Message-ID: <1993Dec14.193013.1@zipi.fi.upm.es>
Source record: 196463

!!
HELP
Could anyone get an vt100 or ttyxx emulator for the Atary 1024 ST
PLEASE I UNRGENTLY NEED INFO!!!

3529. Atari Mega4 and more for sale

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 18:31:43 UTC
From: chrome@tatertot.com
Message-ID: <12141993.103143@tatertot.com>
Source record: 196707

I want to sell the following as a package or if I have to prat it out. It's a
bunch of stuff so I hope that the buyer could arrange pickup in the San
Francisco area.
1-Mega ST4 4MB
1-Atari 1040ST 1MB bad MMU
1-CMI Processor Accelerator 16Mhz board for ST/Mega (never installed)
1-SM124 Mono Monitor
1-CM135 Color Stereo Monitor
1-bunch of Atari Software including:
Abacus Macro Assembler
Word Perfect
Spectrum
Fleet Street Publisher
Ultima 6
Flash
Elvira
Captive
Mega Travler
Uninvited
Impossible Mission II
all with docs and original disks.
the rest of the disks are full of PD and assorted other
programs you'd have to sort thru 'em probably 150 disks
1- Abacus GEM programmers reference
1- Abacus Atari ST internals
1- Abacus Atari ST Machine Language
and anything else that is sitting around here with a fuji on it.
I'd like to sell it all for $700 or B/O

3530. Atari ST Software for Sale

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 18:37:50 UTC
From: CROWDER#M#_ELAINE@MSGATE.CORP.APPLE.COM
Message-ID: <CROWDER#M#_ELAINE-141293103535@17.1.7.47>
Source record: 196800
Cross-posted to: ba.market.computers,ba.forsale,comp.sys.atari.st,ca.forsale

My friend has the following Atari ST software for sale. The following
prices include shipping and he's willing to consider any offers.

Print Master Plus & library 1&2 + fonb & bord $18.00
Flight Simulator II + extra books $18.00
Certficate Maker & library $18.00
VIP Prof. $13.00
Silent Service $13.00
Mean18 & Famous Course I & II $18.00
Balance of Power $13.00
Zork Trilogy $13.00
Pinball Wizard $13.00
Test Drive $13.00
Prof. Craps $13.00
SkyFox $13.00
A Mind Forever Voyaging $13.00
Borrowed Time $13.00
Mindshadow $13.00
Bartenders Guide $13.00
Wine Appreciation **SOLD**
1st Word $13.00
Thunder $13.00
DB Master $13.00
Black Cauldron $13.00
Math Talk $13.00
Cad-3D + Architect Design $18.00
Shareware Disk $13.00

Please email me if interested.

--
Email Address: CROWDER#M#_ELAINE@MSGATE.CORP.APPLE.COM
Applelink Address: CROWDER1@APPLELINK.APPLE.COM

3531. Re: consumer retorts (was:Anyone cracked C

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 18:49:13 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Dec14.184913.21939@newshost.lanl.gov>
Source record: 196476

In reply to Eric Johansson's lucid comments about non-returnable software...

Actually, I agree largely with what you say, Eric. The consumer who buys an item of software and discovers that it does NOT do what it claims or is just so buggy as to be unusable IS getting ripped off. It's not right, for sure.

>I'm not saying ship it out for free. just package it so I can use
>the software and return it for a full refund if it is not what I need.

Good idea... but HOW do you propose this be done & still avoid piracy?

Users should have the right to test software before they buy it. Developers and dealers and distributors should have the right to their percentage cut of the profit from software sales. How do you support these rights while eliminating the pirate who would deny these rights to others? It's a tough question that is yet to be answered successfully, if it ever will.

>I spend maybe 50$/year on software for all my machines (dos and st).

Wow. You spend $50 per year buying software for TWO platforms? No wonder the software industry is in trouble! :)

>I will continue to promote consumer rights (to a refund :-) as well.

As well should we all... while decrying piracy at the same time.

Cheers,

-Hutch- @ Fair Dinkum Tech

3532. Re: GEM games?

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 19:11:21 UTC
From: Robert.Anisko@daytonoh.ncr.com
Message-ID: <CI1HAx.4Io@uc2372c.DaytonOH.NCR.COM>
Source record: 196709

In article <1993Dec14.123801.28670@iplmail.orl.mmc.com>, richards@sulu.orl.mmc.com (Larry Richardson) says:
>
>I have SimCity, and it definitely uses the GEM interface. Just because it
>restricts you to low res doesn't mean it isn't GEM. The low res restriction
>is probably just an easy way to insure that a 16 color mode is in use.

This is kind of an annoying way of doing it, however, in that there are more modes than ST Low that can do 16 colors. If you have an STe, then you can "Double" your ST slow to 320x400x16. Or MonSTEr it to 640x400x16 scrollable. It still should be usable...

It would be nice if programs checked 1) # of colors and 2) physical resolution (640x400, etc), instead of "ST Low, ST Med, and ST Hi." Hence why I cannot run Arcshell 3.1 in a MonSTEred ST Low 640x400x16, which obviously has the necessary resolution. (this is also why I like stuff like Gemview, CoNnect, and Nethack in that they let you take advantage of the actual environment, not the one associated with an arbitrary graphics "mode" ...

Rob

3533. Re: MEDUSA (68040) System

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 19:35:00 UTC
From: Robert_Federle@k.maus.de
Message-ID: <A6584@K.maus.de>
Source record: 196737

SM>Because some people claim that Medusa uses a clock-doubled 68040 and
SM>hence motorola would also call it 66Mhz. The only problem is that I
SM>still doubt there exist any 68040 that are clock doubled (at least,
SM>I'm sure that Apple hasn't used any clock doubled 68040 in any product
SM>I know of)

Boy, you have a problem! All 68040s are double-clocked, and you can't
disable this feature. Ask Motorola for more details and you will see no
other information about that. If you can't believe the truth, what do you
believe then?

Robert

3534. HELP! Can't save game in DM!

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 19:42:30 UTC
From: snoret@egon.unx.sas.com
Message-ID: <CI1Iqu.F0K@unx.sas.com>
Source record: 196472

Someone PLEASE help me! I finally bought Dungeon Master at the Toad Show on Dec 4. (I know I'm a few years behind the world on this note :)

Anyway. I finally got a chance to sit down for more than a few minutes and get going. I got down to the 2nd level, about 3/4 way through, if the sample map I have is correct, when I tried to save my game, position, heroes, etc.

I tried formatting... I tried saving...I tried formatting again (different disk)...I tried saving...NOTHING WORKED!!! I would format a disk, then as soon as I tried to save to it, DM replied 'This disk is unreadable'. If I tried saving to an already formatted disk, It would try, then say 'Unable to save game'.

I have a 1040STf, with AdSpeedST installed (set to 16MHz) and an SC1224 monitor. My hard drive and all other stuff is kept off during this. Is the AdSpeed messing up something? I'll turn the AdSpeed back to defaulting to 8MHz if necessary. Does DM _require_ a SINGLE SIDED disk? I've got DSDD disks.

Help!!! If I can't save, what good is the game? (Unless I have a few days to kill with no sleep, no work...no way!)

Thanks in advance for any and all replies.

Rick Tatem

Richard E. Tatem Asst. Systems Programmer
snoret@unx.sas.com UNIX Systems Support
(919) 677-8000 x4719 SAS Institute Inc.

3535. DRAGONWARE STACY BATTERIES

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 19:51:32 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <2el5g4$c3r@charm.magnus.acs.ohio-state.edu>
Source record: 196467

To those STacy owners out there:

I got several DragonWare batteries with the STacy I bought with no directions for their use. DragonWare's phone number has been disconnected (at least as of the last time I called) and they don't answer e-mail.

Can anybody on here help me?

_
--
Vice | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
President | P.O.BOX 29103 | 8-bit
of: | COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *

3536. Re: Piracy (was: Re: Anyone cracked Cubase 3.01 yet?)

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 20:03:29 UTC
From: jeq@lachman.com
Message-ID: <1993Dec14.200329.29409@i88.isc.com>
Source record: 196703

In article <H.eg.9LMcscvJ2zo@harvee.billerica.ma.us> esj@harvee.billerica.ma.us writes:
>hmm. I thought I did but fact still remains that I can try CDs, videos
>and books before buying but I can't do that with software.

Oh? How so? How do you try CDs or videos without either
a friend who owns a copy, or a dealer who loans or rents it?
And why can't you do that with software?

>
>if I buy a non-returnable, non-defective CD, you are right. on the other
>hand, if I buy one of Tower Records "special offer" CD's, I can return
>it if I don't like the music. other CD shops in the boston area are
>now offering similar options.

The marketplace at work. If a large software retailer became
convinced that such a policy would sell more software, they'd
work something out, though licensing changes may be required.
If one company does it, and it works, others will follow.

...

>instead of ranting about developer getting ripped off, figure out a
>way that both developer rights and consumer rights can be protected.

Rights? If a retailer offers software for sale, under
the condition that it cannot be returned, and the purchaser
accepts that condition, then the purchaser doesn't have
many "rights", unless the software was severely misrepresented.

--
Jonathan E. Quist jeq@lachman.com Lachman Technology, Incorporated
DoD #094, EGFC #002, KotPP, KotCF '71 CL450-K4 "Gleep" Naperville, IL
__ "I love Boris Yeltsin. He's kind of like Ted Baxter's
\/ chubby older brother." - WBEZ (Chicago) personality Aaron Freeman

3537. Re: Mac 256k SIMMs

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 20:03:44 UTC
From: mcsweesr@dcs.glasgow.ac.uk
Message-ID: <CI1Jq8.n39@dcs.glasgow.ac.uk>
Source record: 196470

I tried that a few years ago with my 520 ste, but it didn't seem to work.
I think the st wants to see a parity chip.

Scot.
--

|
Scot McSweeney | The Network Is The Computer
CS-3H |

3538. Re: DRAGONWARE STACY BATTERIES

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 20:50:07 UTC
From: Lexicor@world.std.com
Message-ID: <CI1LvK.72M@world.std.com>
Source record: 196475

In article <2el5g4$c3r@charm.magnus.acs.ohio-state.edu>,
Jeff A Poling <jpoling@magnus.acs.ohio-state.edu> wrote:
> To those STacy owners out there:
>
> I got several DragonWare batteries with the STacy I bought with no
>directions for their use. DragonWare's phone number has been disconnected (at
>least as of the last time I called) and they don't answer e-mail.
>
> Can anybody on here help me?

They have moved to a new number..you can get them at: (406) 265 7300

>
>_
>--
>Vice | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
>President | P.O.BOX 29103 | 8-bit
>of: | COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
> * 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *

3539. Re: MEDUSA (68040) System

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 21:00:51 UTC
From: mjr@geob7.geo.uni-bonn.de
Message-ID: <2el9i4$f5i@news.rhrz.uni-bonn.de>
Source record: 196474
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <CHovu3.530@world.std.com>, Lexicor@world.std.com (Yat W Siu) writes:

|> Your prices are 15 Months old too :) 6000, DM is about 4,000 U$D am I right?

It is less than that.

|> 8 Megabyets of RAM and 240 MB Ide harddrive for the T40 is around 3,000 U$D
|> ok, ok ok, so its in the USA :) but that's still 1,000 U$D Cheaper...and has
|> an ET-4000..

In Germany, the list price of the MEDUSA is DM 6000,-. Let's wait how actual
prices will develop.

|>
|> >
|> >Or, consider a SPARC Classic clone. Recently i saw 6900 DM for a system with
|> >15x2.54-cm monitor (in germany it is illegal to write inches :-)), 16 MB RAM, 1
|> >GB Disk, Solaris 1.x or 2.x (+15 % tax).
|> >
|> >Or consider the DM 6000 (incl. tax) i paid for my 25 MHz SPARC clone w. 17x2.54
|> >cm grayscale monitor, 16 MB RAM, 422 MB DISK, SunOS 4.1.2 one year ago? This
|> >system is about as fast as the 32 MHz 68040 of the MEDUSA !!.
|> >
|>
|> Is that a brandnew SPARC or a second hand? Anyway, yes, SPARC is nice too!

Both SPARC systems have been new. I quoted the lowest prices available in
Germany (to my knowledge, but i don't believe there are any significantly
better offers around.

|> I mean...an INDY costs 5,000 U$D only...and THAT's REALLY nice :) if you're

In Germany, the INDY starts at approx 15000,- DM (incl. TaX). Usable standalone
systems are above 20000,-

|> I would agree, but that is not Atari's style now is it ;)

Atari did so with MiNT, the Multitos kernel. I Hope they come with an affordable
powerful system soon (better yesterday than tomorrow).

cheers,

Michael

3540. Can't get AtariST files readable on IBM

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 21:34:20 UTC
From: dc25@cornell.edu
Message-ID: <dc25-141293213420@cu-dialup-0012.cit.cornell.edu>
Source record: 196721

Help!

I've been trying to transfer files off my ancient Atari 520st. Because my *pre* TOS 1.4 Atari doesn't read DOS, I need to find a way of formatting MS-DOS disks on an IBM so that I can save my atari files as text onto them and then read them back on an IBM.

I found an IBM program that does this, but when I re-opened my atari file on an IBM, I got either junk in the text (on a full-format file) or, a document made up solely of Greek sigmas (when opening a "saved-as-text" file).

Does anyone know where I could find a better IBM program that will make atari disks readable to MS-DOS? (Because I don't have comm software for the ST, I can't download an atari util.) Or can anyone suggest an IBM filter program that will get rid of the sporadic junk?

Thanks a bunch,
Dan

3541. Misc. Debris / Q's.

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 21:39:25 UTC
From: mjbutler@miavx2.ham.muohio.edu
Message-ID: <1993Dec14.173925.2616@miavx2.ham.muohio.edu>
Source record: 196712

I have a couple things I culd use help with.. I don't read this area often
bexcause of time, but I would appriciate if you replied to either this accound
or quest@iac.net:

1) I am wanting to sell my 4 meg STe and sc1224 monitor if anyone is
interested, just lemme know what you think it's worth!
2) Is Atari's policy on buying a Falcon from the closest dealer still
being upheld? I have a 2 meg STe which I can't seem to get working I would
like to trade it in on a Falcon
2.5) Does anyone want a used STe, two megs?? It seems to have some sort of
chip error, I get like 26 bombs. It started like once a week then once a day
and now I have a hard time getting it to come up at all.
2.75) Any idea why that might be happening?? The people at Toad said it
sounded like a board malfunction.
3) Does anyone know the BBS number for J&J computers (Ratsoft HQ)?? I seem
to have lost it (twice) since they change the number..

Thanx for yer time! .\\ike aka Quest

mjbutler@miavx2.ham.muohio.edu mjbutler@komodo.ham.muohio.edu quest@iac.net

3542. Need CARTER GRAPHICS phone # and address

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 21:44:55 UTC
From: lenn@mentor.cc.purdue.edu
Message-ID: <CI1oEw.4Iw@mentor.cc.purdue.edu>
Source record: 196706

I urgently need Carter Graphics phone number and/or address.

Any info will be appreciated.

Jody Lenn

--

_____
Jody M. Lenn Umich Atari Posse:
lenn@mentor.cc.purdue.edu ||| lenn@atari.archive.umich.edu
||| lenn@terminator.rs.itd.umich.edu

3543. Wargame Construction Set (Scenario Request)

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 21:54:26 UTC
From: bennett@mcs.kent.edu
Message-ID: <2elcmi$b65@usenet.mcs.kent.edu>
Source record: 196704

Did anyone else purchase SSI's Wargame Construction Set? Did you make any additional scenarios? Do you wish to share them? If so, please let me know.

Thanks
Dan
--

Dan Bennett (bennett@mcs.kent.edu)

Department of Mathematics
Systems Analyst II and Computer Sciences
Adjunct Instructor of Computer Science Kent State University

Voice (216) 672-2430 ext 115 Fax: (216) 672-7824

3544. Re: CoNNect problems

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 21:55:20 UTC
From: Robert.Anisko@daytonoh.ncr.com
Message-ID: <CI1ow8.CMx@uc2372c.DaytonOH.NCR.COM>
Source record: 196711

In article <CI16Jt.5KK@dscomsa.desy.de>, wwc@dxhrb1.cern.ch (Wolfgang Wander) says:
>
>>... I get an alert box saying "connect.prg must be in the actual
>>directory.", and the program quits.

Wolfgang, is this caused by the fact that the *current/live* directory is probably Neodesk's (like C:\NEODESK) rather than CoNnect's (like D:\TELECOMM\CONNECT)? One would think you could set the executable's directory as the *current* directory (as a flag or something)...

>CoNnect did not run in the non registered verison under Neodesk, which you
>are obviously using. This is no wanted limitation but due to a bug in
>Neodesk.

It does work under Gemini 1.21 though...

>Watch out for CoNnect 2.42 which will be placed on
>atari.archive.umich.edu as conne242 (e for English) in the next days.

Waiting with bated breath... (bated breath?!?!? ;-)

Rob

...dare I ask the difference between 2.41 and 2.42 (other than the fact that I have neither right now ;-)

3545. Re: Piracy (was: Re: Anyone cracked Cubase

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 22:07:09 UTC
From: kendall@great-gray.owlnet.rice.edu
Message-ID: <KENDALL.93Dec14160709@great-gray.owlnet.rice.edu>
Source record: 196726

In article <CI0KCB.4zF@cix.compulink.co.uk> ogal@cix.compulink.co.uk ("Ofir Gal") writes:
)
)I wonder if computer manufacturers actually want to stop piracy. A simple
)solution, very simple in the case of Atari because TOS is in ROM, would be
)to plant a serial number in each computer.
)
)Programs could be installed per machine and check the serial number - if
)it matches they work, if not they go into demo 'mode'. This will not stop
)piracy but will make it much more difficult. It wil also let people try
)before they buy.
)
)If you upgrade your TOS, just reinstall the programs. A little
)inconvenient but better than dongles and copy protected disks.
)

But what if you make copies of the installation disks, and distribute
them? You still have the same problem.

--
---> Kendall Gelner (kendall@rice.edu)

3546. Re: Mac 256k SIMMs

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 22:30:14 UTC
From: d93rkr@t.hfb.se
Message-ID: <1993Dec14.223014.2890@t.hfb.se>
Source record: 196798

In article n39@dcs.glasgow.ac.uk, mcsweesr@dcs.glasgow.ac.uk (Scot R McSweeney) writes:
>
>I tried that a few years ago with my 520 ste, but it didn't seem to work.
>I think the st wants to see a parity chip.
>
Nope!.... ATARI Ste works fine with both 8- or 9-bits SIMM...

>Scot.
>--
>---
> |
>Scot McSweeney | The Network Is The Computer
>CS-3H |

---
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
_/ _/ _/ _/ _/ _/ _/ _/ STm
University of Borlange, Sweden _/_/_/ _/ _/_/_/ _/_/ _/ STe
_/ _/ _/ _/ _/ _/ _/ _/ F-030

3547. Re: HELP! Can't save game in DM!

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 22:33:08 UTC
From: eggert@lclark.edu
Message-ID: <1993Dec14.223308.22051@lclark.edu>
Source record: 196702

In article <CI1Iqu.F0K@unx.sas.com> snoret@egon.unx.sas.com (Rick Tatem) writes:
>Someone PLEASE help me! I finally bought Dungeon Master at the Toad Show
>on Dec 4. (I know I'm a few years behind the world on this note :)
>
>Anyway. I finally got a chance to sit down for more than a few minutes and
>get going. I got down to the 2nd level, about 3/4 way through, if the sample
>map I have is correct, when I tried to save my game, position, heroes, etc.
>
>I tried formatting... I tried saving...I tried formatting again (different
>disk)...I tried saving...NOTHING WORKED!!! I would format a disk, then as
>soon as I tried to save to it, DM replied 'This disk is unreadable'. If
>I tried saving to an already formatted disk, It would try, then say 'Unable
>to save game'.
>
>I have a 1040STf, with AdSpeedST installed (set to 16MHz) and an SC1224
>monitor. My hard drive and all other stuff is kept off during this. Is
>the AdSpeed messing up something? I'll turn the AdSpeed back to defaulting
>to 8MHz if necessary. Does DM _require_ a SINGLE SIDED disk? I've got DSDD
>disks.

Keeping your hard drive off with the cable still connected is a bad idea
when you're using your computer for very long. Try unplugging the hard
drive from the computer and see if that helps. I have seen similar
problems while using STs before.

>
>Help!!! If I can't save, what good is the game? (Unless I have a few days
>to kill with no sleep, no work...no way!)
>
>Thanks in advance for any and all replies.
>
>Rick Tatem
>----
>Richard E. Tatem Asst. Systems Programmer
>snoret@unx.sas.com UNIX Systems Support
>(919) 677-8000 x4719 SAS Institute Inc.

3548. Re: bugs in frontier

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 22:37:24 UTC
From: mdavidsona@cix.compulink.co.uk
Message-ID: <CI1quC.7vx@cix.compulink.co.uk>
Source record: 196715

The autopilot running you into the side of stations seems to go if you click on a faster time passing selection.

Another bug I've found is the forward 4 (or 20) MW beam laser tends to make most of the screen go yellow when you fire it (makes it hard to target :-(

BTW it runs happily under a T28 accelerator, making the graphics, even at highest resolution, very smooth.

3549. Re: Trouble with harware I sold

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 22:46:09 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2elfnh$ri6@news.dmpe.CSIRO.AU>
Source record: 196554
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

An atari dealer told me a long time ago that you indeed sholu throw away the plastic shipping disk. He said more damage was done by people putting it in and bringing their machines in for repairs than anything else to with the drives. And yes, it will destroy your read/write heads, WITHOUT MERCY!

In Short, Turf the plastic disk.

Regards,

Karl.
--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| Work: +61 3 252 6222 Fax: +61 3 252 6244 Home: +61 3 853 9622 |

3550. Re: TT and LaserBrain Epson Emulat

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 22:48:20 UTC
From: renfro@bnr.ca
Message-ID: <2elfrk$1td@crchh610.bnr.ca>
Source record: 196705

In article <A9843@MS.maus.de>, Julian_Reschke@ms.maus.de (Julian Reschke) writes:

|>
|> There are newer versions that work with the TT. You can't connect an
|> SLM to a Falcon unless you use the new interface from R.O.M. Software
|> (which comes with custom Diablo and GDOS drivers).
|>

What's this? Is this interface available yet. Did I miss something?
Please more details...

RandyH

3551. Re: Diamond Edge V1.10

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 23:12:37 UTC
From: ehood@convex.com
Message-ID: <1993Dec14.231237.20045@news.eng.convex.com>
Source record: 196701

In article <1993Dec11.021444.1109@multiline.com.au>,
Dave Cook <davecook@multiline.com.au> wrote:
>Help!!
>
>I have found that if if I have more than four partitions on my drives
>Diamond Back will not recognise the information and the partition
>hard drive option screen is all corrupt. Also when I try to save
>SCSI information relating to my external drive Diamond Back crashes.

As mentioned in a later post, you are refering to Diamond Back.

I have a hard drive with 6 partitions and have had no problem saving
the SCSI partition information.

The problem could be due to the hard drive driver that you are using.
What driver are you using?

--ewh
--
Earl Hood | CONVEX Computer Corporation
ehood@convex.com | 3000 Waterview Parkway
Phone: (214) 497-4387 | P.O. Box 833851
FAX: (214) 497-4500 | Richardson, TX 75083-3851

3552. Elite 2

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 23:55:09 UTC
From: kebab@cix.compulink.co.uk
Message-ID: <CI1uFx.AIB@cix.compulink.co.uk>
Source record: 196716

Just in case anyone wasn't aware, Elite 2 runs quite happily on the Falcon, without the need for Backward or similar compatibility enhancers. Just copy it to your hard disk and run in ST low res mode (well, can't have everything, can we 8-) and away you go. It does hang if you have NVDI enabled though, so I generally rename my auto folder and reboot before loading it.

Kev

Kevin O'Donovan | If nobody wants war, why are there
kebab@cix.compulink.co.uk | so many wars?
abaddon@nasoftwr.demon.co.uk | Hail Eris, All Hail Discordia.

3553. Re: bugs in frontier

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 23:55:11 UTC
From: kebab@cix.compulink.co.uk
Message-ID: <CI1uFz.AIw@cix.compulink.co.uk>
Source record: 196718

>The first major bug is on the prefrence table in the game. There is an optio
>to play the game with 512 colours or over 4000.

Works OK in either mode on the falcon, though it doesn't seem to do much
- in 4096 colour mode the screen just flickers a bit in large areas of
solid, light, colour. It possibly increases the number of colours the game
will display, but doesn't appear to effect the number on the screen at
once.

>A second bug is the autopilot has a nasty habit of flying you into the space
>station which is annoying as this kills you.
>
This is also in the Amiga version. FWIW, the ST version seems better. The
amiga version had a habit of crashing you into the ground as well, if you
were descending at 1000km/h or greater and switched on accelerated time.
Incidentally, I only get the space station crash with accelerated time on
as well.

>One other buf i found is in forward view at certain times if you press escap
>twice the game freezes and no matter what you do the game just dosent start
>again.
>
I don't get this one. Overall impression of the game is that it is very
nice and very stable. It also works flawlessly on the Falcon which is a
plus, and it let me load my amiga save game which was a massive plus
(didn't really want to start from scratch again 8-)

Kev

Kevin O'Donovan | If nobody wants war, why are there
kebab@cix.compulink.co.uk | so many wars?
abaddon@nasoftwr.demon.co.uk | Hail Eris, All Hail Discordia.

3554. Re: Falcon VT52

Newsgroup: comp.sys.atari.st
Date: 1993-12-14 23:55:13 UTC
From: kebab@cix.compulink.co.uk
Message-ID: <CI1uG1.AJH@cix.compulink.co.uk>
Source record: 196717

I've definitely noticed some bugs in the VT52 on the Falcon. I never bothered checking exactly what sequences, but at least one of them homes the cursor when it shouldn't. I suspect the restore cursor position op, but I may be wrong, and it certainly doesn't always happen (though if it happens for one sequence of VT52 ops it will always happen for them). NVDI fixed it, and I moved my VT52 based application over to GEM, so I never checked it any further.

Kev

Kevin O'Donovan | If nobody wants war, why are there
kebab@cix.compulink.co.uk | so many wars?
abaddon@nasoftwr.demon.co.uk | Hail Eris, All Hail Discordia.

3555. Any Spectre 3.1 anouncement?

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 00:29:47 UTC
From: paul@jupiter.ame.Arizona.EDU
Message-ID: <2ellpr$rk0@auggie.CCIT.Arizona.EDU>
Source record: 196710

My news server has been down for a few weeks, so I haven't heard: There was talk of an announcement of Spectre GCR 3.1 being released at Toad computers or somthing like that. Did it ever happen?

-Paul Harris @ @
paul@jupiter.ame.arizona.edu ___/

3556. Re: Piracy (was: Re: Anyone cracked Cubase

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 01:07:42 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CI1xsu.C3x@cix.compulink.co.uk>
Source record: 196719

>Surely this would be very expensive as you would need to create a custom ROM for
>each machine rather than just stamping out x000 from a standard copy?

Possibly. I have no idea how much it would cost to generate a random
number on each copy and stick it a t a fixed address.

>How would the prog know it was the same machine/owner and not that it was being
>installed on another machine?

When you install the software, your machine's id would be written into the
installation program, preventing you from installing it on a different
machine. If you get another machine then, no simple solution. Hey, I
didn't say it was a perfect solution :-)

Ofir ogal@cix.compulink.co.uk

3557. Re: Next Atari Show in UK, and some thoughts....

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 01:07:44 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CI1xsw.C4I@cix.compulink.co.uk>
Source record: 196720

*In message <1993Dec14.113107.12112@jet.uk>, djs@jet.uk said:

>I tried to get Karl to demonstrate T28 without NVDI; funnily enough he
>wasn't too keen. Most of the speed up comes from NVDI, not from the
>hardware. System Solutions' ads are a bit of a con, in that they compare
>an STFM without NVDI to a T28 with.

This is not true. The VDI is not accelerated by much by using hardware. I
have tested the board myself and compared it to an ST with NVDI. NVDI
really makes use of the extra speed while the built-in VDI doesn't.

```
STFM STFM+NVDI T28 T28+NVDI
============================================================
CPU 100% 100% 300% 300%
Graphics 100% 380% 130% 920%
^^^
***
```

Ofir ogal@cix.compulink.co.uk

3558. Re: GCC

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 01:08:50 UTC
From: warwick@cs.uq.oz.au
Message-ID: <16790@uqcspe.cs.uq.oz.au>
Source record: 196713

vctec@westminster.ac.uk (Denesh Bhabuta) writes:

>How the heck am I supposed to download that onto a 720K floopy at college which
>I can then take home and install from my 720K floppy disk on the Atari?

>Maybe download into my account, uuencode, then split the file. Is that it? But
>why not just have it like that in the first place. Do many users use 1.44 meg
>floppies nowadays, and I'm the only ione left with a 720?

Well, *I* prefer 1.4M floppy. The 1.2 meg ZOO file includes both GNU C
and GNU C++. Anyone using C++ is probably a serious programmer [or
should I say any serious programmer is probably using C++ ;)], and
have a 1.44M floppy. By removing GNU C++ from the ZOO (and packing it),
you'll get under 720K. Simply use:

zoo DP gcc256b.zoo gcc-cc1plus.ttp

voila!

Personally, I'd remove GNU C and keep C++, but your language mileage may vary :)

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

3559. Re: GCC

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 01:11:35 UTC
From: warwick@cs.uq.oz.au
Message-ID: <16791@uqcspe.cs.uq.oz.au>
Source record: 196714

kebab@cix.compulink.co.uk ("Kevin Donovan") writes:

>What about ST Zip? I've been using it for a while now, and don't use
>anything else (when compressing) any more. I don't know about its
>compression ratios, but its user interface is a dream to use (this from
>a hardened CLI/shell fan!). And at least it doesn't trash your hard disk
>every so often like Lharc used to.

ST Zip is certainly nice. Personally, I usually have a `product' or
`distrib' target in my makefile which does all the work anyway.

(ie.

```
product: foo.prg foo.rsc foo.dat
rm -f foo.zoo
zoo ah foo.zoo foo.prg foo.rsc foo.dat
```

)

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

3560. Re: CoNnect 2.xx registration help!

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 01:46:32 UTC
From: miff@apanix.apana.org.au
Message-ID: <2elq9o$4fo@olivaw.apanix.apana.org.au>
Source record: 196303

lannie@ins.infonet/net writes:

> I have dialed into the VAX at my place of work and the VT emulation
>is pretty good. It doesn't handle the verticle lines very well.
>We have menus that have a box around them and they are all
>garbled up. I think it is a tabing problem. I have never
>gotten Connect to dial. It is a nice program, but it is
>useless without the dialer IMHO.

Well, as a very happy CoNnect user, I can assure you it dials _just_fine_ 8)

How about you tell us how you've configured your dialler so perhaps someone
can help you?

--
mike smith : miff@apanix.apana.org.au - Silicon grease monkey
"The question 'why are the fundamental laws of nature mathematical'
then invites the trivial response 'because we define as fundamental
those laws which are mathematical'". Paul Davies, _The_Mind_of_God_.

3561. Re: MEDUSA T40

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 01:52:05 UTC
From: miff@apanix.apana.org.au
Message-ID: <2elqk5$uv5@olivaw.apanix.apana.org.au>
Source record: 196302

djs@jet.uk (David Stevenson) writes:

>In <1993Dec6.151208.1765@t.hfb.se> d93rkr@t.hfb.se (Robert Krenn) writes:

>>>I take it you mean versions >= 3.0 ? :-(
>>>
>>Why run Cubase on such a monster???

>>If you can afford a MEDUSA, you can afford a New version of Cubase!
>If he can afford a Medusa, then he can afford to buy Cubase, rather than
>pirate it. Which he admitted doing a few months ago:

>>In <CEIu8A.1q9@cs.ruu.nl> avgroeni@cs.ruu.nl (Annius Groenink) writes:
>
>>Yesterday I was working with my cracked version of 2.0, and just when...

This probably has more to do with the fact that it's largely the stupid
copy-protection on Cubase (<3.0) that causes it to crash on the TT rather
than any inherent flaw in its design.

--
mike smith : miff@apanix.apana.org.au - Silicon grease monkey
"The question 'why are the fundamental laws of nature mathematical'
then invites the trivial response 'because we define as fundamental
those laws which are mathematical'". Paul Davies, _The_Mind_of_God_.

3562. Re: Falcon VT52

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 02:08:41 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CI20MH.CMo@cix.compulink.co.uk>
Source record: 196728

*In message <2d0cb682@troed.Addr>, rickard_troedsson@troed.Addr said:

>I've been told that in TOS 4.0x some VT52 commands (colour?) were removed, and
>that some programs won't work on TOS 4.0x because of this ... can someone tell
>me if this is true, and what bugfixxes are available? I've been told that NVDI
>cures this problem, but not everyone can afford NVDI ....

I'm not sure about this, but my VT52 based mail reader certainly had
problems scrolling and clearing the screen until I got NVDI.

Ofir ogal@cix.compulink.co.uk

3563. Re: Piracy (was: Re: Anyone cracked Cubase

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 02:08:43 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CI20MJ.Cn9@cix.compulink.co.uk>
Source record: 196729

*In message <CI15I1.Iou@liverpool.ac.uk>, em09@liverpool.ac.uk said:

>I do not understand why people hate dongles so much. When I got my
>Cubase 3.01 I plugged the dongle into my computer and there it has
>stayed ever since. I no longer even think about it.
>
>I think it is a better system than the one Ofir suggests as at least
>I can lend or sell my software without any hassle. (I wouldn't dream
>of doing so of course).

That's because Cubase is the only program that uses a dongle. Now if you had another program that uses a dongle... Forget about multi-tasking. You would have to power off the system, before you can load another program.

Ofir ogal@cix.compulink.co.uk

3564. Re: Piracy (was: Re: Anyone cracked Cubase

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 02:08:44 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CI20ML.Cnu@cix.compulink.co.uk>
Source record: 196730

*In message <CI1BKJ.71L@info.bris.ac.uk>, tjl@siva.bris.ac.uk said:

>Thats OK assuming you are using your program in one machine and one machine
>only. When I was commuting between Eng and Germany I was using my Notator
>in both places. Man I was P**sed the time I forgot the dongle! Back to the
>stone age sequencing with PRO12 for a fortnite!
>
>The Notator Logic dongle is even less portable (and hence less nickable?)
>but at least u get 3 output ports so I think I'm gonna upgrade...

The cartridge port is a *bad* choice for extra MIDI outputs and
synchronisation. That's why the Midex will not work with Cubase Audio.

>|>I think it is a better system than the one Ofir suggests as at least
>|>I can lend or sell my software without any hassle. (I wouldn't dream
>|>of doing so of course).
>|>

>Ever had your program crash due to dirty dongle connections...?

Many times.

Ofir ogal@cix.compulink.co.uk

3565. Re: MiNT and Minix XFS and software

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 02:13:02 UTC
From: miff@apanix.apana.org.au
Message-ID: <2elrre$574@olivaw.apanix.apana.org.au>
Source record: 196304
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

vctec@westminster.ac.uk (Denesh Bhabuta) writes:

>I am thinking of installing MiNT on my hard drive (using the Distrib kit by
>Simon Gornall), and have a choice of installing all the binaries and libraries
>etc on a Minix XFS partition.

An excellent idea - watch out though, from memory minit.ttp is missing from
the install disk. (My copy of the dist kit is quite old, I don't know
if they've been updating it regularly or whether Simon has dropped out..?)

>What I want to know, is how stable this would be, and what size partition I
>should keep for this?

Well, my system looks like this :

```
asharak:/>df
Filesystem 1024-blocks Used Available Capacity Mounted on
a: 353 265 88 75% u:/ (ahem...)
c: 15286 10128 5158 66% u:/ (TOSfs, boot stuff)
d: 31935 25162 6773 79% u:/ (TOSfs, misc rubbish)
e: 102288 72288 30000 71% u:/ (TOSfs, working archives)
f: 63632 30791 32841 48% u:/ (MFS, /usr, /usr/local)
g: 123327 804 122523 1% u:/ (MFS, /tmp, etc)
h: 82856 49072 33784 59% u:/ (TOSfs, storage arch.)
```

The first two partitions are the TT's internal drive, and they contain
a minimal set of stuff to run plain TOS so I can trasnport the system.
My default environment is MiNT/MFS, and it's very stable.

>Or should I just scrap the idea, and install everything on TOS partitions? The
>good thing with a Minix XFS is the long filenames just like Unix.

You're missing one other thing - the newer versions of MFS are _much_ faster
than a TOS filesystem.

>...Is it advisable to put all these under a Minix partition?

As a general rule, yes. Most unix-derived software will handle the long
filenames and soforth quite happily - mind you, I've run CalamusSL off
an MFS partition without any drama.

>What are the pros and cons of using a minix partition, apart from the fact
>that I will not be able to access it without MiNT?

Pro : Speed, long filenames, soft and hard links
Con : can't read it without MiNT, occasional software incompatability

>Danny.
--
mike smith : miff@apanix.apana.org.au - Silicon grease monkey
"The question 'why are the fundamental laws of nature mathematical'
then invites the trivial response 'because we define as fundamental
those laws which are mathematical'". Paul Davies, _The_Mind_of_God_.

3566. Emerson - How goes it ??

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 02:34:50 UTC
From: Don.Nelson@launchpad.unc.edu
Message-ID: <2elt4a$ril@samba.oit.unc.edu>
Source record: 196655

Did you get all the packages?
They should be there by now.
Don

--
The opinions expressed are not necessarily those of the University of
North Carolina at Chapel Hill, the Campus Office for Information
Technology, or the Experimental Bulletin Board Service.
internet: laUNChpad.unc.edu or 152.2.22.80

3567. Re: Piracy (was: Re: Anyone cracked Cubase

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 03:11:44 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <H.eg.tmXPIW4aFZM@harvee.billerica.ma.us>
Source record: 196745

In <CI15I1.Iou@liverpool.ac.uk>, Mr. J. Boyes writes:
>I do not understand why people hate dongles so much. When I got my
>Cubase 3.01 I plugged the dongle into my computer and there it has
>stayed ever since. I no longer even think about it.

generally people hate dongles because every dongle aware application
generally uses a different dongle. 5 apps = 5 dongles. in the PC world,
it is not uncommon to find a half a dozen dongles plugged into various
ports on a single machine.

another problem with dongles (and other well know forms of copy
protection) is that when the company goes under, and the "protection"
goes bust, all your hard entered data is instantly rendered inaccessible.
one could loose many thousands of dollars of data when a 15$ piece
of hardware goes poof!

Sometime sit down and try to figure out how much time it would take
to re-enter all the data you have entered in your system. multiply that
out by how much you would charge someone to reenter that data. I think
you will want to make a backup right away :-)

now consider how much of that data is stored in a proprietary format.
totally inaccessable except by a single application. scary isn't it....

--- eric
--
HOME: esj@harvee.billerica.ma.us HAM ka1eec
WORK: esj@temerity.polaroid.com 617.386.4687
source of the public's fear of the unknown since 1956

3568. Re: The Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 03:17:28 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.U7V7C1LfkMs@semprini.waterloo-rdp.on.ca>
Source record: 196652

In <931210.06244.ABARBIERO@delphi.com>, ABARBIERO@delphi.com writes:
> this is in combo with some game mag specific ads will rack up #'s that
> Atari needs to forward plans... it looks like the marketing plans are out
> of the hackers hands and in the professionals. For quite some time
> Atari has had two camps, the hackers (the guys actualy making software
> and working on the hardware) and the businessmen. Until now there has
> been no money for the business guys. Things have changed over there, I
> go in to Atari alot, and can tell you that the changes started with the
> F030 have enunciated themselves in a real overhaul.

I think you've got it wrong... at Atari, there are two camps, but
they're the Tramiels and the non-Tramiels. The non-Tramiels are good
software designers, hardware designers, marketers, etc (though I don't
think there's a professional writer there... I'll do it!) who are
experienced, and know what they're doing. Unfortunately, the Tramiels,
who control the company and how it spends its money, are penny-wise,
pound-foolish, "do it our way or don't do it" people who think they know
more about the computer industry than they should. The non-Tramiels
eventually get fed up with this, and are lured off to better companies.

It looks like the Tramiels have learned a _little_ bit... the Jaguar is
actually going to go somewhere. Pity they've all but completely dropped
their once-lucrative computer business.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3569. Re: Piracy (was: Re: Anyone cracked Cubase

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 03:31:10 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <H.eg.tCnVbMbE3yI@harvee.billerica.ma.us>
Source record: 196746

In <CI0KCB.4zF@cix.compulink.co.uk>, "Ofir Gal" writes:
>I wonder if computer manufacturers actually want to stop piracy. A simple
>solution, very simple in the case of Atari because TOS is in ROM, would be
>to plant a serial number in each computer.
>
>Programs could be installed per machine and check the serial number - if
>it matches they work, if not they go into demo 'mode'. This will not stop
>piracy but will make it much more difficult. It wil also let people try
>before they buy.
>
>If you upgrade your TOS, just reinstall the programs. A little
>inconvenient but better than dongles and copy protected disks.

Thank you Ofir. I was hoping someone would take the hint and start thinking
constructively.

looking at your proposal and thinking with a pirate's mind :-) , I could
break this by:
copying disks before they were installed.
cloning s/n chips to all the same number.
making a s/n rom emulator for multiple numbers.

from a consumer's perspective:
what happens when my s/n chip fries? (and the sw vendor is chap-11)

As I see it, what is needed is:

reasonable prevention against unauthorised duplication.

reasonable (re)installation procedures (repeatable for same customer
ideal would be install on multiple machines but only one copy
is useable at a time.)

reasonable deinstallation procedure such that the vendor is
assured that the customer has no more (runable) copies.

an archive/library/escrow system that helps customers replace
lost copies of sw after the vendor goes bust.

anything else?

--- eric
--
HOME: esj@harvee.billerica.ma.us HAM ka1eec
WORK: esj@temerity.polaroid.com 617.386.4687
source of the public's fear of the unknown since 1956

3570. Where's the Swordmaster?

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 03:47:05 UTC
From: stevew@stoner.eps.mcgill.ca
Message-ID: <1993Dec15.034705.16178@sifon.cc.mcgill.ca>
Source record: 196722

In the Secret of Monkey Island I've looked everywhere for the swordmaster. I've even got an obscure walk-through that says to walk around and push over some sign - well, I can't even find the sign. Any not-so-subtle hints would be appreciated. Where is a likely site to find walk-throughs for this and other games?

Also, are there any PD/Shareware wordprocessors that utilize GDOS? If so, what and where are they. Thanks

3571. Re: TT and LaserBrain Epson Emulat

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 04:00:40 UTC
From: fox@vulcan.nrlssc.navy.mil
Message-ID: <2em258$187@vulcan.nrlssc.navy.mil>
Source record: 196665

There have been some recent posts referring to a more recent
version of the Diablo emulator (it's version 1.4 at atari.archive)
and also a LaserBrain version which works with the TT. Could
someone perhaps upload these to atari.archive or suggest
a site where they might be available?

Thanks-

--
+--+
| Daniel N Fox fox@nrlssc.navy.mil |
| Naval Research Laboratory, Code 7323 |
| Stennis Space Center, MS 39529-5004 |
| Telephone: (601)688-5588 FAX: (601)688-4759 |
+--+

3572. That Pesky Monitor.... HELP!

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 04:37:34 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <93348.233734STIRRE31@MAINE.MAINE.EDU>
Source record: 196723

Yep, my monitor is still VERY loud. It seems to get
progressively louder during use. Would someone know
what could be causing this? Is it a serious problem?
I don't have any local Atari dealers so I need advice!
Please post a response if you've got one. I'd appreciate
it very much. This monitor problem looks like it may
put a damper on my Falcon purchase :(
-scott tirrell

3573. Re: Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 05:36:00 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <756015316.0@mettav.royle>
Source record: 196605

It was none other than Steve Basford that wrote on the 13 Dec 93 that ,

SB> Not really news I suppose, but it appears that Atari have now got
SB> Ocean, Us Gold, Tradewest and Maxis all coding stuff for the
Jaguar!
SB> (according to Teletext)

I saw that as well , if Maxi's are doing SimCity 2000 on it then there's no
doubt i'd buy one
!!!

I've read elsewhere that Microprose are also working on something...F1GP
maybe ..pant pant !!!

Graham

* Origin: Graham's Point at the Tavern (100:1011/0.8)

3574. Re: MEDUSA (68040) System

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 06:31:22 UTC
From: healy@nosc.mil
Message-ID: <1993Dec15.063122.14945@nosc.mil>
Source record: 196724
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <2e43cp$36u@disun41.epfl.ch> monnier@di.epfl.ch (Stefan Monnier) writes:
>In article <2e2u7c$aif@news.rhrz.uni-bonn.de>,
>Michael Ritzert <mjr@geob7.geo.uni-bonn.de> wrote:
>> Incorrect. Although the MEDUSA is advertized to run at 64 MHz, it is only a 32 MHz
>> machine. The Guy who constructed the beast specifies the MC68040 at its internal
>> clock rate which is twice the external (and Motorola-official) rate. To my
>> knowledge, the fastest 68040 sold by Motorola runs at 40 MHz.
>
>Come on ! It's been centuries now we know the 68040 doesn't run
>internally at double clock speed, even though there is a little tiny
>small negligible part of the processor that uses a clock twice as
>fast. The 040 is NOT clock doubled. Go ask Motorola...
>

We use Force CPU-40 VME boards, and they run 68040s at 24 MHz. They
also have this enormous heat sink glued directly onto the '40 chip.
They had heat problems with the early '40s. The CPU-40s spew an awful
lot of heat, much more than CPU-30s.

When I think of a '40 running at 64 MHz, I get this picture in my
head of a red-hot horseshoe on a blacksmith's anvil :-)

Mike Healy

healy@nosc.mil

3575. Re: Misc. Debris / Q's.

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 06:52:42 UTC
From: ewj8218@u.cc.utah.edu
Message-ID: <2emc7q$8iu@u.cc.utah.edu>
Source record: 196674

In article <1993Dec14.173925.2616@miavx2.ham.muohio.edu>,
<mjbutler@miavx2.ham.muohio.edu> wrote:
> 3) Does anyone know the BBS number for J&J computers (Ratsoft HQ)?? I seem
>to have lost it (twice) since they change the number..

The number for Approching Oblivion BBS (J&J Computers) is (801)255-8593.
J&J is closing its store very soon by the way. However, Ratsoft support
and orders will still be done by Neal Baker. Read the bulletins at
Approaching Oblivion for more info.

--
\ Eric Jolley \ Eric.Jolley@m.cc.utah.edu \
\ Film Studies Major, U. of U. \ GEnie: E.JOLLEY \
\ For PGP Public Key, finger Eric.Jolley@u.cc.utah.edu \

3576. Re: Minimum config. for C?

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 07:58:44 UTC
From: klamer@mi.el.utwente.nl
Message-ID: <klamer.755942324@mi.el.utwente.nl>
Source record: 196735

In <2ekijo$esb@insosf1.infonet.net> Lannie@ins.infonet.net writes:

>What is the minimum system requirements to run and compile in C
>for the ST? I would like to get started in C, but I don't know
>what is available for the ST, and which is good.

Quite a comfortable setup is a system with 1 floppy and 1 Mb memory.
In this case you should also install a RAM disk. Go for a small C
compiler, like Pure C, MWC, Laser, or sozobon. Gcc needs to much memory
for a 1 Mb system. No experience with other C compilers, so can't comment
on others.

More memory and a harddisk will make your system more comfortable --
but I used a 1 Mb 1 floppy system for a couple of years for C programming,
and it was OK. (But note: BIG programs are difficult. BIG == about system
memory.)

Klamer

--
Klamer Schutte Tel: +31-53-892778 Fax: +31-53-340045
Dept. of Electrical Engineering -- University of Twente, The Netherlands
preferred: klamer@mi.el.utwente.nl SMTP: klamer@[130.89.33.3]

3577. Re: Next Atari Show in UK, and some thoughts....

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 09:36:07 UTC
From: djs@jet.uk
Message-ID: <1993Dec15.093607.17066@jet.uk>
Source record: 196739

In <CI1xsw.C4I@cix.compulink.co.uk> ogal@cix.compulink.co.uk ("Ofir Gal") writes:

>*In message <1993Dec14.113107.12112@jet.uk>, djs@jet.uk said:

>>...Most of the speed up comes from NVDI, not from the
>>hardware....
>This is not true. The VDI is not accelerated by much by using hardware. I
>have tested the board myself and compared it to an ST with NVDI. NVDI
>really makes use of the extra speed while the built-in VDI doesn't.

> STFM STFM+NVDI T28 T28+NVDI
>===
>CPU 100% 100% 300% 300%
>Graphics 100% 380% 130% 920%
> ^^^
OK. That comparison (stfm/nvdi against t28/nvdi) is important and useful.
It was missing from System Solution's ads, from their blurb at the show,
and from the demo they gave me. It was also, (I believe, from memory),
missing from your review in Atari ST Review magazine.

Mind you, your tests are based on GemBench, I presume. Is there a more
realistic version available than that given away on ST Review recently?
The reason I suggest that it is not realistic is that it seems to give a
similar weighting to some functions that are only rarely used (like
VDI enquire, justified text) as to more important functions (plain text,
scrolling, windows etc).

I think that a useful addition to GemBench would be the output of text
using GDOS/FSM-GDOS/FontFDOS/SpeedoGDOS where installed.

And going back to the subject of accelerators, I reckon that spending 300
quid on a T36 accelerator for an ST is throwing good money after bad;
that money is a good chunk of the way towards a Falcon.
--
David Stevenson, JET Joint Undertaking +44 235 465028
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

3578. Alternative Desktop in MuliDos

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 09:37:02 UTC
From: mikega@serverinformatik.uni-siegen.de
Message-ID: <2emlru$bm7@si-nic.hrz.uni-siegen.de>
Source record: 196727

Hi!
How can I install an alternative desktop (like ease, myriad, ...) as the
standard desktop in Mul(t)i-(T)Dos?
What environment variables must be used?
bye, mike :-)

--

****
* hierarchical systems are for computers *
* *
* and not for humans *
****
mikega@server.informatik.uni-siegen.de

3579. Re: bugs in frontier

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 09:45:22 UTC
From: steve@earth.ox.ac.uk
Message-ID: <1993Dec15.094522.21678@zaphod.earth.ox.ac.uk>
Source record: 196732

Well.. firstly.. I'm running Elite II on an 8MB TT from the Hard drive.

In article <1993Dec14.122555.9990@dct.ac.uk>, <aesd2pak@dct.ac.uk> wrote:
>After waiting 11 months for frontier i eventually got the st version.
>upon loading i was taken back by the graphics and the intro music was quite
>good for the sound chip.

I was too.. it's as good as the PC with SVGA graphics, if not better, the sounds isn't QUITE as good as a Soundblaster Pro card.

> After playing it for a while i came across several bugs which have either
>crashed the game or affected the graphics.
>
>The first major bug is on the prefrence table in the game. There is an option
>to play the game with 512 colours or over 4000. Having an STE i chose the 4000
>colour option and then suddenly the graphics went ape. The land started to
>flash and the whole colour systum had got screwed up.

Well.. the "flashing" you see could be the interlace it's using to give extra colours.. I dunno why as the STE/MegaSTE and TT all have a palette of 4096 colours.

I have not other problems with it.. the colours, other than being flickery, are fine.

>A second bug is the autopilot has a nasty habit of flying you into the space
>station which is annoying as this kills you.

I think this is an incentive to learn how to fly the ship :-).. seriously it must be an algorithm problem as all the other versions do this too.

>One other buf i found is in forward view at certain times if you press escape
>twice the game freezes and no matter what you do the game just dosent start
>again.

I've never had this problem.. then again I only got it yesterday.. then again again I have played it for some hours now! :-)

>Can you tell me if there anyone who is exsperencing the same problems as i will
>collect all the information and send it back to gametek. Maybe we will be able
>to get a patch or a newer version.

I've got another bug for you... load the BATTLE commander from the commanders disk... when you die, which will be VERY soon try to load a new commander, the machine will bomb with something like 10 bombs, the music will keep playing.

>Philip konczak
>AESD2PAK@uk.ac.dct

Steve

--

Computer Systems Administrator, Dept. of Earth Sciences, Oxford University.
E-Mail: steve@uk.ac.ox.earth (JANET) steve@earth.ox.ac.uk (Internet).
Tel:- Oxford (0865) 282110 (UK) or +44 865 282110 (International).

3580. Re: Elite II

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 09:53:30 UTC
From: steve@earth.ox.ac.uk
Message-ID: <1993Dec15.095330.21812@zaphod.earth.ox.ac.uk>
Source record: 196733

In article <CI0zHp.A64@newcastle.ac.uk>,
J.D.Coleman <njdc@newcastle.ac.uk> wrote:
>I noticed Elite II in town the other day. Is it worth buying? Will it
>run on my TT (or on a Falcon)? How does it compare to the original
>Elite?

Hmm... all these Elite old-timers coming out of the woodwork eh? :-)
(I'm one of them! Elite on the BBC-B early disk version (no asteroids), ZX Spectrum and Atari ST, of all the ports the ST's was the worst.)

Yes, it is WELL worth buying!

Yes, it will run on the TT.. from the Hard disk too!

It's in the same mold as the original Elite though the ship control is different. It is more difficult, a whole lot BIGGER and just as fun. All the skill and trading is there.

The control of the ship is somewhat different than the original, even with the "Elite compatible control in space" option turned on as the ship now has momentum and acts more like in "real life."

>
>Thanks,
>
>J
>
>--
>-- Julian Coleman, Computing Service, | j.d.coleman@newcastle.ac.uk
>-- Claremont Tower, University of Newcastle, | as967@cleveland.freenet.edu
>-- Newcastle upon Tyne, NE1 7RU, England. | - - - - - - - - - - - - - - -
>-- Phone +44-91-222-8068 Fax +44-91-222-8765 | "Curiouser and curiouser"

Steve
--

Computer Systems Administrator, Dept. of Earth Sciences, Oxford University.
E-Mail: steve@uk.ac.ox.earth (JANET) steve@earth.ox.ac.uk (Internet).
Tel:- Oxford (0865) 282110 (UK) or +44 865 282110 (International).

3581. Re: bugs in frontier

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 11:04:39 UTC
From: ma2jswc@midge.bath.ac.uk
Message-ID: <CI2pG7.34M@midge.bath.ac.uk>
Source record: 196734

All you frontier players, this is not the board to do it.
PC and amiga owners have now got together, and frontier is discussed in
comp.sys.amiga.games
I suggest that you read there, most of the questions asked eg the autopilot bug
and the solutions (put the time accleration on max in this case) have been
answered weeks ago there.

3582. Re: Piracy (was: Re: Anyone cracked Cubase

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 11:20:44 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.755954444@groucho>
Source record: 196736

ogal@cix.compulink.co.uk ("Ofir Gal") writes:

>>How would the prog know it was the same machine/owner and not that it
>>was being installed on another machine?

>When you install the software, your machine's id would be written into the
>installation program, preventing you from installing it on a different
>machine. If you get another machine then, no simple solution. Hey, I
>didn't say it was a perfect solution :-)

This sounds like the way Opcode's MIDI-software (for the Mac) is copy
protected. Ask some regular users what they think of *that*.
Disk-crash? Sorry, no sequencing. Borrowed computer? Sorry, no sequencing.
Defective installation disks? Sorry, no sequencing, not even on your own
machine. Any other problems? Sorry, no sequencing. Asking for new copies of
your installation disks? Sorry, you have to wait a few weeks.

Imagine you have to make a living with your MIDI-gear, and your hd crashes the
night before a concert...

I _do_ understand the reasons software developers copyprotect their product,
but copy-protection *can* be hurting the consumer in rather dramatic ways.
The advantage of any hardware protection over suggestions like the above is
that at the very least you can still use your software even if your hd crashed,
your computer went up in smoke so you had to borrow your friend's, or
whatever...

IMO the most 'friendly' copy-protection still is the kind in which your
software has a serial number or uses a personal keyfile or something like that.
Couldn't such a system be made cracker-proof?

--
Hendrik Jan Veenstra (hjv@phil.ruu.nl)
Dept. of Philosophy
University of Utrecht ... and they built up with their bare hands
The Netherlands what we still can't do today ...

3583. Re: MEDUSA (68040) System

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 11:33:37 UTC
From: monnier@di.epfl.ch
Message-ID: <2emsmh$j8i@disun41.epfl.ch>
Source record: 196661
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <1993Dec15.063122.14945@nosc.mil>,
Mike Healy <healy@nosc.mil> wrote:
> When I think of a '40 running at 64 MHz, I get this picture in my
> head of a red-hot horseshoe on a blacksmith's anvil :-)

Don't worry. No 040 is running at 64Mhz and certainly not the one in
Medusa systems.

Stefan
--

-- On the average, people seem to be acting normal --

3584. Re: Anyone make their own joystick extendors?

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 12:16:27 UTC
From: ptucker@alsvid.une.edu.au
Message-ID: <CI2srF.FGq@alsvid.une.edu.au>
Source record: 196459

In "comp.sys.atari.st", winters@access2 wrote:-
>I've seen those Joystick extendors sold in Atari stores and was thinking
>of trying to make some myself using old Atari 800 joystick jacks or
>something like that, along with some wire. Has anyone done anything like
>this before? Secondly, when I was fixing my damaged solder joint on
>my machine, with an expert electronics fixer friend (!) a key rubber
>connector thing-a-ma-jing got lost - does anyone sell them individually?
>I'm curious what people think about the above. Thanx for any tips.
>
>--- Mike
--- End of notice ---

Yes it can be constructed quite easily and as suggested by others,
it is best to switch it if you wish to split into two sockets. Have
made one ages ago but there does not seem to be too many games
requiring the joystick in the mouse port these days- apart from two
player games thus I don't have it connected at the moment.
Don't seem to find time for games anyway

Regarding the lost rubber thingy- I have resoldered a number of port
sockets and the first time I thought I had lost one too. However not
so as while there are two sockets under the return key only one
rubber thingy is used. There is also one other spot on the board
which is left vacant.
Hope this helps
Peter

--
Peter Tucker : You know you are poor
ptucker@alsvid.une.edu.au : when you wear your own hand-me-downs
--
Peter Tucker : You know you are poor
ptucker@alsvid.une.edu.au : when you wear your own hand-me-downs

3585. Re: Piracy (was: Re: Anyone cracked Cubase 3.01 yet?)

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 12:19:47 UTC
From: kendall@great-gray.owlnet.rice.edu
Message-ID: <KENDALL.93Dec15061947@great-gray.owlnet.rice.edu>
Source record: 196689

In article <1993Dec14.200329.29409@i88.isc.com> jeq@lachman.com (Jonathan E. Quist) writes:
)In article <H.eg.9LMcscvJ2zo@harvee.billerica.ma.us> esj@harvee.billerica.ma.us writes:
)>hmm. I thought I did but fact still remains that I can try CDs, videos
)>and books before buying but I can't do that with software.
)
)Oh? How so? How do you try CDs or videos without either
)a friend who owns a copy, or a dealer who loans or rents it?
)And why can't you do that with software?

If I'm going to buy a CD, I have to know that it has at least two songs on it that I like before I buy it. If I'm going to buy a video, I better have seen it before and like it a lot.

You hear songs on the radio or from friends, you see movies in theaters or by rental.

Most people do this with software - they just can't do it legally

)
)>
)>if I buy a non-returnable, non-defective CD, you are right. on the other
)>hand, if I buy one of Tower Records "special offer" CD's, I can return
)>it if I don't like the music. other CD shops in the boston area are
)>now offering similar options.
)
)The marketplace at work. If a large software retailer became
)convinced that such a policy would sell more software, they'd
)work something out, though licensing changes may be required.
)If one company does it, and it works, others will follow.
)

The reason they haven't in general is because everyone would copy the thing, and they know it. Another problem is that a copy of software is perfect, whereas sound and video copies degrade.

I have a few friends who bought nice $3000 486/66 machines (but neither one has a sound card or has any games - go figure!). They have not paid for a single piece of software, but have all of the big programs (which I assume don't get much use without the manuals). There's another guy at works who copied some very expensive circuit board layout software, then copied the whole 300+ page manual on the copier - and the boss said "whatever". At least they buy the software the company actually uses.

Anyway, after that long and winding paragraph, what I'm trying to say
is that people who "try" software end up "trying" it forever. Another
interesting point is that I'm not really sure you could really
consider a lot of thier stuff as pirated, since they don't actually
use a lot of it at all - they just have it.

)...
)
)>instead of ranting about developer getting ripped off, figure out a
)>way that both developer rights and consumer rights can be protected.
)
)Rights? If a retailer offers software for sale, under
)the condition that it cannot be returned, and the purchaser
)accepts that condition, then the purchaser doesn't have
)many "rights", unless the software was severely misrepresented.
)

Yep, that's why so many users choose to bypass the whole thing and try
it out anyway.
--
---> Kendall Gelner (kendall@rice.edu)

3586. Questions

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 12:30:54 UTC
From: MPELLEGRINO@CIPCINSA.INSA-LYON.FR
Message-ID: <MPELLEGRINO.10.2D0F037E@CIPCINSA.INSA-LYON.FR>
Source record: 196740

```
Few questions :
- where to find : - GDOS screen and printer fonts
- an acc ascii editor
- a drawing ACC or PRG working on high resolution
that can be used by WORD PLUS
- electronic PRG
- what are Signum , Timework , Papyrus ...

Thanks in advance !!!!!!!!! ;-)
```

3587. Re: HELP! Can't save game in DM!

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 12:48:53 UTC
From: richards@sulu.orl.mmc.com
Message-ID: <1993Dec15.124853.22713@iplmail.orl.mmc.com>
Source record: 196678

In article <CI1Iqu.F0K@unx.sas.com>, snoret@egon.unx.sas.com (Rick Tatem) writes:
[stuff deleted]...

|> I tried formatting... I tried saving...I tried formatting again (different
|> disk)...I tried saving...NOTHING WORKED!!! I would format a disk, then as
|> soon as I tried to save to it, DM replied 'This disk is unreadable'. If
|> I tried saving to an already formatted disk, It would try, then say 'Unable
|> to save game'.
|>
|> I have a 1040STf, with AdSpeedST installed (set to 16MHz) and an SC1224
|> monitor. My hard drive and all other stuff is kept off during this. Is
|> the AdSpeed messing up something? I'll turn the AdSpeed back to defaulting
|> to 8MHz if necessary. Does DM _require_ a SINGLE SIDED disk? I've got DSDD
|> disks.
|>
|> Help!!! If I can't save, what good is the game? (Unless I have a few days
|> to kill with no sleep, no work...no way!)
|>
|> Thanks in advance for any and all replies.
|>
I have my hard drive plugged in (turned off however) and am using a DSDD drive
(520STFM with 2 Meg), and DM saves fine for me. About the only difference
that I can see in our setups is the AdSpeed. Maybe that is causing your
problem.

Larry Richardson
richards@foghorn.orl.mmc.com

|> Rick Tatem
|> ----
|> Richard E. Tatem Asst. Systems Programmer
|> snoret@unx.sas.com UNIX Systems Support
|> (919) 677-8000 x4719 SAS Institute Inc.

3588. hpcdtoppm

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 12:58:01 UTC
From: reschke@math.uni-muenster.de
Message-ID: <2en1kp$14ba@obelix.uni-muenster.de>
Source record: 196738

I just uploaded TOS binaries of hpcdtoppm 0.50 pl1 (a filter which converts
from Photo CD to PPM format) to ftp.uni-muenster.de (pub/atari/Graphics/hpcd051b.zoo)
and to a.a.u.e (pub/atari/New).

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de

3589. Re: HELP! Can't save game in DM!

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 13:42:35 UTC
From: ep93dha@t.hfb.se
Message-ID: <1993Dec15.134235.13975@t.hfb.se>
Source record: 196741

> I have a 1040STf, with AdSpeedST installed (set to 16MHz) and an SC1224
> monitor. My hard drive and all other stuff is kept off during this. Is
> the AdSpeed messing up something? I'll turn the AdSpeed back to defaulting
> to 8MHz if necessary. Does DM _require_ a SINGLE SIDED disk? I've got DSDD
> disks.

No, DM works fine with DSDD disks on my DS drive!

/
/ Daniel

3590. DIGITAL TRACKER

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 13:57:38 UTC
From: Emmanuel
Message-ID: <root-151293155738@mac-libserv.cict.fr>
Source record: 196748

Hello everybody,

It's just to tell you that DIGITAL can play the modules of Fasttracker (PC)
So, it plays now 4,6,8 voices mods.
You can find modules of this type on the server ftp.uni-kl.de or in
any pc server.

If someone can send me S3M format, it would be very cool !!!!

Emmanuel.

Mail : ia83@cix.cict.fr

3591. atari archive and things...

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 14:04:00 UTC
From: Don_Maple@kr.maus.de
Message-ID: <A37803@KR.maus.de>
Source record: 196419

Speaking of atari archive... does it have a mailer? (I don't have ftp here.)
So what's the full mailer address for the following two:
comp.binaries.atari.st
comp.sources.atari.st

Is it archive@...
or ftp-mail@...
or gimme-stuff@... ;-)
or i-wanna@... ;-)

Any other archives you lot can suggest would also be appreciated?
I know about Paderborn and McGill (the latter seems to have problems...)

While I'm at it: How do I do batch PINE and NN/TIN message retrieval? What I mean is, I don't want to read messages "live" but put them in a file and then DL them to be read later. (The suggestion: "keep pressing 's' after each message is (fx: Buzzzzzzzzz!) the *wrong* answer! ;-))

And finally, does anyone know the "raw" message format description (I think
it's called "RFC" standard of some such...) so I can just do stuff directly
without mucking about with ELM/PINE/TIN/NN et al...

Thanx muchly!

Don

PS !!!===> If answering by mail please send it to: donm@ucon.gun.de <===!!!

3592. Re: Mac 256k SIMMs

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 14:24:41 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <2en6na$eer@charm.magnus.acs.ohio-state.edu>
Source record: 196742

In article <1993Dec14.223014.2890@t.hfb.se> d93rkr@t.hfb.se writes:

>Nope!.... ATARI Ste works fine with both 8- or 9-bits SIMM...

My New World II upgraded 1040 STf has one bank of 8 chip and one bank of 9
chip SIMMS.

_
--
Vice | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
President | P.O.BOX 29103 | 8-bit
of: | COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *

3593. Re: Piracy (was: Re: Anyone cracked Cubase

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 14:26:49 UTC
From: error@stack.urc.tue.nl
Message-ID: <2en6r9$fl5@tuegate.tue.nl>
Source record: 196743

ogal@cix.compulink.co.uk ("Ofir Gal") writes:

>Possibly. I have no idea how much it would cost to generate a random
>number on each copy and stick it a t a fixed address.

Big TIme. You need a new mask for every ROM. A better solution would be
a set of jumpers set to a certain code and then glued into plastic or
something.

>When you install the software, your machine's id would be written into the
>installation program, preventing you from installing it on a different
>machine. If you get another machine then, no simple solution. Hey, I
>didn't say it was a perfect solution :-)

Hmmm, and what about the pirate who "fixes" the check whether the
program is run on the original machine?
In my opinion there is at the moment just one single solution and that
is the CD-ROM, which is difficult to copy because of its size.
Unfortunately that leaves the Atari's out, because very very few atari
owners own CD-ROMs.

Erlend.
--

3594. Re: GSpool

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 14:37:50 UTC
From: error@stack.urc.tue.nl
Message-ID: <2en7fu$fn5@tuegate.tue.nl>
Source record: 196744

ogal@cix.compulink.co.uk ("Ofir Gal") writes:

>Does anyone know if GSpool 2.2 is the latest version and if this program
>is still being suported? Alternatively, an email address for the authors,
>or maybe a similar program to do the same job.

I assume it is the same program but I am not sure. Anyway, a few weeks
ago I bought GEM Spooler 3.1 (which is called gspool.acc by the way) and
I love it. It really makes printing to my HP Deskjet 510 so much easier.
The new 3.1 version will work on any Atari including Falcon and in any
graphics mode and even under MultiTOS. Everything is in windows now and
usage has become much easier (becvuase the dialogs have been
redesigned).
Anyway the program is still actively supported.
The author is Steven van Rossen
and he can be reached on the Bitz BBS
tel. +31 2 3611408

I bought my copy via the ACN by the way (it is a Dutch version, but
French versions also exist).

Erlend.
--

3595. Need NAPLPS term prg!

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 15:10:21 UTC
From: advasque@araucaria.cec.uchile.cl
Message-ID: <1993Dec15.151021.27102@dcc.uchile.cl>
Source record: 196747

Hi,
Someone here knows about a telecommunication program that can support the graphic protocol NaPlPs ? In Pc there are a lot of them but in STe i coudn't
find one! Please answer me! I need one urgent!

Bye

--
!!!!
\/ oo 3 Alejandro D. Vasquez N.
C3 C / Internet: advasque@araucaria.cec.uchile.cl
\-----@@@ -------- O --------

3596. Re: HELP! Can't save game in DM!

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 15:27:00 UTC
From: cf580@city.ac.uk
Message-ID: <1993Dec15.152700.871@city.ac.uk>
Source record: 196657

Daniel Hagg - HFB T ep93 (ep93dha@t.hfb.se) wrote:
> > I have a 1040STf, with AdSpeedST installed (set to 16MHz) and an SC1224
> > monitor. My hard drive and all other stuff is kept off during this. Is
> > the AdSpeed messing up something? I'll turn the AdSpeed back to defaulting
> > to 8MHz if necessary. Does DM _require_ a SINGLE SIDED disk? I've got DSDD
> > disks.

> No, DM works fine with DSDD disks on my DS drive!

> /
> / Daniel

I've just recently been playing DM on my machine (Got my start to finish
completion time down to under four hours... *grin*) and it works fine
with DS drives, and with my ICD Hard Drive switched on and running; just
bypassed with CTRL-ALT-SHIFT, so I guess that's harmless enough. My guess
is it's the AdSpeed board, since I've never had any problems (and I've
got at least two versions of DM, too...)

Great game, BTW... Has anyone worked out what the Ekhard Cross or the Gem
of Ages do?

--

Tim Wright - T.J.Wright@city.ac.uk

3597. Opinions about ICD SCSIpro Utilities?

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 15:30:09 UTC
From: jensk@hpbbn.bbn.hp.com
Message-ID: <JENSK.93Dec15083009@hpbbrn.bbn.hp.com>
Source record: 196520

It seems that ICD have shut up their German support-office-plus-mailbox.
I got a letter from the company that now supports ICD products in Germany,
with an offer to buy the "SCSIpro Utilities" at below half the official price.
I'd like to know if anybody has had experience with these utilities - are they
any better than the original ICD utilities? Do they fix any serious bugs?
Do they still work with MiNT/MinixFS?

Thanks in advance,

Jens.
--
Internet: jensk@hpbbn.bbn.hp.com | Phone: (0|+49)7031-14-4785 (TELNET 778-4785)
MausNet: Jens Kilian @ BB | Fax : (0|+49)7031-14-2049
---------------------------------+--
As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

3598. Re: Alternative Desktop in MuliDos

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 15:35:31 UTC
From: thopman@herman.cs.uoguelph.ca
Message-ID: <2enas3$daj@nermal.cs.uoguelph.ca>
Source record: 196749

Mike Gassmann (mikega@serverinformatik.uni-siegen.de) wrote:
: Hi!
: How can I install an alternative desktop (like ease, myriad, ...) as the
: standard desktop in Mul(t)i-(T)Dos?
: What environment variables must be used?
: bye, mike :-)
If you've got TOS 1.04 or higher, you can set Myriad as the auto-run
application. Other wise, I don't think there's any easy way to do it.
But then, I'm hardly a MiNT expert.

THeo

3599. connect to Sun

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 15:41:03 UTC
From: mike@medsun.unige.ch
Message-ID: <1993Dec15.154103.23739@news.unige.ch>
Source record: 196664

Forgive the dumb question: with a TT connected to a Sun via an RS232 port, how can I login to my username? At the moment I have Uniterm 2.0c, but I cannot figure out what to do... 8^(
Are then any accessories that I could use for this (even if I have to pay)?
t.i.a. Mike

****
Michael Morris PhD * *
Division of Medical Genetics * * tel (Switzerland) (22) 702.56.94
University of Geneva * * fax (Switzerland) (22) 702.57.06
Geneva * * email mike@medsun.unige.ch
Switzerland * *
****

3600. Re: CoNNect problems

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 15:42:24 UTC
From: thopman@herman.cs.uoguelph.ca
Message-ID: <2enb90$daj@nermal.cs.uoguelph.ca>
Source record: 196654

Wolfgang Wander (wwc@dxhrb1.cern.ch) wrote:
: CoNNect did not run in the non registered verison under Neodesk, which you
: are obviously using. This is no wanted limitation but due to a bug in
: Neodesk. Watch out for CoNNect 2.42 which will be placed on
: atari.archive.umich.edu as conne242 (e for English) in the next days.

I wasn't using NeoDesk. It turns out that CoNNect doesn't like my
Turbo25, even when it's not turned on. I have to boot up with it turned
on, turn it off, and only then will CoNNect run. It does look like a
great program, but unfortunately, with my limited skill, I can't get the
VT102 emulation to work. Anyway, thanks for telling me about the new version.

THeo

3601. Atari & CD-ROMs (Was: Re: Piracy (was: Re: Anyone cracked Cubase)

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 15:48:53 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.1400.2D0F31E5@dhhalden.no>
Source record: 196656

In article <2en6r9$fl5@tuegate.tue.nl> error@stack.urc.tue.nl (Erlend Nagel)

[stuff deleted]

>Hmmm, and what about the pirate who "fixes" the check whether the
>program is run on the original machine?
>In my opinion there is at the moment just one single solution and that
>is the CD-ROM, which is difficult to copy because of its size.
>Unfortunately that leaves the Atari's out, because very very few atari
>owners own CD-ROMs.

CD-ROM is not a solution in itself, as they don't *have* to fill it up to max. Usually the spare space is used for additional files of interest for the app owner, like the CorelDraw CD's which have numerous clip art and fonts. You can easily copy the necessary files to run the apps to floppy, but you miss out on the goodies.

As you say not too many Atari owners have a CD-ROM yet. Give Atari the blame for this - although they were very early out with the CDAR504 drive, it never really came out and they skipped the drive which was supposed to appear at the same time as the TT. They blamed it on the fact that the drive mech could be had for less through street vendors, but as a result people didn't buy a drive at all, and because of this no titles has been made. IMHO, there's no excuse for not buying a CD-ROM reader now - you can get a very cheap SCSI unit (albeit "old" speed) right now. The TT and Falcon have SCSI - older models can use an adapter. I don't care if there's a lot of unmodified 520ST users out there - you can't live in the past forever.

When the userbase gets larger on the Atari side we'll see more discs, but this will not happen unless someone gives the snowball a push. Has anyone seen the Dev CD Atari was supposed to present at a fair this fall? (Mr. Kilwinger - any comment?) When it comes to projects like this they can't blame it on "techical problems with the packaging" - just laserprint a sleeve and put it in an envelope. The power is on the disc, not on the sleeve. There are drivers out there - I know of a non-Atari XFS in beta and an audioplayer (which works...) as well.

We can use any ISO-9660 disc containing files we can use on the platform - SoftKey has for instance a very cheap disc with over 300 fonts in TrueType and Type1 format (around $70 I think). They ship the package on two discs, one for the Mac and one (ISO9660) for the PC, so PageStream users should be able to hook up a CD-ROM reader and use it right out of the box. E-texts, pictures, audiofiles - all readily available on CD-ROM and usable on the Atari line of computers. We just don't have all the fancy multimedia titles and games the Mac, PC and Amiga users have at the moment.

Jon (having one online and looking to get a 6-pack drive!)

E-Mail: jonal@dhhalden.no | Life is a lemon and I want my
jonal@gyda.dhhalden.no | money back!
Finger: jonal@sofus.dhhalden.no | - Jim Steinman

3602. Re: A LETTER TO BOB BRODIE

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 15:49:18 UTC
From: gross@rzdspc14.informatik.uni-hamburg.de
Message-ID: <2enblu$j9o@rzsun02.rrz.uni-hamburg.de>
Source record: 196653

Rick Venable (rvenable@helix.nih.gov) wrote:
: While were dreaming, why not a 68040/PowerPC combination with the Jaguar
: chipset for graphics and sound?
Because there is no need for a 68040/PowerPC combination!
Remember, the chip design comes from Motorola. One aspect in its
development has been to produce a chip that is partly compatible
with the 680x0 and has the power of the IBM POWER chip.
Aside of IBM and Motorola there is a third partner: Apple.
Apple has implemented a new computer based on the PowerPC that runs
the 680x0 Mac programs by emulating some 680x0 code and using the
System 7 rewritten in native assembler, yet. Remember that the
PowerPC has the ability to load microcode, so you can configure
your micro-processor!

One reason for Atari not to do this development is that this
computer can't be done `without the price'. But with the Jaguar
hardware you would get a computer comparable to the Iris Indigo
workstation for a third of the price.
I think, since IBM wants to get into the multimedia-market,
Atari should cooperate with them and offer their Jaguar and
Falcon custom-chips and ideas to produce a presentation-machine
beyond your dreams. I'm sure this would be a `killer machine',
like someone mentioned before, but you don't really need a
64-bit graphics processor with CD-sound if you're working with
spreadsheets and wordprocessors. :)
So Atari won't stop the Intel based PCs.

Nevertheless, I prefer Atari :) :)

Stephan Gross (princ "stephan@rzdspc2.informatik.uni-hamburg.de")

3603. eMail-list

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 16:00:00 UTC
From: Achim_Wilhelm@m4.maus.de
Message-ID: <A60215@M4.maus.de>
Source record: 196416

```
-A59212@M4

Sorry, but the path of the archive has been changed. Now it's
pub/atari/Doc/emaillst.zip.

regards, Jimmy

+------------------+-----------------------------------------+
| ||| | Name : Achim 'Jimmy' Wilhelm |
| ||| | German BTX : 089316294900-0001 |
| ||| | eMail : Achim_Wilhelm@m4.maus.de |
| ||| | MausNet : Achim Wilhelm @ M4 |
| / | \ | Telephone : +49 89 3162949 |
| / | \ | Please, send me no uucoded files or mails |
| / | \ | bigger than 16kB. It's not allowed in the |
| ATARI | MausNet. Thanx. |
+------------------+-----------------------------------------+

(Net)
```

3604. Re: Can't get AtariST files readable on IBM

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 16:01:14 UTC
From: bjgrier@bnr.ca
Message-ID: <1993Dec15.160114.28869@nrtpa038.bnr.ca>
Source record: 196660

In article <dc25-141293213420@cu-dialup-0012.cit.cornell.edu>, dc25@cornell.edu (Dan Coleman) writes:
|> Help!
|>
|> I've been trying to transfer files off my ancient Atari 520st. Because my
|> *pre* TOS 1.4 Atari doesn't read DOS, I need to find a way of formatting
|> MS-DOS disks on an IBM so that I can save my atari files as text onto them
|> and then read them back on an IBM.
|>
|> I found an IBM program that does this, but when I re-opened my atari file
|> on an IBM, I got either junk in the text (on a full-format file) or, a
|> document made up solely of Greek sigmas (when opening a "saved-as-text"
|> file).
|>
|> Does anyone know where I could find a better IBM program that will make
|> atari disks readable to MS-DOS? (Because I don't have comm software for the
|> ST, I can't download an atari util.) Or can anyone suggest an IBM filter
|> program that will get rid of the sporadic junk?
|>
|> Thanks a bunch,
|> Dan

get a copy of DC-format it will make an IBM compatable floppy.
Make sure you do not use any folders on the floppy under TOS 1.0,
IBM's get very unhappy when you do.

Then again clones do not like extended disk formats, or twisted formats

Brian

--

Disclaimer: The opinions expressed are mine not those of BNR.

```
_____________________________________________________________________________
| Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |
| Bell Northern Research | on I'd buy an Amiga. However I have |
| Research Triangle Park, NC | real work to do. So please get lost! |
|____________________________________|_____________________________________|
```

3605. Re: TT 19" Monitor

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 16:05:51 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Dec15.160551.2862@newshost.lanl.gov>
Source record: 196667

In article 101293145003@coop6a.draper.com, SHORR@DRAPER.COM (Dave Shorr) writes:
>
>Computer STudio is selling a demo TTM195 for $650; the address is
>s.winick@genie.geis.com and the number is 800-253-0201. Hope this helps.

And be advised that you will have to look high and low to find a nicer dealer
(or individual, for that matter) than Sheldon Winick at Computer Studio.

Just my $.02.

-Hutch- @ Fair Dinkum Tech

3606. Re: The Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 16:12:20 UTC
From: kkallio@vipunen.hut.fi
Message-ID: <kkallio.755971940@vipunen.hut.fi>
Source record: 196658

In <rogeraw.89.2D0D8970@dhhalden.no> rogeraw@dhhalden.no (ROGER ALLAN WAHLGREN) writes:

>>Over here in Norway the games and computer magazines hadn't even heard
>>about the Jaguar before I fax'ed them som info this week. Everybody
>>talks about CD32 here (and CBm has totally wiped out Atari, Atari
>>doesn't even have an office in Scandinavia anymore - the nearest is in
>>England, Germany and Be-Ne-Lux - and that's a long way from here !!!!)

>> Lars-Erik 0sterud / E-mail: Lars-Erik.Osterud@byte.bbs.no
>> Atari Developer / ABK-BBS: +47 67132659 V.32bis Data+Fax
>> SysOp ABK-BBS /

>But they have other companies which represent them in Scandinavia. Adastra in
>Sweden and DigiCorp in Norway.

And Ion in Finland. Just saw a whole-page ad of Lynx in Finland's most widely
spread evening paper.

- Kiia Kallio

3607. Re: Piracy (was: Re: Anyone cracked Cubase

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 16:17:13 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Dec15.161713.5571@newshost.lanl.gov>
Source record: 196668

In article BIBLINSKI@delphi.com, Gordie Meyer ATARI UNITED cofounder
<BIBLINSKI@delphi.com> () writes:
>
>However, I will say that I think software authors should create demo versions
>of their software, so you can give it a 'test drive' before making the decision
>to purchase it or not. That makes it easier for consumers to make informed
>choices.

Absolutely correct, Gordie. If more developers/publishers made available demo
versions it should at least reduce one more common excuse for piracy. Atari
software has been slow in this regards for some reason. Although I made demo
versions of my various word puzzle programs, of course. :)

>But, when you get right down to it, you have to deal with your
>decisions. The good ones are easy. The not-so-good ones, well, I've got two
>shelves of games that I've purchased and played once. It's nobody's fault but
>my own.

Amen. The voice of reason in a sea of chaotic rationalization. :)

-Hutch- @ Fair Dinkum Tech

3608. Re: MEDUSA T40

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 16:27:43 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Dec15.162743.8044@newshost.lanl.gov>
Source record: 196670

In article M1E@cwi.nl, avg@cwi.nl (A.V. Groenink) writes:
>obryan@gumby.cc.wmich.edu (Mark O'Bryan) writes:
>
>>In article <1993Dec8.115039.27847@jet.uk> djs@jet.uk (David Stevenson) writes:
>>>
>>> If he can afford a Medusa, then he can afford to buy Cubase, rather than
>>> pirate it. Which he admitted doing a few months ago:
>
>>Ah, but he can't pirate a Medusa like he can Cubase.
>
>Aren't the builders of the Medusa actually pirating Atari? So wouldn't
>it be indeed very appropriate to use pirated software on a Medusa?

Nah, the Medusa T40 is a legitimate (albeit expensive) response to provide the Atarian with a more powerful, more modern machine since Atari has been reluctant to do so. If you have the bucks, it sounds great to me.

-Hutch- @ Fair Dinkum Tech

3609. Re: Can't get AtariST files readable on IBM

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 16:37:14 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2enefq$opj@mailer.fsu.edu>
Source record: 196659

Dan Coleman (dc25@cornell.edu) wrote:
> Help!
>
> I've been trying to transfer files off my ancient Atari 520st. Because my
> *pre* TOS 1.4 Atari doesn't read DOS, I need to find a way of formatting
> MS-DOS disks on an IBM so that I can save my atari files as text onto them
> and then read them back on an IBM.

TOS < 1.4 should have no problem reading a properly formatted MSDOS disk.
See below.

> I found an IBM program that does this, but when I re-opened my atari file
> on an IBM, I got either junk in the text (on a full-format file) or, a
> document made up solely of Greek sigmas (when opening a "saved-as-text"
> file).
>
> Does anyone know where I could find a better IBM program that will make
> atari disks readable to MS-DOS? (Because I don't have comm software for the
> ST, I can't download an atari util.) Or can anyone suggest an IBM filter
> program that will get rid of the sporadic junk?

To produce PC readable disks on an ST (TOS < 1.4), I use ps2form.tos from
atari.archive.umich.edu. Works every time. The major difference between
old ST and PC 720k disk formats is in the boot sector. You should not
use any extended formats on the ST disks (ie twisted, 82/10, etc.). If you
have disks already formatted, you can supposedly use DCFORMAT to write an
MSDOS compatible boot sector on the disk (without reformating or erasing it).
I dimly remember having problems with this, though.

To produce ST readable disks on a PC, you should not have to do anything
special, other than being sure you use DSDD disks. Also, the MSDOS format
is somewhat braindead, so if the PC floppy is a high density, you should
give specific options to format so as to create a DSDD 720k disk
("format a: /t:80 /n:9" will work, given drive A of course).

You might have a problem with your ST or PC drive, in that one of them is
out of alignment. This is unlikely, though.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3610. ICD Utilities....where?

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 16:55:33 UTC
From: vctec@westminster.ac.uk
Message-ID: <CI35oL.AGu@westminster.ac.uk>
Source record: 196662
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Dear Atarians,

I have got the ICD Link for use with my Hard Drive, and also got the utilities, but are version 6.0.8

Now I recall seeing version 6.2.4 at an Atari show, and have seen someone post a message about 6.2.3

No, I only got the Link about a month ago, and have this old version. So how do I go about getting the newer versions?

Are ICD on internet? If so, would someone kindly forward me there address.

Or is there any site on the net from wher I can ftp the latest utilities?

Thanks.

Danny.
--
<==>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

3611. Re: Jaguar in the UK

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 17:00:37 UTC
From: vctec@westminster.ac.uk
Message-ID: <CI35x1.AvD@westminster.ac.uk>
Source record: 196663

Just my tuppeny 'orth

HMV in Manchester are taking orders. They are expecting to get them any time now.

Also, Titan Designs will be selling them, any time now. It is advertised in their catalogue.

Danny.

--
<==>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

3612. Question: Patch Editor/Save/Dump for Yamaha TQ-5?

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 17:07:08 UTC
From: br@wan.inf.rl.ac.uk
Message-ID: <14447@hardy.rl.ac.uk>
Source record: 196614

I have a rather ancient Yamaha TQ-5 synth/sequencer (as well as an EMT-10, and a Cheetah master keyboard). I bought a 1040 STE because I became so fed up with the TQ-5's awful sequencing. However, someday soon I reckon the internal battery on the TQ-5 will give out, and I'll lose all my custom patches.

I've picked up some PD patch editors, and they give some degree of twiddleability, but were obviously designed for different Yamaha models. And none the MIDI drivers I've tried (eg MIDItalk) can both save and restore TQ-5 patches (Miditalk seems to read them, but the TQ-5 won't reload them; Concerto (magazine freebie) goes into a fit.)

Can anyone suggest something better? (Apart from buying a better module than the TQ-5 - not an option at the moment, alas!)

(All a bit academic at the moment, as my Atari's just gone back to the shop for repair under warranty (sounds suspiciously similar to the "Help! My STe keeps crashing!" problem, but I didn't see that thread before sending the beast away... looks like I can expect a long but fruitless period of machinelessness...)

I'd appreciate e-mail: it's not that I don't read this group often, but our news feed seems rather dodgy at the moment.

Thanks,
Brian

Brian Ritchie, Informatics Dept., RAL, Chilton, DIDCOT, Oxon, UK

3613. Re: HELP! Can't save game in DM!

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 17:18:11 UTC
From: woodford@esca.com
Message-ID: <1993Dec15.171811.1462@esca.com>
Source record: 196679

eggert@lclark.edu (Jonathan Eggert) writes:

>In article <CI1Iqu.F0K@unx.sas.com> snoret@egon.unx.sas.com (Rick Tatem) writes:
>>Someone PLEASE help me! I finally bought Dungeon Master at the Toad Show
>>on Dec 4. (I know I'm a few years behind the world on this note :)
>>
>>Anyway. I finally got a chance to sit down for more than a few minutes and
>>get going. I got down to the 2nd level, about 3/4 way through, if the sample
>>map I have is correct, when I tried to save my game, position, heroes, etc.
>>
>>I tried formatting... I tried saving...I tried formatting again (different
>>disk)...I tried saving...NOTHING WORKED!!! I would format a disk, then as
>>soon as I tried to save to it, DM replied 'This disk is unreadable'. If
>>I tried saving to an already formatted disk, It would try, then say 'Unable
>>to save game'.
>>
>>I have a 1040STf, with AdSpeedST installed (set to 16MHz) and an SC1224
>>monitor. My hard drive and all other stuff is kept off during this. Is
>>the AdSpeed messing up something? I'll turn the AdSpeed back to defaulting
>>to 8MHz if necessary. Does DM _require_ a SINGLE SIDED disk? I've got DSDD
>>disks.

>Keeping your hard drive off with the cable still connected is a bad idea
>when you're using your computer for very long. Try unplugging the hard
>drive from the computer and see if that helps. I have seen similar
>problems while using STs before.

>>
>>Help!!! If I can't save, what good is the game? (Unless I have a few days
>>to kill with no sleep, no work...no way!)
>>
>>Thanks in advance for any and all replies.
>>
>>Rick Tatem
>>----
>>Richard E. Tatem Asst. Systems Programmer
>>snoret@unx.sas.com UNIX Systems Support
>>(919) 677-8000 x4719 SAS Institute Inc.

If you want to format a disk with AdSpeed, set it to 8MHz, otherwise the
timing in the format code is shot to hell. I have exactly this problem with
my ST with the TOS format call, and virtually all PD type formatters.

Cheers, Steve.
--
/ Steve Woodford : "Wee sleekit, timorous, cowerin' beastie, \

| woodford@esca.com : Oh what a panic's in thy dumpfile..." |
| The above opinions are mine, : = Robert_Burns++ |
| and not those of ESCA Corp. : Thought for the day: Chaste makes waste |

3614. Re: Piracy (was: Re: Anyone cracked Cubase

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 17:36:18 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CI37KI.7rx@cix.compulink.co.uk>
Source record: 196680

*In message <KENDALL.93Dec14160709@great-gray.owlnet.rice.edu>,
kendall@great-gray.owlnet.rice.edu said:

>In article <CI0KCB.4zF@cix.compulink.co.uk> ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>)
>)I wonder if computer manufacturers actually want to stop piracy. A simple
>)solution, very simple in the case of Atari because TOS is in ROM, would be
>)to plant a serial number in each computer.
>)
>)Programs could be installed per machine and check the serial number - if
>)it matches they work, if not they go into demo 'mode'. This will not stop
>)piracy but will make it much more difficult. It wil also let people try
>)before they buy.
>)
>)If you upgrade your TOS, just reinstall the programs. A little
>)inconvenient but better than dongles and copy protected disks.
>)

>But what if you make copies of the installation disks, and distribute
>them? You still have the same problem.

Yes, but this will definitely minimise the scale of piracy.

Ofir ogal@cix.compulink.co.uk

3615. Re: Piracy (was: Re: Anyone cracked Cubase

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 17:36:20 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CI37KK.7sI@cix.compulink.co.uk>
Source record: 196681

*In message <hjv.755954444@groucho>, hjv@phil.ruu.nl said:

>This sounds like the way Opcode's MIDI-software (for the Mac) is copy
>protected. Ask some regular users what they think of *that*.
>Disk-crash? Sorry, no sequencing. Borrowed computer? Sorry, no sequencing.
>Defective installation disks? Sorry, no sequencing, not even on your own
>machine. Any other problems? Sorry, no sequencing. Asking for new copies of
>your installation disks? Sorry, you have to wait a few weeks.
>
>Imagine you have to make a living with your MIDI-gear, and your hd crashes the
>night before a concert...

Just reinstall the software on another machine! You're OK as long as you
have your original master disks.

Ofir ogal@cix.compulink.co.uk

3616. Re: Next Atari Show in UK, and some thoughts....

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 17:36:21 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CI37KM.7t3@cix.compulink.co.uk>
Source record: 196682

*In message <1993Dec15.093607.17066@jet.uk>, djs@jet.uk said:

>In <CI1xsw.C4I@cix.compulink.co.uk> ogal@cix.compulink.co.uk ("Ofir Gal") writes:

>> STFM STFM+NVDI T28 T28+NVDI
>>===
>>CPU 100% 100% 300% 300%
>>Graphics 100% 380% 130% 920%
>> ^^^
>OK. That comparison (stfm/nvdi against t28/nvdi) is important and useful.
>It was missing from System Solution's ads, from their blurb at the show,
>and from the demo they gave me. It was also, (I believe, from memory),
>missing from your review in Atari ST Review magazine.

I have not seen the issue yet, but these figures were submitted to the
mag. They may have cut some out due to space restrictions.

>Mind you, your tests are based on GemBench, I presume. Is there a more
>realistic version available than that given away on ST Review recently?
>The reason I suggest that it is not realistic is that it seems to give a
>similar weighting to some functions that are only rarely used (like
>VDI enquire, justified text) as to more important functions (plain text,
>scrolling, windows etc).

The results were based on GEMBench, but I did run many more tests -
scrolling text in First Word, Zipping files, dithering 24 bit images to
monochrome in GEMView and others.

As far as weighting the results in GEMBench - I thought long and hard
about this and decided to leave it a simple average. Yes, VDI enquires are
less used than VDI text, but it's very subjective to decide what is more
important. If you use you computer for graphic apps, then the VDI graphics
test maybe more important to *you* than all the text based tests. I
decided to leave it to users to interperate the results themselves, rather
than deciding what was more important on their behalf.

>I think that a useful addition to GemBench would be the output of text
>using GDOS/FSM-GDOS/FontFDOS/SpeedoGDOS where installed.

GEMBench used to have a GDOS font test, but I removed it because there was
no way to compare machines as people were using different fonts and a
whole variety of problems came about. The problem with Speedo tests is
that the test time depends on the size of the cache and whether the font
is already in the cache from a previous app using it, before running
GEMBench.

>And going back to the subject of accelerators, I reckon that spending 300
>quid on a T36 accelerator for an ST is throwing good money after bad;
>that money is a good chunk of the way towards a Falcon.

But 200 pounds on the T28 might not be such a bad investment.

Ofir ogal@cix.compulink.co.uk

3617. Re: Piracy (was: Re: Anyone cracked Cubase

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 17:36:24 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CI37Ko.7to@cix.compulink.co.uk>
Source record: 196683

*In message <H.eg.tCnVbMbE3yI@harvee.billerica.ma.us>, esj@harvee.billerica.ma.us said:

>looking at your proposal and thinking with a pirate's mind :-) , I could
>break this by:
>copying disks before they were installed.
>cloning s/n chips to all the same number.
>making a s/n rom emulator for multiple numbers.

I can't think of anything else. Yes, you can break any system, but this
one may be just difficult enough to minimise piracy to a managable scale.
It's like any crime, you can't totally stop it, but you can install the
best alarm system you can afford.

Ofir ogal@cix.compulink.co.uk

3618. Re: GEM games?

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 18:02:12 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <128426@hydra.gatech.EDU>
Source record: 196666

In article <CI1HAx.4Io@uc2372c.DaytonOH.NCR.COM>
Robert.Anisko@daytonoh.ncr.com writes:

>>I have SimCity, and it definitely uses the GEM interface. Just because it
>>restricts you to low res doesn't mean it isn't GEM.
> This is kind of an annoying way of doing it, however, in that there are
>more modes than ST Low that can do 16 colors.

I have been told that Lucas Films Battle of Britain runs in any 16
color resolution. It is supposed to look real nice in TT Medium. Can
anyone else confirm this? I heard it from an Atari dealer who said he
could no longer obtain it.

--
Opinions expressed are my own.

3619. Re: Alternative Desktop in MuliDos

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 18:35:51 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1993Dec15.183551.4678@gumby.cc.wmich.edu>
Source record: 196669

In article <2enas3$daj@nermal.cs.uoguelph.ca> thopman@herman.cs.uoguelph.ca (Theodore L Hopman) writes:
>
> If you've got TOS 1.04 or higher, you can set Myriad as the auto-run
> application. Other wise, I don't think there's any easy way to do it.

This is the first I've heard of Myriad. Could you tell us all
a bit about it? Thanks.

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

3620. Atari ST for sale

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 19:20:35 UTC
From: gjb@csn.org
Message-ID: <CI3CEC.Go3@csn.org>
Source record: 196673

I have an Atari 520ST for sale with a 20mb (stacked to 40) Supra Hard drive. It has a 68000 board and a new 3.5 disc drive. Lotsa cool software (STalker, WP, etc) still lives on the hard drive. Best offer. Must be sold within the week so be the first one on your block..... :-)

Please e-mail if interested.

//gjb

3621. STacy / STbook

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 19:22:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A60366@M4.maus.de>
Source record: 196411

-A27126@K0

>Q. Do Atari still make and market the STacy and/or STbook? If so,
> does anyone in the Seattle area (_if_ there is any ST life here!)
>know of
> an outlet?

STacys were built in 1988, all sold out by now :-)

>Q. What are the specs.?

ST-Book: 1 MB RAM, 40 MB harddisk, no floppy drive, data transfer cable
and software included.

>Q. Which is best?

ST-Book: 1960 g with rechargeable battery (lasts up to 10 hours)
Stacy : about 7 kg, no battery at all.

Guess which I like more :-)

>I need at least 20meg disk space and a DMA port. Does the STbook have
>this?

They have 40 MB hard drives and a DMA port. ATTN: Special DMA cable
needed, the connector is extra-small. This cable is available through
Atari and does NOT cost a fortune.

bye, Peter
(Net)

3622. Re: Can't get AtariST files readable on IBM

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 19:29:10 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <1993Dec15.192910.26255@ibr.cs.tu-bs.de>
Source record: 196676

In article <dc25-141293213420@cu-dialup-0012.cit.cornell.edu>, dc25@cornell.edu (Dan Coleman) writes:
|> Help!
|>
|> I've been trying to transfer files off my ancient Atari 520st. Because my
|> *pre* TOS 1.4 Atari doesn't read DOS, I need to find a way of formatting
|> MS-DOS disks on an IBM so that I can save my atari files as text onto them
|> and then read them back on an IBM.

Use FORMAT on the MS-DOS side and be sure to format a 720 KB disk!
USE FORMAT A: /F:720 on "modern" MS-DOS or FORMAT A: /T:80 /N:9
on "really old" MS-DOS
This should give you a double sided single density floppy
(MS-DOS can't read or write single sides floppies)

This should be readable and writeable on every TOS even 1.0!

|>
|> I found an IBM program that does this, but when I re-opened my atari file
|> on an IBM, I got either junk in the text (on a full-format file) or, a
|> document made up solely of Greek sigmas (when opening a "saved-as-text"
|> file).

This proofs that you are able to format and read them, you can't interpret
them (Well DOS can't)

It would be nice to know which programm you are using. You can't expect
MS-DOS to do anything useful to SIGNUM or Calamus files.

|>
|> Does anyone know where I could find a better IBM program that will make
|> atari disks readable to MS-DOS? (Because I don't have comm software for the
|> ST, I can't download an atari util.) Or can anyone suggest an IBM filter
|> program that will get rid of the sporadic junk?

The only problem is that MS-DOS has no "s (german sharp s) and uses
a beta. This could be changed by a little TR SED VI Emacs ... script.
(And i don't think you care about that :-))

|>
|> Thanks a bunch,
|> Dan

--
Axel Kielhorn

The blue wizzard

c0031098@ws.rz.tu-bs.de

3623. Re: Piracy (was: Re: Anyone cracked Cubase

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 19:48:17 UTC
From: Robert.Anisko@daytonoh.ncr.com
Message-ID: <CI3DoI.230@uc2372c.DaytonOH.NCR.COM>
Source record: 196684

In article <CI1xsu.C3x@cix.compulink.co.uk>, ogal@cix.compulink.co.uk ("Ofir Gal") says:
>
>When you install the software, your machine's id would be written into the
>installation program, preventing you from installing it on a different
>machine. If you get another machine then, no simple solution. Hey, I
>didn't say it was a perfect solution :-)

Unfortunately, this would be a pain. I have a MegaSTe as my main machine,
and a 1meg 520ST as my backup system. I'd hate to lose the ability to
run certain programs on my backup system if my MSTE died...

RJA/FF

...just using the 520ST alone can be a pain sometimes ;-)

3624. Re: Falcon VT52

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 20:07:38 UTC
From: boisso_s@epita.fr
Message-ID: <2enqqa$2t6@boson.epita.fr>
Source record: 196672

Hum.. yes i noticed that just last week..
a simple program doing VT52 color changes blow up (more serious than bombs..
in fact a cannot see any bombs because the video is out...)
very curious.. I do not remenber if i was using NVDI..

3625. Re: GCC

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 20:09:00 UTC
From: Christian_Grunenberg@s2.maus.de
Message-ID: <A13359@S2.maus.de>
Source record: 196409

SW>ST-ZIP is okay, but due to huge header data, the resulting files are
SW>usually bigger than their lharc counterparts. Also, Lharc (2.3x) is a
SW>LOT (and I mean a LOT) faster!

The main-problem with ST-Zip is that it's still very buggy. ST-Zip cuts pathnames longer than 44 chars and produces very often damaged archives or bombs ;-)

SW>I saw something in the 'whatsnew' file mentioning Minix, so maybe 2.32
SW>supports XFS filenames!? (My german isn't quite good enough to make
SW>out what it all said!)

Yes, LHarc 2.32 supports some of the XFS-advantages like long filenames, case-
sensitive filenames... In older versions there was a stupid bug ;-))

BTW:
It's time to enhance your german ;-)

SW>ST-ZIP's interface however, is nice and simple! Even the local 'don't
SW>have a clue's ' Can work it okay!

Lharc 3.00 will have a GEM-interface similar to ST-Zip but - believe me - much more better and faster! I hope to be able to release LHarc 3.00 at the
end of this year... Long filenames are very nice if you don't have to use some of this awful CLIs ;-)

Criss...

3626. Re: Alternative Desktop in MuliDos

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 20:12:54 UTC
From: bjgrier@bnr.ca
Message-ID: <1993Dec15.201254.4327@nrtpa038.bnr.ca>
Source record: 196677

In article <2emlru$bm7@si-nic.hrz.uni-siegen.de>, mikega@serverinformatik.uni-siegen.de (Mike Gassmann) writes:
|> Hi!
|> How can I install an alternative desktop (like ease, myriad, ...) as the
|> standard desktop in Mul(t)i-(T)Dos?
|> What environment variables must be used?
|> bye, mike :-)
|>

Assuming you are staring at the new colour/3D desktop...

You can do what I do. Set Neodesk to Auto run during boot.
You need to add the path to NEODESK in you GEM.CNF file. You
will also need to add the ability to run .EXE files in your
GEM.CNF file.

From my GEM.CNF file:

```
setenv PATH=.,C:\MULTITOS,C:\NEODESK3
setenv GEMEXT=PRG,APP,GTP,EXE
```

Now reboot your system and smile. Look under you desk accessories.
You now have TWO desktops!!! NEWDESK and NEODESK!!!

No longer will you have to envy everyone with Dashboard on their PC!!!

It takes getting used to but it sure is nice to have multiple desktops.

Of course I also play a recording during booting with the following in
my MINT.CNF file:

```
exec d:\wave\waveplay.prg d:\waves\STTNG\welcome.wav
```

Brian
--

Disclaimer: The opinions expressed are mine not those of BNR.

Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an Amiga. However I have
Research Triangle Park, NC	real work to do. So please get lost!

3627. GENEVA QUESTIONS

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 20:36:09 UTC
From: dhbutler@magnus.acs.ohio-state.EDU
Message-ID: <199312152034.PAA23772@magnusug.magnus.acs.ohio-state.edu>
Source record: 196675

Hi All,

Here's a message I sent off to Gribnif software concerning some problems
I've having with GENEVA. Please note that overall I am quite impressed with the
package and am not posting this here to complain about it, but in hopes that
some of you might use GENEVA and have some suggestions;

Dear Gribnif Software

Yesterday I purchased GENEVA from TOAD computers while in the Washington
Area. So far I am extremely impressed; the interface
is excellent, especially the tear-off menus. I do have a number of problems and
questions, as well as a couple suggestions. I have not been able to locate
answers to these problems in the manual. Hopefully you will be able to
shed some light on them. You will need to know the system I am using:

HARDWARE:
Mega 4
TOS 1.04
T25 accelerator board (68000 chip is 25mhz)
ISAC High-resolution Mono/Color board (1024*768*16colors max)

SOFTWARE (please note I've already turned off everything I don't absolutely
need after installing GENEVA; the following are auto programs I use virtually
every time I turn the system on)

Auto (not listed in actual order):

Jarxxx
GENEVA
Warp 9 Version 3.50 (comes with T25) (run after Geneva)
G+Plus (run after Geneva)
ISAC driver
EPD (extended palate driver)
HP deskjet/laserjet screen dump program
NeoLoad
Suberboot (& suberboot"a")
Data Diet 1.0a

Accessories:

Warp 9
G+plus
SpiritEd
XControl (latest version as far as I know, it has no cosmetic problems
w/GENEVA)
4096

Data Diet

Programs I run (and have problems with):

NeoDesk 3.04 - a) I had to upgrade from 3.01 to 3.02 to 3.03 to 3.04, and during the step from 3.02 to 3.03 it asked me for my "Extras" Disk. Since the 3.01 I originally purchased did not come with an Extras disk (at least not one I could find), I have not been able to upgrade my Neodesk control panel or printer que. I also was not able to get the .Inf file updating program and had to redo my preferences from scratch. Please let me know what to do (Should I start searching for a lost disk or is this an oversight in the updater program?)

b) It would be really nice to be able to turn off the backdrop picture option! The reason for this is that there is a ShareWare backdrop program/acc combination that
works in all resolutions on all monitors except Falcon TrueColor. Unfortunately, even if I have this running, Neodesk places its own background color over it! (OK, so that's minor, still, a nice backdrop at 1024*768*16 colors would be just *so cool*!-)

c) Due to a conflict with my video card and Neodesk (as well as other programs), I've been hunting and hoping for a way to set up a Macro with a DA (4096). I was just wondering if NeoDesk 4.0 might have this feature. If you have any suggestions along this line I would love to hear them!

Calamus 1.09n - Any windows Neodesk has open stay open and cover up necessary parts of Calamus. This forces me to "sleep" Neodesk every time I enter Calamus, which is not too bad, but is annoying and time consuming.

Outline Art - Same problem as Calamus. Not that both of these programs will also leave their windows all over the desktop unless put to sleep. So my question is; is there anyway to automatically set some programs to sleep or hide or minimize their windows or anything along those lines when I run another program? (I'm looking under the sleep heading in the manual, and there seems to be no reference to this sort of option).

GEMINI - I had switched from Neodesk to Gemini (sorry guys) because of a conflict with my video card and Neodesk. (Gemini naturally produced *other* problems, *ssiigghh*). With GENEVA running, Gemini says it "cant make Trash Directory", demands a disk in drive A, then loads but won't run any programs (it says: can't find Runner.app). BTW, If you ever fix this color-palate bug with the ISAC card I'll be very grateful (this is one I've mentioned before; The ISAC card has a 4096 color palate, but Neodesk and a few other programs don't recognize this properly. As a result, whenever one of these programs is run it sets my Red, Green, and Blue to 14,14,14 instead of 15,15,15, thus making my white a nice light shade of grey instead of white. The makers of the ISAC card are literally clueless as to how to fix this.)

Well, that's all the problem I had for now, but I have some other questions concerning the functioning of GENEVA;

1) Whenever I run a program set for single-task mode a dialog box pops up and makes me hit OK. Is there anyway to turn this off, it is annoying.

2) Is there a way to save all default menu (tear-off) locations, open DA's etc? For example, when I boot up, I wish it would automatically place the "Task" window in the upper left corner of the screen, and the Desk Accessory Menu in the lower right and so on. I can't seem to find a way to do this.

3) The nice 3D buttons and such are available in just about everything except Neodesk 3.04. Is this normal or am I doing something wrong? (oops, I guess that was another problem).

Thanks in advance for any help you might be able to give me!

--->
|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

||| // "It is in fact NOT true that all american beers are brewed
/ | \ \// in a single, secret underground vat roughly the size of
Pakistan... It just TASTES that way."
- The Curmudgeon

3628. Re: The Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 20:42:12 UTC
From: cwebb@mksol.dseg.ti.com
Message-ID: <1993Dec15.204212.13742@mksol.dseg.ti.com>
Source record: 196686

In article <1993Dec10.043401.14591@nmt.edu> jking@nmt.edu ('Admiral JC') writes:

>S> Speaking of the Jaguar and test markets.... does anyone out there know
>exactly if and where in Dallas the Jaguar is supposed to be tested.. I'm going
>to be in Dallas in less than a week and would love to check one out...
>
> I've heard its to be at a "tandy Superstore" but that doesn't really
>help me find the place...
>

It was SUPPOSED to be at the Garland Incredible Universe store the week before Thanksgiving. Haven't seen it yet. I'm the secretary of the North Texas Atari User's Group and we've got an inside line into when it will be there. So far, nada. In fact, several of our members have pre-paid for one at the Arlington store with no luck.

Maybe you'll be luckier than we are...

--
Cristine A. Webb cwebb@mksol.dseg.ti.com

There is only one hope for this world...Jesus Christ!

3629. Re: Can't get AtariST files readable on IBM

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 21:07:11 UTC
From: cwebb@mksol.dseg.ti.com
Message-ID: <1993Dec15.210711.15304@mksol.dseg.ti.com>
Source record: 196687

In article <dc25-141293213420@cu-dialup-0012.cit.cornell.edu> dc25@cornell.edu (Dan Coleman) writes:
>Help!
>
>I've been trying to transfer files off my ancient Atari 520st. Because my
>*pre* TOS 1.4 Atari doesn't read DOS, I need to find a way of formatting
>MS-DOS disks on an IBM so that I can save my atari files as text onto them
>and then read them back on an IBM.
>
My husband wrote a program to do exactly what you want. If you can't download it
from the archives (wustrl, mich, and mit) give us a call and we'd be happy to arrange something with you. A portion of the proceeds go to our local Atari users group that we're both officers of. Our home phone is 214-416-6260.

Hope we can help!

--
Cristine A. Webb cwebb@mksol.dseg.ti.com

There is only one hope for this world...Jesus Christ!

3630. Re: Medusa compatible w/ST?,STe?,TT?,Falcon?

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 21:30:00 UTC
From: patrik_sanfridsson@p2.stacken.ct.se
Message-ID: <2d0f850d@p2.stacken.ct.se>
Source record: 196615

> From: 01mbmccabe@leo.bsuvc.bsu.edu
>
> Does anyone know what the Medusa (and the Eagle?) is designed to be
> compatible with -- the ST, STe, TT, or Falcon??

None of them, or in another sence, all of them. It's supposed to be "TOS compatible", which probably means that most well behaved applications will run (only legal system calls etc).

---
* Patrik_Sanfridsson@p2.stacken.ct.se (max 16KB) /|\ Atari Falcon030 *
* Fido 2:204/419.2 NeST 90:1100/110.2 STacken BBS +46-(0)142-19331 *

3631. Re: bugs in frontier

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 21:42:33 UTC
From: kebab@cix.compulink.co.uk
Message-ID: <CI3Iyx.G1u@cix.compulink.co.uk>
Source record: 196693

>I've got another bug for you... load the BATTLE commander from the
>commanders disk... when you die, which will be VERY soon try to load a new
>commander, the machine will bomb with something like 10 bombs, the music
>will keep playing.
>
What, those files from disk 2 were saved positions? I never realised that
- can't see it documented anywhere. I must try them out.

Kev

Kevin O'Donovan | If nobody wants war, why are there
kebab@cix.compulink.co.uk | so many wars?
abaddon@nasoftwr.demon.co.uk | Hail Eris, All Hail Discordia.

3632. Re: A LETTER TO BOB BRODIE

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 21:43:00 UTC
From: patrik_sanfridsson@p2.stacken.ct.se
Message-ID: <2d0f858c@p2.stacken.ct.se>
Source record: 196616

> From: sheppard_r@ix.wcc.govt.nz
>
> Don't ever forget this, ATARI had the option on the MINDSET, the only
> computer to win the Design Counsil Award of N.Y. from memory, had a
> Great write up in a Byte some years back..

The what? Never heard of it.

> Also from memory it was a PC with Great Graphic chips, and Atari let it
> slip right though there hands for the ST.....

A clone? Thank god! :-)

---
* Patrik_Sanfridsson@p2.stacken.ct.se (max 16KB) /|\ Atari Falcon030 *
* Fido 2:204/419.2 NeST 90:1100/110.2 STacken BBS +46-(0)142-19331 *

3633. True Paint demo (Was: Piracy)

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 21:47:00 UTC
From: patrik_sanfridsson@p2.stacken.ct.se
Message-ID: <2d0f86d3@p2.stacken.ct.se>
Source record: 196617

> From: warwick@cs.uq.oz.au (Warwick Allison)
>
> I think limited demo versions are FANTASTIC. If I'd seen a demo
> version of TruePaint (which there is not) and the demo version of Prism
> Paint (which there is), I wouldn't have wasted my money on TruePaint.
> As it is, I now can't afford Prism Paint (my teachers told me never to
> account for `sunk costs', but I can't justify buying another paint
> program when I've just bought one).

In fact, I have the True Paint demo. If anyone is interested, I will upload it
to atari.archive and uni-kl.

---
* Patrik_Sanfridsson@p2.stacken.ct.se (max 16KB) /|\ Atari Falcon030 *
* Fido 2:204/419.2 NeST 90:1100/110.2 STacken BBS +46-(0)142-19331 *

3634. Re: Demo of Minter's Hardcore

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 21:51:00 UTC
From: patrik_sanfridsson@p2.stacken.ct.se
Message-ID: <2d0f8834@p2.stacken.ct.se>
Source record: 196618

> From: Paul.Civati@mettav.royle.org (Paul Civati)
>
> Just don't play it if you're suceptable to epilepsy, it can get quite
> hard to see what's going on sometimes.
> ;-)
>
> I quite like the bit where you get "RAVE!" in the middle of the screen
> and the different bit of music, plus the Wayne's World "Excellent!"
> sample.

Will this game be Falcon compatible when released, as I understand the demo version isn't?

> Christmas Greetings, -Paul-

And the very same to you and everyone else! May you all receive a Jaguar for Xmas! ;-)

---
* Patrik_Sanfridsson@p2.stacken.ct.se (max 16KB) /|\ Atari Falcon030 *
* Fido 2:204/419.2 NeST 90:1100/110.2 STacken BBS +46-(0)142-19331 *

3635. Falcon memory upgrade

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 21:56:42 UTC
From: bill@main.morris.org
Message-ID: <1993Dec15.165643.114@main.morris.org>
Source record: 196601

Several weeks ago, I asked about 3rd-party memory boards for the Falcon, and posted that the final choice was one sold by Toad computers in the USA, for $65 (was on special, now I think its about $65).

I got in, and installed it. Kinda a nightmare. Atari was right in that there is very little room in the Falcon. The new memory board fits in where the 4mb memory board sits, ie you pull out the old 4mb memory board. Problem is that with the SIMMs, it stands a little too tall, and you need to cut out some of the shielding. Well, the shielding is a real flimsy metal, and after I cut it out, it was bent to all hell, so I said fine, and threw it away. Installing the cover, the SIMMs are just a wee bit taller than that, so the cover bows up a small bit, right between the F7 thru F10 keys. Doesnt bother me any, but what a pain. Took me about an hour to install, tho, its just the lack of room that made things hard.

Boots up, and apparently due to the Falcon memory model, it doesnt recognize anything about about 14.2mb. Hey, helluva difference between 14mb and 4mb! But why does it stop at 14mb? What is using the top two? TOS or what?

It also takes a little longer to boot up. Not counting the memory count, when it finally says BOOTLOADED and starts to load my AUTO stuff, it seems a bit jerky. Anyone know why? For instance, prior to adding the memory, the last thing in my folder was the ScreenBlaster driver, which pulls up a menu of rez selections. Now, there is about a 5-10 second pause before I see that. Again, not a problem, but I am curious as to why. Is it loading things in memory top-down, so its slower, or what?

Anyways, running MultiTOS, the Xcontrol panel, MTOS Alert, GDOS, SAM, AFM, Before Dawn, DeskTrakker, and CoNnect 2.2, I have over 11mb free! Totally cool!

3636. Re: AHDI - is 6.06 a real release?

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 21:58:00 UTC
From: patrik_sanfridsson@p2.stacken.ct.se
Message-ID: <2d0f89c4@p2.stacken.ct.se>
Source record: 196619

> From: seimet@chemie.uni-kl.de (Uwe Seimet)
>
> patrik_sanfridsson@p2.stacken.ct.se (Patrik Sanfridsson) writes:
>
>> I first run AHDI 6.03 and later AHDI 6.06 on my Falcons internal IDE.
>> Then 6.061 came out so I installed it on my C: partition. It was much
>> slower! I changed back to 6.06 again. Did I do something wrong or is
>> this how it's supposed to be? Btw, I've never done a re-format.
>
> Strange. AHDI 6.06 is slower concerning Falcon SCSI but if this applies
> to IDE, too, I didn't check. It doesn't sound as if you did something
> wrong.

Hmm... Well, just in case, are there any PD drivers that will improve on AHDI
or should I stick with it? I run TCache so a cache is not really needed (unless
it's better then TCache).

---
* Patrik_Sanfridsson@p2.stacken.ct.se (max 16KB) /|\ Atari Falcon030 *
* Fido 2:204/419.2 NeST 90:1100/110.2 STacken BBS +46-(0)142-19331 *

3637. Re: A LETTER TO BOB BRODIE

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 22:49:54 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.NE8yYhF1Zw_@semprini.waterloo-rdp.on.ca>
Source record: 196644

In <2e7n0l$ekj@charm.magnus.acs.ohio-state.edu>, Jeff A Poling writes:
> <BOB-BRODIE> We've talked about it a lot, Kim. We're longtime
> partners with Motorola, and now with IBM, the Power PC becomes very
> tempting. However, the Jag chipset is VERY appealing, too. At this
> point, we haven't decided. ga
>
> Dear Mr. Brodie:
>
> I find the above quote as rather distressing news.

What?!? You don't want a 13Mhz 68000 box with flashy graphics and sound co-processors?!?

> Let's face it. DOS boxes rule the world and Macs are close behind.

I guess you've never used a DOS box on a network, eh?

An Atari PowerPC-based machine would be wonderful. It'd fly real well if it were PowerOpen-compliant (Atari follow standards? HA!), then we could use the DOS/Windoze emulator that will be running on all PPC machines. Whether any PPC-based computer will be running Mac apps is up to Apple... I still haven't seen anything to suggest that non-Apple PowerPC-based computers will be able to run Mac apps.

An Atari TOS/GEM personality would be great on top of a UNIX of some sort; I'd still kinda like to see NeXTstep running on it for an affordable price...

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3638. Re: A LETTER TO BOB BRODIE

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 22:52:32 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.UJqprh9XA6I@semprini.waterloo-rdp.on.ca>
Source record: 196643

In <1993Dec11.051609.2373@alw.nih.gov>, Rick Venable writes:
> While were dreaming, why not a 68040/PowerPC combination with the Jaguar
> chipset for graphics and sound? Same idea as the old 400, 800, etc.; let
> each chip do what it's best at. Runs most ST, PC, and Mac software (3in1).

Putting an '040 in would be pointless... '040 emulation on the PPC is
already at the level of a 25Mhz LC040. Putting a real '040 in would
drive up the price quite a bit (not just by the cost of another CPU...
SMP designs are expensive enough; imagine all the extra stuff required
to get two _different_ CPUs going together!).

IF Apple lives up to its hinting, *any* PowerOpen-complient machine will
be able to run DOS/Windoze/Mac apps.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3639. Re: DIGITAL AUDIO LIBRARY on a.a.u.e (NAUDIO.LZH)

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 22:56:38 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <2eo4n6lNNh4p@rs18.hrz.th-darmstadt.de>
Source record: 196685
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
If you have an STE and it didn't work for you, please email me,
as there is a possiblity that I might still have a problem with
plain vanilla STEs.

Nat!
--
----- Email: wallmann@backus.pu.informatik.th-darmstadt.de -----
"Bang that bit that doesn't bang"
Album of the month: Time Machine VfL Bochum: "Nur einmal nach Meppen"
```

3640. Re: Atari Falcon040?

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 22:57:28 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.2vQW1ENACPg@semprini.waterloo-rdp.on.ca>
Source record: 196642

In <2ecdvh$8bv@clss3.bangor.ac.uk>, Mr M P Greenwell writes:
> Unfortunately this is true, it's retail, so they're only
> interested in making money. Why would they sell a lower price machine when
> they can make a whacking great profit on selling lousy 386sx machines.
> Many of the staff are part time anyway, which just adds to the problem.
> It's not just computers either, ask Dixon's staff about anything, they'll
> have to go and ask the manager.

Strangely enough, dealers can't make _any_ money off PCs unless they
sell a LOT of them, don't support them, and add extra goodies are unreal
prices (like software, or an extra 4M of RAM, or a larger hard drive,
etc).

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3641. GCC lib: bug in fputc?

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 23:16:48 UTC
From: gijs@mbase97.hacktic.nl
Message-ID: <H.eg.CTA3fjBV&IY@mbase97.hacktic.nl>
Source record: 196609

Hi,
I'm doing the simplest of I/O operations: I try to write
a number of bytes to a file, and read it back.
Writing uses fputc, reading fgetc.

When comparing the read values to the original, bytes are
mysteriously missing or added at some points. The first byte
is missed, for instance, around byte 25.

Rewriting things to use fread and fwrite produced similar errors.

Is there some known bug in the gnu library with file I/O?

ld says it uses -lgnu. I ftp'd it from the archive about 4 months ago.

I'm not using mint when running the program.
GCC version is 2.4.4.

This is frustrating! The application at hand does a lot of complex
midi-I/O, which I all got to work in the last couple of weeks.
And now I'm not able to do simple disk I/O!

PLEASE reply or followup if you have any clue!
--
Gijs Bok (gijs@mbase97.hacktic.nl)
Listen to M-BASE music!
-----BEGIN PGP PUBLIC KEY BLOCK-----
Version: 2.3a

mQA9AiyWNO4AAAEBgNsly7W6TnOlaVLOWbrkRyw1ATzledvUhPwrtAbeO/1FVOaD
pmwtRkJoqMpnIYhwYQAFEbQiR2lqcyBCb2sgPGdpanNAbWJhc2U5Ny5oYWNrdGlj
Lm5sPg==
=J27y
-----END PGP PUBLIC KEY BLOCK-----

3642. Atari products - help wanted!

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 23:37:00 UTC
From: patrik_sanfridsson@p2.stacken.ct.se
Message-ID: <2d0faf02@p2.stacken.ct.se>
Source record: 196620

Hi everybody!

I'm trying to compile a list of all Atari products (computers and consoles etc) that's ever been marketed. Any help would be appreciated, esp regarding the year of release since I've mostly been guessing. This list will finally be sent off to be included in the c.s.a.st faq.

Thankyou for your time, Patrik

```
================================================================
"The Hithhiker's Guide to Atari" Rev.0
================================================================

________ATARI VIDEO GAME SYSTEMS_____________________________

Sometime in the almost forgotten mist of history, a wizard by the
name of Nolan Bushnell invented the video game and created the
American company with the peculiar name. Later the tradition was
carried on with the 2600 VCS, but eventually it was doomed to fail
against the two giant eastern warriors, Nintendo and Sega.
That was until one day in the year 1993. The day that would there-
after be known as "The day of the Jaguar".

Year____Model___________RAM_____________Engine & Speed___________
1972 Pong
1976 2600 6502
? 5200 6502
? 7800 6502
? 65XEGS 64KB 6502
1989 Lynx (handheld) 64KB 6502 4MHz
Mikey & Suzy 16MHz
1993 Jaguar 2MB 68000 13.3MHz
GPU Tom 26.6MHz RISC
DSP Jerry 26.6MHz RISC

_______ ATARI 8-BIT COMPUTERS _____________________________________

Microcomputers dropped like a bomb in the late seventies. Every
company with some self respect wanted to be first on the ball.
Few managed to do so well as Atari did with their powerfull
8-bit series that prospered for over one and a half decade.
While computers like the TI99/4A quickly disappeared, Atari
managed to improve their models and sustain the backlash after
the early years of unlimited expansion. But Atari was bleeding
badly. The one billion dollar company almost went under in the
struggle, something that would later open the door for the next
person to enter our story...
```

1979 400 16KB 6502
1979 800 48KB 6502
1983 600XL 16KB 6502
1983 800XL 64KB 6502
? 1200XL 6502
? 1450XLD 6502
1985 65XE 64KB 6502
1985 130XE 128KB 6502

_______ ATARI 16-BIT COMPUTERS _____________________ TOS _____

Jack Tramiel! The holocaust survivor that once carried Commodore to its top position in the industry, took one quick glance at his former antogonist and then leaped to it's rescue. Gathering some of the best talents he could find, Atari began immediate work on the ST. The astonishing result could be seen some mere six months later. The competition paniced, fainted, woke up and paniced again. Tramiels number one concept "Power without the Price" ruled the market for several highly successfull years in the mid to late eighties. Will the Falcon pick up where the ST left? Only time can tell...

1985 520ST 512KB 68000 8MHz 1.0
1985 1040ST 1MB 68000 8MHz 1.0
1986 520STM 512KB 68000 8MHz 1.0
1986 1040STF 1MB 68000 8MHz 1.0
1987 MegaST 1MB,2MB,4MB 68000 8MHz 1.02
1987 520STFM 512KB 68000 8MHz 1.04
1987 1040STFM 1MB 68000 8MHz 1.04
1990 520STE 512KB 68000 8MHz 1.062
1990 1040STE 1MB 68000 8MHz 1.062
1991 MegaSTE 2MB,4MB 68000 16MHz 2.06

_______ ATARI 32-BIT COMPUTERS ___________________________________
1991 TT030 2MB-32MB 68030 32MHz 3.06
FPU 68882 32MHz
1992-93 Falcon030 1MB,4MB,14MB 68030 16MHz 4.04
DSP 56001 32MHz

_______ ATARI PORTABLE COMPUTERS _________________________________
1987 STacy 1MB 68000 8MHz ?
1989 Portfolio -
1991 STBook 1MB 68000 8MHz ?

_______ ATARI MISC PRODUCTS ______________________________________
1988 ATW ? 68000 ?MHz ?
ARM ?
==
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==

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---------------------------------------------------------------------
* Patrik_Sanfridsson@p2.stacken.ct.se (max 16KB) /|\ Atari Falcon030 *
* Fido 2:204/419.2 NeST 90:1100/110.2 STacken BBS +46-(0)142-19331 *
```

3643. Unispec/(Spectrum) on a Mega STE??

Newsgroup: comp.sys.atari.st
Date: 1993-12-15 23:56:57 UTC
From: dunham@src.honeywell.com
Message-ID: <1993Dec15.235657.13410@src.honeywell.com>
Source record: 196688

Does anyone know if SPECTRUM or UNISPEC are capable of running on a MEGA STE?
Any "tricks" we need to be aware of?

Thanks,
Scott dunham_scott@htc.honeywell.com
or dunham@homer.htc.honeywell.com

--
Scott Dunham | Honeywell Technology Center | dunham_scott@htc.honeywell.com
||| | 10701 Lyndale Ave South | -- or --
/ | \ | Bloomington, Minnesota 55420 | dunham@homer.htc.honeywell.com

3644. GOAL! from the author

Newsgroup: comp.sys.atari.st
Date: 1993-12-16 00:23:39 UTC
From: amiga@hosta.dircon.co.uk
Message-ID: <amiga.756001419@hosta>
Source record: 196691

Hello,

I have only just joined this newgroup, but I had heard that there were
some problems with GOAL! on ST on a MEGA 4 ST.

This is suprising, as the game works on my Mega 2 fine. If the person
who was having problems can email me, I might be able to help.

The Warning about it 'being full of bugs' and crashing all the time can
only apply to this particular setup. The game has been extensively tested
on 1040STFM and MEGA 2 ST's, and the released version has no crashes at
all as far as I am aware. (Certainly they have not been reported to me by
Virgin). So you should be able to buy in confidence (at least of you
don't have a MEGA 4).

Should it turn out that there is a problem with compatability with MEGA 4's,
contact Virgin (address/tel. on back of manual), who should come to some
arrangement.

If you wish to contact me anytime, email to:

amiga@hosta.dircon.co.uk

Regards,

Dino Dini

--

Dino Dini Dini & Dini Productions amiga@hosta.dircon.co.uk
"The opinions expressed here *are* those of the company... we are the company."

3645. Omega - Finishing

Newsgroup: comp.sys.atari.st
Date: 1993-12-16 00:26:02 UTC
From: groves.umr.edu.
Message-ID: <1993Dec16.002602.6992@umr.edu>
Source record: 196690

Please, please, please,
Help me

I'm wondering how to finish the Adept's Challenge in Omega.

I've figured out that I need to enter each 'elemental station' and not
leave
but I can't get past Death - I've killed him over and over with
hellfire, but
he eventually just disappears.

What next, or what have I flubbed?

Thanks,
Sam Groves

--

|"My religion holds all people equal, Peasant!"from Samuria Showdown|
|"Life is a dream, and it's morning for you!" by Wan Fu |
| Sam Groves @ groves.umr.edu or ss12397@umrvma.umr.edu |
| BUBBLEGUM CRISIS, SAZAN 3X3 EYES, DOMINION,and LODOSS WARS |

3646. Re: Piracy (was: Re: Anyone cracked Cubase 3.01 yet?)

Newsgroup: comp.sys.atari.st
Date: 1993-12-16 00:33:56 UTC
From: draeger@lcc1.nsc.com
Message-ID: <CI3qwL.4DI@nsc.nsc.com>
Source record: 196692

I am not trying to undercut your arguement. Just wanted to say that the music/video stores around here (some not all) will let you return both CDs and Videos simply because you do not like them. They often will only give a store credit, but they still take the stuff back. (btw, most videos today are copy-protected, and you loose picture quality/color when you copy them)

3647. Re: GCC

Newsgroup: comp.sys.atari.st
Date: 1993-12-16 00:49:30 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.f&FmH2vGe42@semprini.waterloo-rdp.on.ca>
Source record: 196645

In <SCHWAB.93Dec9110744@issan.informatik.uni-dortmund.de>, Andreas Schwab writes:
> In article <CHqzrD.7F1@cix.compulink.co.uk>, kebab@cix.compulink.co.uk ("Kevin Donovan") writes:
>
> |> In message <2e5o3o$n99@golem.wcc.govt.nz>, wells_s@ix.wcc.govt.nz said:
> |>>
> |>>] If you want real good compression and maximum portability, use GZIP!
> |>>
> |>> Erm, no thanks!
> |>>
> |> What about ST Zip?
>
> I does not work with MinixFS.

That reminds me... I suppose I should start work on porting Info-Zip's
free zip when I finish porting the new version of unzip...

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3648. MusicStudio88

Newsgroup: comp.sys.atari.st
Date: 1993-12-16 00:58:30 UTC
From: ggreenbe@rodan.syr.edu
Message-ID: <1993Dec15.195830.8862@newstand.syr.edu>
Source record: 196577

Does anybody have a working copy of MusicStudio88 that they
would be interested in selling?
If so, drop me a note...Thanks.
--Gerry
ggreenbe@mailbox.syr.edu

3649. Re: GCC

Newsgroup: comp.sys.atari.st
Date: 1993-12-16 01:00:22 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.j&uXiRh900Q@semprini.waterloo-rdp.on.ca>
Source record: 196647

In <2ear7g$976@golem.wcc.govt.nz>, Steve Wells writes:
>] What about ST Zip? I've been using it for a while now, and don't use
>] anything else (when compressing) any more. I don't know about its
>] compression ratios, but its user interface is a dream to use (this from
>] a hardened CLI/shell fan!). And at least it doesn't trash your hard disk
>] every so often like Lharc used to.
>
> ST-ZIP is okay, but due to huge header data, the resulting files are
> usually bigger than their lharc counterparts. Also, Lharc (2.3x) is
> a LOT (and I mean a LOT) faster!

The smallest unit of disk storage is the cluster; clusters are at least 2 sectors (unless you're using a DOS 1.44M floppy), and sectors are at least 512 bytes. Unless the header info drives the file size over a 1k threshold, it doesn't make a difference. Even at a mere 2400 baud, 1k is just ~4.5 seconds (assuming about 232cps, which is what I usually get).

It really doesn't make much of a difference what you use; they're all about the same speed (+/- 5% or less, probably), they all compress about the same amount (+/- 5% or less, probably)... Some of them work MUCH better than others on non-DOS filesystems (ex, zoo!) though; I tend to use what works best (hmm, most of the stuff I bring home from my OS/2 machine at work is usually repackaged by me into tar'd and gzip'd format; it uncompresses faster and doesn't mess up filenames).

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cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3650. Re: GEM games?

Newsgroup: comp.sys.atari.st
Date: 1993-12-16 01:03:14 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.peaCRDvjyZU@semprini.waterloo-rdp.on.ca>
Source record: 196646

In <16785@uqcspe.cs.uq.oz.au>, Warwick Allison writes:
> It seems unlikely, but are there *any* games that support GEM?
>
> SimCity looks like it *could* have been, but it isn't (only runs in
> ST Low).

NetHack, but I hear you're close to the author... ;-)

There's a game called "Wonderland" (as in "Alice in"; it's a suped up text adventure) that works in all ST resolutions (!), but it doesn't use GEM... it sort of creates its own system that's a bit like a Mac and a bit like X.

I've got a GEM version of Mah Jonng, but I think it's monochrome-only.

There seems to be a trend in "GEM" games; they're still resolution-specific. :-(

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cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3651. Re: GEM games?

Newsgroup: comp.sys.atari.st
Date: 1993-12-16 01:07:18 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.9hWpSEgyC9Q@semprini.waterloo-rdp.on.ca>
Source record: 196648

In <1993Dec14.123801.28670@iplmail.orl.mmc.com>, Larry Richardson writes:
> In article <16785@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison) writes:
> |> It seems unlikely, but are there *any* games that support GEM?
> |>
> |> SimCity looks like it *could* have been, but it isn't (only runs in
> |> ST Low).
> |>
>
> I have SimCity, and it definitely uses the GEM interface. Just because it
> restricts you to low res doesn't mean it isn't GEM. The low res restriction
> is probably just an easy way to insure that a 16 color mode is in use.

It would be MUCH better to check for 16 or more colours. SimCity would
be much nicer on a larger screen.

It'd be ideal if it ran on any graphic mode, like most Mac games (which,
if they don't, check for "graphics mode that I need, or better").

You could probably patch SimCity so it doesn't check the screen
resolution; then it'd be up to you to ensure you've got at least a
16-colour screen. It's just silly to go to all that work to get it
working in GEM, and then put in a stupid check for one specific screen
mode (which is a pretty basic mode, too).

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cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3652. Re: Is Atari Explorer dead? !!!

Newsgroup: comp.sys.atari.st
Date: 1993-12-16 01:11:46 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.frDALtipCNU@semprini.waterloo-rdp.on.ca>
Source record: 196649

In <1993Dec9.180348.1661@newshost.lanl.gov>, John Hutchinson writes:
> I was told (by an un-named offical at Atari) that Atari does not intend
> to issue refunds to those that paid for subscriptions, even though they
> know or could find out who most of these people are. In other words, if
> you want a refund, it will be up to you to ask and/or fight for it. I
> suppose making a public stink is the only way to get action. Ludricous.

Hmm, that sounds a bit, uh, illegal.

Nothing like good ol' Atari's public relations.

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cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3653. Re: Medusa compatible w/ST?,STe?,TT?,Falcon?

Newsgroup: comp.sys.atari.st
Date: 1993-12-16 01:17:00 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.J3QDupLh7hc@semprini.waterloo-rdp.on.ca>
Source record: 196650
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <CHxy7z.Lt4@cix.compulink.co.uk>, "Darryl Piper" writes:
> The ROMs for TOS 3.06 are arranged to give 32 bit data. The ROM from the
> Falcon passes data on 16 bit wide bus, so it ain't compatible. This is
> assuming the Medusa will use a 32 bit bus, which it should. You can
> officially buy TOS 3.06 roms, but programming your own roms from the TOS
> 4.04 image sounds a bit dodgy to me.

Luckily, with all that RAM you can dump in the Medusa, running MiNT and
MultiTOS (face it, if it's not MiNT/MultiTOS compatible, it probably
won't run on the Medusa at all) with it's new and improved AES is no
problem.

Unless, of course, you want to make the same mistake most PC owners
do... get a fast processor, and starve it for RAM (4M is NOT enough for
Windoze, let alone real operating systems like Linux with X and OS/2).

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cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3654. Re: MEDUSA T40

Newsgroup: comp.sys.atari.st
Date: 1993-12-16 01:18:18 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.3IxH_OyKo9k@semprini.waterloo-rdp.on.ca>
Source record: 196551

In <CHvCuy.H7r@world.std.com>, Yat W Siu writes:
> Whatever gave you THIS IDEA? The Medusa is an own custom design, the ROMs
> are a versioyn of TOS 3.06 which is licensed by Atari Benelux! So it's totally
> legal.....unless there is some flaw I am not aware of.

Does that mean it comes with German ROMs?

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cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3655. Re: Mega STe / AppleTalk connection possible ?

Newsgroup: comp.sys.atari.st
Date: 1993-12-16 01:48:22 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.nhKWORMUhow@semprini.waterloo-rdp.on.ca>
Source record: 196552
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <CHqs6G.2M5@world.std.com>, Yat W Siu writes:
> Sorry Chris, I'll correct you on this one :)
>
> There is Software that supports the networking of Falcon and Mega STe or
> also just TT Lan.
>
> It is called PowerNET and does exactly that..it's about a year or more old
> and you can setup your Atari's like a real networking system.

Someone told me about PowerNET in email; I'm glad to hear there is
some software that works with the LAN port.

Pity none of it works with AppleTalk, making it useless if you want to
attach to a Mac network. :-\ Which was my point, really.

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cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3656. Re: Jaguar in the UK

Newsgroup: comp.sys.atari.st
Date: 1993-12-16 01:58:24 UTC
From: Steve.Basford@mettav.royle.org
Message-ID: <756015316.1@mettav.royle>
Source record: 196607

Instead of buying the drinks, on 14 Dec 93, Paul Civati said...

>> Hmmm... not bad! The Jag, even got a look-in on the teletext service,
>> which said that the software house Accolade was coding software for
>> it!!
>
> :-)) Does sound promising, I think providing Atari do some semi-decent
> advertising, which I think they will, the Jaguar will be a real
> winner.

Yeah... I was reading a mag in Smiths, which reviewed the Jag, CD-I and
3DO... they said the Jag was pretty good, to say the least!

Cheers (hic),

STeve

* Origin: STeve's Cyber-Island (100:1011/0.10)

3657. Binkley Term

Newsgroup: comp.sys.atari.st
Date: 1993-12-16 01:58:53 UTC
From: rhagopia@nyx.cs.du.edu
Message-ID: <1993Dec16.015853.7309@mnemosyne.cs.du.edu>
Source record: 196694

Hello, I was wundering if anyone out there has an anonymous FTP site
wich had binkley term (fido mailer)? I am badly in need of the doc's for it.

THANKS!

--
| Rob Hagopian. | FINGER me! (12/13) | Moon Over Miami | Four |
| rhagopia@nyx.cs.du.edu +--------------------+-----------------+ lines? I |
| rhagopia@terminator.rs. |GC 1.0.1: GU d -p+(-) c++++ !l u++ e/+| only get |
| itd.umich.edu | m/- s/- !n h f? g+ w+ t-- r- y?| four |

3658. Re: The Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-12-16 02:08:07 UTC
From: klasmekj@ucunix.san.uc.edu
Message-ID: <2eofu7$9hu@ucunix.san.uc.edu>
Source record: 196695

In article <H.eg.U7V7C1LfkMs@semprini.waterloo-rdp.on.ca>
cherborth@semprini.waterloo-rdp.on.ca writes:
>In <931210.06244.ABARBIERO@delphi.com>, ABARBIERO@delphi.com writes:
>> this is in combo with some game mag specific ads will rack up #'s that
>> Atari needs to forward plans... it looks like the marketing plans are out
>> of the hackers hands and in the professionals. For quite some time
>> Atari has had two camps, the hackers (the guys actualy making software
>> and working on the hardware) and the businessmen. Until now there has
>> been no money for the business guys. Things have changed over there, I
>> go in to Atari alot, and can tell you that the changes started with the
>> F030 have enunciated themselves in a real overhaul.
>
>I think you've got it wrong... at Atari, there are two camps, but
>they're the Tramiels and the non-Tramiels. The non-Tramiels are good
>software designers, hardware designers, marketers, etc (though I don't
>think there's a professional writer there... I'll do it!) who are
>experienced, and know what they're doing. Unfortunately, the Tramiels,
>who control the company and how it spends its money, are penny-wise,
>pound-foolish, "do it our way or don't do it" people who think they know
>more about the computer industry than they should. The non-Tramiels
>eventually get fed up with this, and are lured off to better companies.
>
>It looks like the Tramiels have learned a _little_ bit... the Jaguar is
>actually going to go somewhere. Pity they've all but completely dropped
>their once-lucrative computer business.

You know. I have just about had it with the pompous arrogance of certain members of the Atari community. For all of the brilliance many people out there claim to have, why havn't they started up their own computer company with blazing success?

No the Tramiels havn't put Atari over and above the rest like we all would want...No the Tramiels didn't smother us with love and affection with customer support....But for crying out loud, they have kept Atari alive for 10 or so years after their announced death, and in _very_ good standing!

Just what would happen to the company if they set aside an advertising budget of $40 million to push the STE, or the Mega STE, or the TT, or the Falcon030 like everyone wanted??? We would have seen 40 million pass through the electronic media with _any_ return. MS-DOS and APPLE have the computer market. That is a fact. There is no way of penetrating the computer market with all of the money Atari has. We would have finally seen the death of Atari.

So What about pushing the Atari Lynx with such an advertising budget. I would conclude we would again see the money pass without any return. Just look at the

Lynx. It is a nice unit, but there is NO solid base for the unit. There is no major entertainment system to back it up Sega and
Nintendo has. When we look in our gaming magazines, whey do we look at? The Sega and Nintendo Entertainment systems. Once we buy these systems, we then will purchase the hand held systems. Also, look again at the gaming magazines. They are wall to wall games and systems...and Atari only has ONE dippy little hand held computer system that would maybe have two pages of press. Now you can bitch and moan about the lack of games and developers, but why should they (and Atari) put such a huge budget into a hand held computer gaming system when the TOS line brings them more revenue (or less losses)....

Now look at the Jaguar. It is an entertainment system that real people would actually consider buying....and one that could actually give some kind of return for an advertising budget we all are craving. This system, unlike a hand held system, has the potential to make a dent in the computer
gaming market. The Jaguar, unlike the Falcon030, CAN cut its way into the market....

Now we all know the Tramiels didn't do the best job they could have, but come on folks, before claiming you know better and (thanks God there hasn't been any death threats lately) saying they are incompetent, THINK first. Just becuase Atari is advertising doesn't mean they now have waken up, it means they finally created a system that can penetrate a grand market. Mass advertising for the ST,STE, MEGA, TT, PORTFOLIO, FALCON030, LYNX would have been pure stupidity. $40 million only will go a small way. I applaud Atari for NOT spending all of there money on worthless business ventures like the TOS line, LYNX, and Portfolio....

My thoughts....

+-------------------------------------+_
*> Kevin Klasmeier	
*> NET: klasmekj@ucunix.san.uc.edu	
*> GEnie: K.KLASMEIER	
[Cincinnati, Ohio in the US of A]	
+-------------------------------------+ |
'-------------------------------------'

...Just my thoughts...

>
>--
>-------------------==-------------------

> cherborth@semprini.waterloo-rdp.on.ca
> Chris Herborth

3659. Re: UVK

Newsgroup: comp.sys.atari.st
Date: 1993-12-16 02:18:02 UTC
From: Steve.Basford@mettav.royle.org
Message-ID: <756015316.2@mettav.royle>
Source record: 196608

Instead of buying the drinks, on 7 Dec 93, Steve Wells said...

> What is the name & address of UVK's author!
> Also, how much does he want for the latest version!

The address you need is...

DOUGLAS COMMUNICATIONS,
PO BOX 119,
STOCKPORT,
CHESHIRE,
SK2 6HW
UK

Cheers,

STeve

* Origin: STeve's Cyber-Island (100:1011/0.10)

3660. Re: Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-12-16 02:35:52 UTC
From: Steve.Basford@mettav.royle.org
Message-ID: <756282100.0@mettav.royle>
Source record: 196469

Instead of buying the drinks, on 15 Dec 93, Graham Irvine
said...
> It was none other than Steve Basford that wrote on the 13 Dec 93 that
,

<grin>

SB>> Not really news I suppose, but it appears that Atari have now got
SB>> Ocean, Us Gold, Tradewest and Maxis all coding stuff for the
SB>> Jaguar! (according to Teletext)
>
> I saw that as well , if Maxi's are doing SimCity 2000 on it then
> there's no doubt i'd buy one !!!

Dunnno about that...

> I've read elsewhere that Microprose are also working on
> something...F1GP maybe ..pant pant !!!

I'd start saving now... <grin>

Cheers,

```
+-----------------------------------------+-----------------------+
|InterNet: Steve.Basford@mettav.royle.org | NeST 90:102/108 |
+-------------------+---------------------+-----------------------+
|FidoNet 2:254/108.10|AtariNet 51:502/100.10|TurboNet 100:1011/0.10 |
+-------------------+---------------------+-----------------------+
```

One man's error is another man's data.

* Origin: STeve's Cyber-Island (100:1011/0.10)

3661. STraight FAX 2.0

Newsgroup: comp.sys.atari.st
Date: 1993-12-16 02:40:32 UTC
From: PETERS@bdt.COM
Message-ID: <CI3wrL.Dn@bdt.com>
Source record: 196602

I picked up a copy of STraight Fax a few months ago from my dealer, who didn't know STraight Fax wouldn't work with the Robotics Sportster modem he also sold me. Toad informed me they'd send me their upgrade free in a month (2.0) or so, which would work with my modem.

I never heard from them, so I phoned and they told me they'd send me the upgrade for $20, and it would work with my modem. I agreed, and found the program didn't work with my modem. They had me log onto their bbs (a long distance call for me) and downloaded 2.10 upgrade, which didn't work either. Installing it also screwed up the desktop.info file, which resulted in the computer crashing whenever it read the file until I installed a new one.

After getting no responses on the bbs, I tried phoning. Someone there told me I should buy a good modem, and they support the Supra. He than rapidly ended the conversation, telling me I needed to talk to the programmer, and he'd call me back. He never did. That was a week ago.

There's a modem testing program you can download on their bbs which, if you have a Sportster, will tell you is "STraight FAX (TM) Compatible! Call TOADAY (sic) to order yours!" If you have a Robotics, it isn't. And don't expect any STraight ANSWERS.

3662. Disk cataloguer wanted.

Newsgroup: comp.sys.atari.st
Date: 1993-12-16 02:50:17 UTC
From: marshall@cs.uq.oz.au
Message-ID: <16818@uqcspe.cs.uq.oz.au>
Source record: 196696

Is there a PD floppy disk cataloguer that lists all files, including those
within .arc, .lzh, .zoo, .zip, .arj archives?
--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

3663. Re: connect to Sun

Newsgroup: comp.sys.atari.st
Date: 1993-12-16 03:45:44 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <2eoll8INN1heo@rs1.rrz.Uni-Koeln.DE>
Source record: 196697

In <1993Dec15.154103.23739@news.unige.ch> mike@medsun.unige.ch (Mike Morris) writes:

>Forgive the dumb question: with a TT connected to a Sun via an RS232
>port, how can I login to my username? At the moment I have Uniterm
>2.0c, but I cannot figure out what to do... 8^(
> Are then any accessories that I could use for this (even if I have
>to pay)?

No, you don't need any accessories (other than the cable, the Sun
and the TT ;-). With UniTerm, remember to use modem port 0 (or is
it labelled 1? The one with the lowest number anyway). UniTerm is
an old beater from the times when there were only STs, which had
but one modem port. It's still an excellent terminal prg, but it
cannot be made to work with the additional modem port of the TT,
and it cannot use the two "serial" ports too.
Other than that, everything should work. I use a TT to log into
an Indigo with UniTerm, using modem port 0, so I know it works in
principle.

Good luck!

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

3664. Stalker 3

Newsgroup: comp.sys.atari.st
Date: 1993-12-16 03:57:53 UTC
From: cysco@tyrell.net
Message-ID: <1993Dec16.035753.21067@TYRELL.NET>
Source record: 196698

STalker 3 is a telecommincations program that works as a Program or Desk Accessory. All terminal I/O is in a window. It has a scripting language called BackTalk that is very C-like. I am using STalker 3 & STeno to write this reply and access the Internet. STalker is distributed by Gribnif Software. If you get STalker, you should also get STeno (available seperately) as STeno is an text editor that integrates with STalker to be used as a type ahead buffer as well as a capture buffer.

Also, I am going to be the new developer for both packages.

Jeffrey A. Krzysztow

3665. Falcon IDE HD

Newsgroup: comp.sys.atari.st
Date: 1993-12-16 04:06:14 UTC
From: Lexicor@world.std.com
Message-ID: <CI40qF.BtJ@world.std.com>
Source record: 196699

For those who have a Falcon without HD...(are there any?) I have a 65Meg HD internal IDE.

3666. Re: ICD Utilities....where?

Newsgroup: comp.sys.atari.st
Date: 1993-12-16 04:23:51 UTC
From: cysco@tyrell.net
Message-ID: <1993Dec16.042351.21775@TYRELL.NET>
Source record: 196700
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Denesh Bhabuta (vctec@westminster.ac.uk) wrote:

: Dear Atarians,

: I have got the ICD Link for use with my Hard Drive, and also got the utilities,
: but are version 6.0.8

: Now I recall seeing version 6.2.4 at an Atari show, and have seen someone post
: a message about 6.2.3

: No, I only got the Link about a month ago, and have this old version. So how do
: I go about getting the newer versions?

: Are ICD on internet? If so, would someone kindly forward me there address.

: Or is there any site on the net from wher I can ftp the latest utilities?

: Thanks.

: Danny.
: --
: <===>
: < Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
: < MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
: < University of Westminster, London | snail-mail : on application >

Danny:

First off, the Link has different software than is available publicly.
You need to upgrade by sending ICD $10.00 for the Link versions.

They are currently working on version 6.3.x. The last version available
on GEnie is 6.2.4. I don't know the difference between Link versions and
general ICDHost versions that they release to GEnie.

You can email them on GEnie at: ICDINC@genis.genie.com
They also have a BBS with they post their software to if you don't have
access to GEnie. I don't know if the software can be sent from GEnie.

Hope this is helpful!

Jeffrey A. Krzysztow

3667. Re: MEDUSA (68040) System

Newsgroup: comp.sys.atari.st
Date: 1993-12-16 04:53:38 UTC
From: mbaffoni@flute.aix.calpoly.edu
Message-ID: <1993Dec16.045338.158247@zeus.aix.calpoly.edu>
Source record: 196603

In article <2e747b$bta@crocus.csv.warwick.ac.uk>,
Mr P M Donovan <csulw@csv.warwick.ac.uk> wrote:

>A bus snooper is simply a device that watches the system bus. If a write
>is made to main memory, (i.e. the system bus, and not the local bus which
>the cache is on has been used) the snooper checks to see if the local
>cache has a copy. If it does, then the valid bit in the cache is reset.

A question then comes to mind: does this bus snooping also provide the
ability to supply the bus with a valid cache datum if it resides in the '040s
cache buffer? Obviously this should be severely curtailed for memory-mapped
I/O, however it would do wonders for systems without cache, let alone fast
memory (and boy what if it was a ROM address!).

If not, then _why_ not?

The logic would dictate that it would be best to be assumed that no
locations are cache-able, but certainly it would help performance be able to
tell the MMU (or whatever governs cache) that locations XXXXXXXX through
YYYYYYYYY are cacheable areas of memory. If I recall correctly, the reason
that the newer chips have on-board cacheing (besides being convenient for
inst/data queueing) is that the on-board cache memory is not only faster than
main (DRAM) memory, but is also faster than standard cache memory. This would
imply that the cache on-board the CPU could provide a cached datum faster than
external cache could (limited by bus transfer speeds of course).

So, would this be doable, or just wishful thinking?

>Charles
>---
>cae@dcs.warwick.ac.uk
>a

-MikeB

3668. Re: M-Disk to X-Disk?

Newsgroup: comp.sys.atari.st
Date: 1993-12-16 05:59:20 UTC
From: ralph@cerfacs.fr
Message-ID: <RALPH.93Dec16055921@hal.cerfacs.fr>
Source record: 196634

```
>>>>> On Tue, 7 Dec 1993 14:36:12 GMT, saj@chinet.chinet.com (Stephen
>>>>> Jacobs) said:

saj> When M-Disk installs a RAMdisk, it always makes it drive M. I
saj> have a physical drive M, so I can't use the RAMdisk.

Isn't there also a reconfiguration program called mconf or some such?
I've had MDisk at `H' and did move it to `M'. Weren't there any docs
with MDisk?

--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
================================================================================
Got a Sun IPC lap clone w/1.05 GB! Got a Mega 4STfm with TOS 2.06, floptical!
```

3669. Re: MiNT and Minix XFS and software

Newsgroup: comp.sys.atari.st
Date: 1993-12-16 05:59:32 UTC
From: mbaffoni@flute.aix.calpoly.edu
Message-ID: <1993Dec16.055932.158974@zeus.aix.calpoly.edu>
Source record: 196604
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Dec11.103739.6031@ibr.cs.tu-bs.de>,
Axel Kielhorn <c0031098@ws.rz.tu-bs.de> wrote:
>FSCK is available since 0.60 i think. I use it once a month.
>DEFRAG and DEFRAG2 are available (Defragmentation of V1 and V2 FS)
>I used it once (without problems) and will repeat it from time to time.

Do you use the mfs XFSs? Does it run stable for you? I try each new
version as they come out on a.a., but they are always unstable - I get
intermittant "Exiting MiNT" errors on my MTOS (and thats with it running as
MINTNP.PRG - it bombs faster with it on MINT.PRG). Thats a real bummer
because I would _love_ to use the V2 filesystem - the 32MB limit is a pain.

BTW, I recall a that there was a way to increase the buffer size for
read/writes to Minix partitions - does anybody remember this, or were they
perhaps talking about something else (perhaps directory cacheing? something
else?)?

>|> --
>|> -- On the average, people seem to be acting normal --
>|> --
>
>--
>Axel Kielhorn
>
>The blue wizzard
>
>c0031098@ws.rz.tu-bs.de

3670. Re: STraight FAX 2.0

Newsgroup: comp.sys.atari.st
Date: 1993-12-16 06:56:37 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CI48MD.466@cix.compulink.co.uk>
Source record: 196625

*In message <CI3wrL.Dn@bdt.com>, PETERS@bdt.COM said:

> I picked up a copy of STraight Fax a few months ago from my dealer, who
>didn't know STraight Fax wouldn't work with the Robotics Sportster modem
>?he also sold me. Toad informed me they'd send me their upgrade free in a
>month (2.0) or so, which would work with my modem.
>
> I never heard from them, so I phoned and they told me they'd send
>me the upgrade for $20, and it would work with my modem. I agreed,
>and found the program didn't work with my modem. They had me log onto
>their bbs (a long distance call for me) and downloaded 2.10 upgrade,
>which didn't work either. Installing it also screwed up the desktop.info
>file, which resulted in the computer crashing whenever it read the
>file until I installed a new one.
>
> After getting no responses on the bbs, I tried phoning. Someone
>there told me I should buy a good modem, and they support the Supra.
>He than rapidly ended the conversation, telling me I needed to talk
>to the programmer, and he'd call me back. He never did. That was a
>week ago.
>
> There's a modem testing program you can download on their bbs
>which, if you have a Sportster, will tell you is "STraight FAX (TM)
>Compatible! Call TOADAY (sic) to order yours!" If you have a Robotics,
>it isn't. And don't expect any STraight ANSWERS.

I have never dealt with Toad so can't comment. I do however use STFAX and
like the program very much, altthough there were problems with my modem
(TKR) to start with. Unfortunately Class 1 and 2 and 2.0 have never been
defined properly and so the programmer of STFAX has to deal with each new
implementation of the fax/modem protocol. I know that he is aware of the
problem with the Sportster and is working on a fix right now. I suggest
you mail him directly at 73047.2565@compuserve.com

Ofir ogal@cix.compulink.co.uk

3671. atari stores in/near strasbourg or paris, FRANCE???

Newsgroup: comp.sys.atari.st
Date: 1993-12-16 08:59:59 UTC
From: dvasilef@copper.ucs.indiana.edu
Message-ID: <CI4EBz.7C0@usenet.ucs.indiana.edu>
Source record: 196610

does anyone know names and addresses of any Atari stores in or near Strasbourg or Paris, France? I'm leaving next week and i'll be there for 3 weeks.

thanks..

david

3672. Re: connect to Sun

Newsgroup: comp.sys.atari.st
Date: 1993-12-16 09:04:24 UTC
From: ed@cs.ruu.nl
Message-ID: <CI4EJC.6CK@cs.ruu.nl>
Source record: 196612

In <1993Dec15.154103.23739@news.unige.ch> mike@medsun.unige.ch (Mike Morris) writes:

>Forgive the dumb question: with a TT connected to a Sun via an RS232
>port, how can I login to my username? At the moment I have Uniterm
>2.0c, but I cannot figure out what to do... 8^(
> Are then any accessories that I could use for this (even if I have
>to pay)?

Ask your system-manager to enable login's from the serial port. This is
standard disabled and can only be enabled by root. Uniterm will work
fine (I used it myself for connecting an old 520 to a sun ELC).

Ed Voermans

3673. Re: Falcon memory upgrade

Newsgroup: comp.sys.atari.st
Date: 1993-12-16 09:07:10 UTC
From: <>
Message-ID: <2ep8fu$16r5@info2.rus.uni-stuttgart.de>
Source record: 196611

In article <1993Dec15.165643.114@main.morris.org>,
Billy D'Augustine <bill@main.morris.org> wrote:
>Boots up, and apparently due to the Falcon memory model, it doesnt
>recognize anything about about 14.2mb. Hey, helluva difference between
>14mb and 4mb! But why does it stop at 14mb? What is using the top two?
>TOS or what?

The highest 2 Mb can not be adressed, but heh, why not take the PMMU and
install a nice RAMdisk in that space? Does anybody know if that is
possible?

>It also takes a little longer to boot up. Not counting the memory count,
>when it finally says BOOTLOADED and starts to load my AUTO stuff, it
>seems a bit jerky. Anyone know why? For instance, prior to adding the
>memory, the last thing in my folder was the ScreenBlaster driver,
>which pulls up a menu of rez selections. Now, there is about a 5-10
>second pause before I see that. Again, not a problem, but I am
>curious as to why. Is it loading things in memory top-down, so its
>slower, or what?

TOS is erasing the whole memory before loading the programs. To speed up
the Bootup you can install the program Pinhead. I think this program is
on nearly every ftp-site with Atari-Software.

Ciao, Heiko.

+---+
| Heiko Hartmann | MEMBERS OF |
| higgi@yeti.faveve.uni-stuttgart.de | GOOD TASTE Taste-Ware! |
+---+

3674. Re: GEM books wanted

Newsgroup: comp.sys.atari.st
Date: 1993-12-16 09:28:07 UTC
From: miskinis@korg.enet.dec.com
Message-ID: <CI4Fz6.AnD@ryn.mro4.dec.com>
Source record: 196596
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Dec14.111438.13810@cee.hw.ac.uk>, censjg@caledonias3.caledonia.hw.ac.uk (Simon Greaves) writes...
>Anyone got any books on GEM programming for the ST lying around
>gathering dust?
>
>I'm developing some MIDI code, currently under TOS, and would like
>to use a graphical front end. Seems a lot of the GEM stuff is
>either expensive or out of print.
>

Hi Simon,

Depending on what you need to do with MIDI, GEM and TOS
may not work for you without major modifications.

I have developed a graphical front end, and new MIDI handlers
for the ATARI ST platform.

If you wish to check out my front end, I have uploaded an
icon editor to UMich, called icon.arc. The icon editor
doesn't have any MIDI functionality, but it is a good
demo of my front end.

I have can post a barebones MIDI recorder / THRU, with a
real-time keyboard display (61 keys, hardcoded to channel 1)
if you or anyone else is interested.

Things have been so busy at work, I have not been able to spend
time on the ST like I used to, recently...

And, I haven't creaked open my Sybex GEM programmimg book for
a couple years. It is in great condition, and since I never
plan to use it again, make me a small offer and it's yours!

I believe there is a public domain manual on GEM programming
(tutorial format) out there on the net somewhere also, but
I don't have the details. I think I may even have it online
here at work somewhere, and I'll look for it if you are
interested.

John Miskinis

3675. Re: Piracy (was: Re: Anyone cracked Cubase 3.01 yet?)

Newsgroup: comp.sys.atari.st
Date: 1993-12-16 09:42:24 UTC
From: Gordie Meyer ATARI UNITED cofounder <BIBLINSKI@delphi.com>
Message-ID: <931216.16944.BIBLINSKI@delphi.com>
Source record: 196613

Mike,

I know some music stores will give store credit for un-liked product, but that's between the store and the buyer. It's part of the contract they make when the sale is made. It's important to note that. There is no 'consumer rights' issue involved. The buyer freely enters into a contract with the seller for the product sale. If part of that contract allows for some kind of refund/credit, that's cool. But to claim the buyer has some 'right' to be satisfied is incorrect. The buyer has the right to make the contract. What the contract contains is a matter of negotiation between the buyer and the seller. Some contracts will, in fact, guarantee satisfaction. But, again, that's not a 'right', but a facet of the contract.

The only 'right' the buyer has is that the product is true to its representation. If the buyer enters into the sales contract without being adequately informed about the product, or just doesn't care, it is the buyer's problem. If the seller misrepresents the product, it is the seller's problem. (Yeah, there are other things that might enter into this whole situation. The seller might use high pressure techniques to make the sale, and most states have some means of addressing that problem. The seller might be misinformed about the product, and inadvertently give incorrect information to a potential buyer. And so on... But, we were talking about the sale of intellectual property products, which is usually pretty straight forward.)

There is no 'right' to be treated fairly, or to be protected from poor business practices. Those are things that the consumer must do for him- or herself. If you don't like the way a business deals with you, patronize another one. In business, you vote with your dollars. Don't spend them with someone who doesn't do business the way you want. But, don't expect someone to step in and make things more to your liking...

--
..|'''.| '|| || > Gordie Meyer
.|' ' .... || ... . > P.O. Box 1982
|| .... .| |. ||' '' .' '|| || || .|' > Ames, IA 50010-1982
'|. || || || || |. || || ||' > USA
''|...'| '|..|' .||. '|..'||. .||. '|..|' > biblinski@delphi.com
==> This sig idea flagrantly stolen. So sue me. > ATARI UNITED!

3676. Re: Next Atari Show in UK, and some thoughts....

Newsgroup: comp.sys.atari.st
Date: 1993-12-16 10:14:39 UTC
From: djs@jet.uk
Message-ID: <1993Dec16.101439.22696@jet.uk>
Source record: 196623

In <CI37KM.7t3@cix.compulink.co.uk> ogal@cix.compulink.co.uk ("Ofir Gal") writes:

djs>>I think that a useful addition to GemBench would be the output of text
djs>>using GDOS/FSM-GDOS/FontFDOS/SpeedoGDOS where installed.

og>GEMBench used to have a GDOS font test, but I removed it because there was
og>no way to compare machines as people were using different fonts and a
og>whole variety of problems came about. The problem with Speedo tests is
og>that the test time depends on the size of the cache and whether the font
og>is already in the cache from a previous app using it, before running
go>GEMBench.
Good point, perhaps that would not be an appropriate test for GemBench.
However, there may be room for a benchtest for Speedo, to give some
indication of the impact of cache size changes etc. Maybe I'll see if
I can come up with something here...

og>But 200 pounds on the T28 might not be such a bad investment.
Unless you have an STe, of course!
--
David Stevenson, JET Joint Undertaking +44 235 465028
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

3677. Re: Atari

Newsgroup: comp.sys.atari.st
Date: 1993-12-16 10:54:12 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.1403.2D103E54@dhhalden.no>
Source record: 196621

In article <2ekqr0$s62@ina.zfn.uni-bremen.de> g02o@zfn.uni-bremen.de (Mark-Oliver Wolter) writes:

>complete model history:
>1) 520 ST, 512k, BOOT ROM, external drive

Funny you should forget the 260ST which to my knowlegde exists in Germany...

Jon

E-Mail: jonal@dhhalden.no | Life is a lemon and I want my
jonal@gyda.dhhalden.no | money back!
Finger: jonal@sofus.dhhalden.no | - Jim Steinman

3678. Re: Mega STe / AppleTalk connection possible ?

Newsgroup: comp.sys.atari.st
Date: 1993-12-16 11:02:10 UTC
From: tkld@scott.cogsci.ed.ac.uk
Message-ID: <TKLD.93Dec16110210@scott.cogsci.ed.ac.uk>
Source record: 196622
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>>>>> In article <CHs53v.K2J@world.std.com>, Lexicor@world.std.com (Yat W Siu) writes:
Lexicor> In article <TKLD.93Dec9164915@scott.cogsci.ed.ac.uk>,
>>
>> But does it use AppleTalk, or something else ? If so, how much of it;
>> AFP file servers, PAP printing, TCP/IP tunneled through AppleTalk ?

Lexicor> Hmm..it goes via LAN to use the same Appletalk Connectors...however
Lexicor> I don't think you can interchange Mac-Atari if that is what you
Lexicor> are looking for.

So it uses the same physical cabling as LocalTalk, but can't print
on LocalTalked LaserWriters, can't use AppleShare fileservers and
can't use TCP/IP through a Kinetics FastPath etc. ?

Looks like someone should port CAP (Columbia AppleTalk Package) to
MiNT. I've built this on our Suns so they print to LaserWriters and
act as AppleShare fileservers, but I don't have the time (or disk
space) to do it myself.

Lexicor> Yat

--
_____________Kevin__Davidson____
Centre for Cognitive Science/HCRC, | tkld@cogsci.ed.ac.uk
University of Edinburgh, | Kevin.Davidson@edinburgh.ac.uk
2 Buccleuch Place, EH8 9LW. | +44 31 650 4447

3679. Re: Falcon VT52

Newsgroup: comp.sys.atari.st
Date: 1993-12-16 11:13:23 UTC
From: cs90ijr@brunel.ac.uk
Message-ID: <CI4KIC.C5x@brunel.ac.uk>
Source record: 196630

Kevin Donovan (kebab@cix.compulink.co.uk) wrote:
: I've definitely noticed some bugs in the VT52 on the Falcon. I never

The CursorLeft and CursorRight commands are swapped, not sure about others...

.Ian.

3680. Floppy Disk Noise ??????? Help....

Newsgroup: comp.sys.atari.st
Date: 1993-12-16 11:44:07 UTC
From: vctec@westminster.ac.uk
Message-ID: <CI4Ls7.5Jq@westminster.ac.uk>
Source record: 196624
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi again,

Another problem....I remember posting a similar message a few weeks ago, but did not receive any replies......so here goes again.... B-)

Since upgrading to TOS 2.06, my internal and external floppies have been making weird noises when accessed. Like a crunching, loud sound !!!

Now, I've asked a few experts in the fiels, namely System Solutions in the UK, and they told me that 2.06 was built for Hard Drives and High Dens floppies, so basically when the floppy drive is accessed, it looks for a high dens drive, and when it does not find one, it changes the step rate to accomodate the low dens floppy, and it keeps on doing this when the drive is accessed.

They said that they do not know of any patch program available that will keep the step rate to what it should be, but I recall reading on the net that there is one somewhere.

Anyone know where I can get it?

Any help would be appreciated.

BTW, I want to change to a high dens module soon, but the price I can not afford at the mo. I've heard that this months ST Doormat.....sorry ST Format will have a feature on building your own. It's supposed to be out today, so I'll go and buy it. Maybe I can build one of my own, without spending too much money.

Thanx in advance for people who reply.... ;-)

Danny.

--
<==>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

3681. ftp

Newsgroup: comp.sys.atari.st
Date: 1993-12-16 12:07:18 UTC
From: petep@info.isbiel.ch
Message-ID: <2epj1m$mml@vega.info.isbiel.ch>
Source record: 196626

hello, i need some information about ftp.

i need a program (tcsh-script) for ftp (i call it listdir).
now listdir should log me automatically in an ftp site, make a listing of
all files in the directories and subdirectoris, put them in one local file
and finally logoff.

first i wrote the following shell-script:
#! bin/tcsh
ftp <ftp-site>

then in the .netrc i put:
machine <ftp-site>
login anonymous
password petep@info.isbiel.ch
now my problem:
how can i force the ftp.program to create the listings?

any idea?

please mail to petep@info.isbiel.ch. i will post the solution later.

thanks in advance.

patrick peter

3682. Joysticks for Sale.....Cheap

Newsgroup: comp.sys.atari.st
Date: 1993-12-16 12:25:41 UTC
From: vctec@westminster.ac.uk
Message-ID: <CI4npI.87C@westminster.ac.uk>
Source record: 196556
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,demon.ip.support.atari

I have a few joysticks for sale...cheap...oh well, just repeated the subject message B-)

Anyway, I have :

The Bug,

Cheetah 125+

Quickshot II Turbo

Quickshot I (Yes, These too....but very cheap)

Cheetah Bollistick...for people who like the console type joypad

and also, a Snes joypad called Quickshot Intruder.

These are brand new and have never been used...I think they are shrink wrapped, so why not mail me and get one by Christmas.

Danny.

--
<==>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

3683. Re: GEM games?

Newsgroup: comp.sys.atari.st
Date: 1993-12-16 13:33:00 UTC
From: patrik_sanfridsson@p2.stacken.ct.se
Message-ID: <2d106690@p2.stacken.ct.se>
Source record: 196579

> From: warwick@cs.uq.oz.au (Warwick Allison)
>
> It seems unlikely, but are there *any* games that support GEM?
>
> SimCity looks like it *could* have been, but it isn't (only runs in
> ST Low).

Yes, SimCity seems to be partly done in GEM, but as you say, it's not resolution independent. Chess Champion and Psion Chess are two other examples of this (they will even run in mono) but apart from that, I've never seen a truely resolution independent game using GEM.

However, one nice thing with the games mentioned above is that they will improve if you have Warp 9 or NVDI loaded. Neat.

---
* Patrik_Sanfridsson@p2.stacken.ct.se (max 16KB) /|\ Atari Falcon030 *
* Fido 2:204/419.2 NeST 90:1100/110.2 STacken BBS +46-(0)142-19331 *

3684. Re: Mac 256k SIMMs

Newsgroup: comp.sys.atari.st
Date: 1993-12-16 13:45:12 UTC
From: vctec@westminster.ac.uk
Message-ID: <CI4rE2.DwI@westminster.ac.uk>
Source record: 196627

In article <CI1Jq8.n39@dcs.glasgow.ac.uk> mcsweesr@dcs.glasgow.ac.uk (Scot R McSweeney) writes:
>
>I tried that a few years ago with my 520 ste, but it didn't seem to work.
>I think the st wants to see a parity chip.
>

No, no no..... as far as I know, the ST does not need parity. You should be able to use PC SIMMS too, which have a parity bit on them, but the ST ignores this when installed.

Danny.
--
<===>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

3685. STe Simms for sale REAL CHEAP!!!...ONLY $23 a meg!

Newsgroup: comp.sys.atari.st
Date: 1993-12-16 13:45:14 UTC
From: jhurwitz@access3.digex.net
Message-ID: <2epopa$223@access3.digex.net>
Source record: 196560

I have two 120ns SIMMS that came out of my old 1040 STe...The can be yours
for a mere $23 per meg, shipping included.

```
__/ / . + .
_/__/_/\
_/____/ \/ J. Hurwitz ,
. / / \/| . *
/ / /|/ In DX7 Heaven . o
/_____/ / |
/____/\\/ / Roaming Cyberspace "Space is the place"
/ o \ || / .
| o o |// . -Sun Ra +
\o o// jhurwitz@access.digex.com
--^-- . *
+ ' +
```

3686. Re: bugs in frontier

Newsgroup: comp.sys.atari.st
Date: 1993-12-16 13:51:00 UTC
From: patrik_sanfridsson@p2.stacken.ct.se
Message-ID: <2d106951@p2.stacken.ct.se>
Source record: 196580

> From: aesd2pak@dct.ac.uk
>
> After waiting 11 months for frontier i eventually got the st version.
> upon loading i was taken back by the graphics and the intro music was
> quite good for the sound chip.
> After playing it for a while i came across several bugs which have
> either crashed the game or affected the graphics.

Whatever happened to betatesting?

First we had the utterly bugged Civilisation and now... Elite II !!!

Is this some sort of plot against Atari?

I'm very dissapointed and wont buy Frontier until its been fixed. I fear this
kind of things will really hurt software sales and boost piracy even further...

---
* Patrik_Sanfridsson@p2.stacken.ct.se (max 16KB) /|\ Atari Falcon030 *
* Fido 2:204/419.2 NeST 90:1100/110.2 STacken BBS +46-(0)142-19331 *

3687. SLMC804 and SLM605 Atari Laser printers

Newsgroup: comp.sys.atari.st
Date: 1993-12-16 13:53:23 UTC
From: djs@jet.uk
Message-ID: <1993Dec16.135323.23250@jet.uk>
Source record: 196628

I have a good SLMC804 controller, but a bad SLM804 printer. I may have
access to an SLM605 printer without controller. Does anyone know if the
605 print engine will work with the 804 controller?

Alternatively, anyone want to make me an offer for:
SLMC804 controller, as new. Includes drivers and manuals.
SLM804 print engine: Basically works, but
a) A toner spillage means it needs a good cleanout.
b) There is a very small mark on the drum, which means that output
has a very small 'blind spot'. Whether or not you could live with
this depends on personal taste.

--
David Stevenson, JET Joint Undertaking +44 235 465028
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

3688. Re: Binkley Term

Newsgroup: comp.sys.atari.st
Date: 1993-12-16 14:27:49 UTC
From: haegar@tritta.uni-paderborn.de
Message-ID: <2epr95$91e@tritta.uni-paderborn.de>
Source record: 196629

rhagopia@nyx.cs.du.edu (robert Hagopian) writes:

> Hello, I was wundering if anyone out there has an anonymous FTP site
>wich had binkley term (fido mailer)? I am badly in need of the doc's for it.

If you can't find it localy, try (in Germany):

ftp.uni-paderborn.de:/atari/tools/dfue/fido/*

Thorsten
--
Internet : Thorsten_Boehm @ uni-paderborn.de
Mausnet : Thorsten Boehm @ pb.maus.de

3689. Re: Utopos

Newsgroup: comp.sys.atari.st
Date: 1993-12-16 14:27:59 UTC
From: c2sgy@dmu.ac.uk
Message-ID: <1993Dec16.142759.22571@dmu.ac.uk>
Source record: 196631

I have now uploaded Utopus v1.5 on atari.archive.
Well its in the New directory ...

Just to re-cap its an excellent 'THRUST' for the STE/Falcon.
Apparently it runs in ST Low on the Falcon ...

Bye,

--
Simon
c2sgy@dmu.ac.uk

3690. More Falcon games needed!!

Newsgroup: comp.sys.atari.st
Date: 1993-12-16 14:57:37 UTC
From: c2sgy@dmu.ac.uk
Message-ID: <1993Dec16.145737.23524@dmu.ac.uk>
Source record: 196632

How much do you think it would cost to 'encourage' Microprose to enahnce
some of their games for the Falcon ??

Games like F1 Grand Prix with the DSP powering thre 3D and sound would be
very fast and will sound like the real thing. Most or all Falcons are 4 meg
and above (or should be ...)

Also games with 256 colours etc. (from the PC or Amiga AGA machines) would
look great on a Falcon especially if they were linked in with the DSP.

So what if they are not original - you have to start somewhere don't you ???

So how do Falcon owners go about getting a game produced???

Would Microprose or any other company accept a large cash incentive from a
mysterious person and then code games or is just a 'We won't code for this
machine attitude' ... (I know they base their games on sales of hardware but without
software you don't get hardware!
Aaaaarrggghhhh

--
Simon
c2sgy@dmu.ac.uk

PS I'll put 50 UKP into the kitty to start the ball rolling ....

3691. Re: More Falcon games needed!!

Newsgroup: comp.sys.atari.st
Date: 1993-12-16 15:07:56 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CI4vDB.5GE@barclays.co.uk>
Source record: 196633

I was quite surprised to see in the Dec (I think) ST Format (spit!) that there were quite a few Falcon Games about. I knew about Ishar1/2, Transartica and that SpaceJunk, Humans and the Minter thing were on the way. There was also mention of some 3d Formula 1 game, raiden, and several others. The Jag section noted that a new planned Jag game was based on an existing falcon game with some wierd name I can't remember like eixxozxn.

--

+---------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies
	Replies to ilaskey@cix.compulink.co.uk
+---------------+---+

3692. Re: GCC lib: bug in fputc?

Newsgroup: comp.sys.atari.st
Date: 1993-12-16 16:06:45 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <2eq12lINN25qb@rs1.rrz.Uni-Koeln.DE>
Source record: 196635

In <H.eg.CTA3fjBV&lY@mbase97.hacktic.nl> gijs@mbase97.hacktic.nl (Gijs Bok) writes:

>ld says it uses -lgnu. I ftp'd it from the archive about 4 months ago.

I am not sure, but it seems to me that the gnu lib is kinda old,
and support of it has been abandoned in favor of the mint lib.
Anyway, I think you should get yourself the mintlibs and try to
compile your program with it (use the -mint flag, even if you
don't have MiNT installed). Programs compiled with the mintlibs
run fine under SingleTOS as long as you don't call any MiNT
specific functions, of course.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

3693. Re: The Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-12-16 17:13:41 UTC
From: stevew@teleride.on.ca
Message-ID: <CI516v.J8t@teleride.on.ca>
Source record: 196576

In article <H.eg.U7V7C1LfkMs@semprini.waterloo-rdp.on.ca>
cherborth@semprini.waterloo-rdp.on.ca writes:
>In <931210.06244.ABARBIERO@delphi.com>, ABARBIERO@delphi.com writes:
>> this is in combo with some game mag specific ads will rack up #'s that
>> Atari needs to forward plans... it looks like the marketing plans are out
>> of the hackers hands and in the professionals. For quite some time
>> Atari has had two camps, the hackers (the guys actualy making software
>> and working on the hardware) and the businessmen....
>
>I think you've got it wrong... at Atari, there are two camps, but
>they're the Tramiels and the non-Tramiels. The non-Tramiels are good
>software designers, hardware designers, marketers, etc (though I don't
>think there's a professional writer there... I'll do it!) who are
>experienced, and know what they're doing. Unfortunately, the Tramiels,
>who control the company and how it spends its money, are penny-wise,
>pound-foolish, "do it our way or don't do it" people who think they know
>more about the computer industry than they should. The non-Tramiels
>eventually get fed up with this, and are lured off to better companies.

These are the same Tramiels who took a second-hand typewriter repair shop
in Toronto and turned it into a multinational computer manufacturer who
put home computers on the map. Perhaps you have it backwards as to who knows
what they're doing?

--
Stephen M. Webb ------- Consider Whirled Peas ------- stevew@teleride.on.ca

Canada: a part of the United States where people are so smart they've never
paid any taxes to Washington.

3694. Re: Mega STe / AppleTalk connection possible ?

Newsgroup: comp.sys.atari.st
Date: 1993-12-16 17:18:45 UTC
From: Lexicor@world.std.com
Message-ID: <CI51FA.M8o@world.std.com>
Source record: 196636
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <TKLD.93Dec16110210@scott.cogsci.ed.ac.uk>,
Kevin Davidson <tkld@scott.cogsci.ed.ac.uk> wrote:
>>>>> In article <CHs53v.K2J@world.std.com>, Lexicor@world.std.com (Yat W Siu) writes:
>Lexicor> In article <TKLD.93Dec9164915@scott.cogsci.ed.ac.uk>,
>>>
>>> But does it use AppleTalk, or something else ? If so, how much of it;
>>> AFP file servers, PAP printing, TCP/IP tunneled through AppleTalk ?
>
>Lexicor> Hmm..it goes via LAN to use the same Appletalk Connectors...however
>Lexicor> I don't think you can interchange Mac-Atari if that is what you
>Lexicor> are looking for.
>
> So it uses the same physical cabling as LocalTalk, but can't print
>on LocalTalked LaserWriters, can't use AppleShare fileservers and
>can't use TCP/IP through a Kinetics FastPath etc. ?

It uses the same physical cabling. I only said you most likely cannot
interchange MAC-Atari. You can print LocalTalked, Laser writers share
the same rpinter, same drives, same modems etc. etc. THAT is possible.

However there is no software driver to work with the MAC..but you could
call up Dragonware and ask them about it.

CHeer

Yat

>
> Looks like someone should port CAP (Columbia AppleTalk Package) to
>MiNT. I've built this on our Suns so they print to LaserWriters and
>act as AppleShare fileservers, but I don't have the time (or disk
>space) to do it myself.
>
>
>Lexicor> Yat
>
>--
>_____________Kevin__Davidson____
>Centre for Cognitive Science/HCRC, | tkld@cogsci.ed.ac.uk
>University of Edinburgh, | Kevin.Davidson@edinburgh.ac.uk
>2 Buccleuch Place, EH8 9LW. | +44 31 650 4447

3695. Re: Piracy (was: Re: Anyone cracked Cubase

Newsgroup: comp.sys.atari.st
Date: 1993-12-16 17:51:02 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Dec16.175102.14949@newshost.lanl.gov>
Source record: 196641

>instead of ranting about developers getting ripped off, figure out a
>way that both developer rights and consumer rights can be protected.

If anyone can figure out a foolproof way to do this, it should be worth a LOT of money to a LOT of people/organizations. To date, however, the industry has not come up with the right scheme that satisfies everyone's needs. It is NOT an easy solution to come up with.

One primary difference between books/CD's/videos and software that has not yet been mentioned is the *ease* of which these can be stolen (duplicated). Because software can be copied so easily, quickly and cheaply, it presents a much more difficult problem than these other items of intellectual property.

I really don't understand the arguments some people make against limited DEMO versions of software products, however. For the most part, it really does sound (IMHO) that the people who complain the loudest about demos are those that would rather steal the s/w anyway. Demos that are well designed should certainly give the user enough of a "feel" for the product to know if they should purchase it or not. Granted, a few demos out there may be lame to some extent, but the vast majority are really more than sufficient. Loud, unjustified arguments to the contrary go direct to alt.pirate.bitching.trash. I agree that Atari software demos do seem to be few in number, but then again, so is Atari software in general. ;-)

Personally, I think the wave of the future is the demo CD. I have 3 of these for the Macintosh with well over 1Gb of not only very capable demos, but also the REAL products on the CDs. You try the demo and if you like it, you call the 800 number with a credit card and they give you an unlock code to copy the selected software off the CD to your hard disk or floppies. Electronic manuals are on the CD and/or they ship you the paper manuals. A good system.

BTW, this has been a good discussion on the net from you both (Eric & Gordie). Let's keep it professional *and* cordial, shall we? :)

-Hutch- @ Fair Dinkum Tech

3696. Re: Stalker 3

Newsgroup: comp.sys.atari.st
Date: 1993-12-16 18:49:01 UTC
From: richie@imtired.itm.com
Message-ID: <richie.033E3741@imtired.itm.com>
Source record: 196563

So you are the new developer for STalker and STeno? Will look for
update info such as working on the Falcon's modem port (must use the ST's port
now which limits speed).

--
Atari computers, inexpensive and fun to boot!

3697. DM Game Saving Problems Corrected

Newsgroup: comp.sys.atari.st
Date: 1993-12-16 19:24:27 UTC
From: snoret@egon.unx.sas.com
Message-ID: <CI578r.DxC@unx.sas.com>
Source record: 196637

Thanks for all of the helpful responses to my previous post. I have since
been able to correct the problem. I just formatted a DSDD disk using
DCFORMAT from Double Click with the following parameters (at least the ones
I can remember changing:)

sides - 1
tracks - 8
sectors - 9

I have now successfully saved and resumed my (barely begun) game of DM at
least 4 times. (The first set of multiple mummies kicked my *ss! Luckily
I still had one character left to carry the bones to the 'Altar of Rebirth'
That thing's rather handy! ;)

Thanks again! Oh, by the way, anyone got any tips on using spells?

Rick
--

Richard E. Tatem Asst. Systems Programmer
snoret@unx.sas.com UNIX Systems Support
(919) 677-8000 x4719 SAS Institute Inc.

3698. AHDI - is 6.06 a real release?

Newsgroup: comp.sys.atari.st
Date: 1993-12-16 20:10:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A60453@M4.maus.de>
Source record: 196414

-A27941@K0

>Just wondering if anyone knows if AHDI v6.06 is a real release. There
>are two
>dates in the file when I scanned through it, and just wondered if someone
>hadn't just renamed the Dates, etc. with a text-editor? I worry, cause
>I have
>to back up 80 meg of stuff before I start trashing my HD ....

AHDI 6.06, file size 13177 bytes, is the real one. (Dated June 6, 1993 in
the autoboot message, if I remember correctly).

bye, Peter
(Net)

3699. Re: Atari

Newsgroup: comp.sys.atari.st
Date: 1993-12-16 20:25:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A60365@M4.maus.de>
Source record: 196417

>(was there a 520STM with no internal drive??)

Yes, it was the "classic" 520 ST with RF modulator, labelled "520 ST".

3700. Re: Falcon internal hard drive que

Newsgroup: comp.sys.atari.st
Date: 1993-12-16 20:31:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A60367@M4.maus.de>
Source record: 196412

>Will someone please correct me if I am wrong, but the Falcon's internal
>IDE
>port has 44 pins, and 2.5 inch IDE hard drives have 50 pins (some not
>used).
>But the only IDE cables I can find say they are 40 pin connectors.
>Is this the cable I need to hook up an internal drive or is there a 44
>pin
>cable out there somewhere? Does anybody know where to get one?

All 2,5" IDE drives have a 44 pin connector. 3,5" IDE drives have a 40 pin connector with a much wider pinout. The reason for the extra four pins on the 2,5" drives is, power supply is done through the IDE cable instead of using a separate power connector.

bye, Peter

3701. Re: Mega St Parts question

Newsgroup: comp.sys.atari.st
Date: 1993-12-16 20:40:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A60368@M4.maus.de>
Source record: 196410

>I just acquired a Mega ST and it seems to be missing a chip. The chip
>is designated "U12" and sits just to the left of the MMU chip (as
>viewed from the front of the board). It is a 14 pin chip. The board is
>designated "CA200019" and is populated for 2 mBytes. Can anyone tell
>what
>chip I need to put in? Better yet, can anyone supply me with a
>schematic?

If your Mega ST has its TOS in 6 ROM chips, U12 won't be populated - this
chip (a 74LS11, btw) is only needed for 2-chip TOS versions.

bye, Peter

3702. Re: Next Atari Show in UK, and some thoughts....

Newsgroup: comp.sys.atari.st
Date: 1993-12-16 20:41:43 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CI5AtK.12w@cix.compulink.co.uk>
Source record: 196639

*In message <1993Dec16.101439.22696@jet.uk>, djs@jet.uk said:
>Good point, perhaps that would not be an appropriate test for GemBench.
>However, there may be room for a benchtest for Speedo, to give some
>indication of the impact of cache size changes etc. Maybe I'll see if
>I can come up with something here...

I think you'll find that testing Speedo for speed is almost impossible,
unless you load the font into RAM by drawing all the characters once. If
you have the Speedo docs you will see what I mean.

>og>But 200 pounds on the T28 might not be such a bad investment.
>Unless you have an STe, of course!

Why an STE? STEs run at 8MHz.

Ofir ogal@cix.compulink.co.uk

3703. Re: DM Game Saving Problems Corrected

Newsgroup: comp.sys.atari.st
Date: 1993-12-16 21:40:38 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2eqkkn$q1d@mailer.fsu.edu>
Source record: 196638

Rick Tatem (snoret@egon.unx.sas.com) wrote:
>
> Thanks again! Oh, by the way, anyone got any tips on using spells?

Full DM maps and a spell chart are available from atari.archive (at least, I think I put them there; Email me if you can't find them). As for spells, you need to build up all of your character's attributes as quickly as possible. One way to do this is to "exercise" them. Cast spells, throw stuff, swing your weapons, etc. whenever you get a chance (i.e. when there is water and food nearby). You can complete DM with just one character, if he/she gets tough quick.

One neat thing about the spells is that there are many that you can just figure out. In other words, put together the pieces that would make sense for a fireball, and you get a fireball. This algorithm can be applied for other spells as well.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3704. Re: GCC

Newsgroup: comp.sys.atari.st
Date: 1993-12-16 22:06:10 UTC
From: lannie@ins.infonet.net
Message-ID: <2eqm4i$9dq@insosf1.infonet.net>
Source record: 196640

In article <H.eg.j&uXiRh900Q@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
>In <2ear7g$976@golem.wcc.govt.nz>, Steve Wells writes:
>>] What about ST Zip? I've been using it for a while now, and don't use
>>] anything else (when compressing) any more. I don't know about its
>>] compression ratios, but its user interface is a dream to use (this from
>>] a hardened CLI/shell fan!). And at least it doesn't trash your hard disk
>>] every so often like Lharc used to.
>>
dd>> ST-ZIP is okay, but due to huge header data, the resulting files are
>> usually bigger than their lharc counterparts. Also, Lharc (2.3x) is
>> a LOT (and I mean a LOT) faster!
>
>The smallest unit of disk storage is the cluster; clusters are at least
>2 sectors (unless you're using a DOS 1.44M floppy), and sectors are at
>least 512 bytes. Unless the header info drives the file size over a 1k
>threshold, it doesn't make a difference. Even at a mere 2400 baud, 1k
>is just ~4.5 seconds (assuming about 232cps, which is what I usually
>get).
>
>It really doesn't make much of a difference what you use; they're all
>about the same speed (+/- 5% or less, probably), they all compress about
>the same amount (+/- 5% or less, probably)... Some of them work MUCH
>better than others on non-DOS filesystems (ex, zoo!) though; I tend to
>use what works best (hmm, most of the stuff I bring home from my OS/2
>machine at work is usually repackaged by me into tar'd and gzip'd
>format; it uncompresses faster and doesn't mess up filenames).
>
>--
>-------------------==-------------------
> cherborth@semprini.waterloo-rdp.on.ca
> Chris Herborth
I just converted my 16 Megs worth of Files from all other formats to
ZIP. I saved 8 Meg worth of space! I think I will stick with ZIP.

Lannie Schafroth / Any opinions expressed herein are not \
INS / WYSE 9000i Admin. / necessarily those of Iowa Network Services \
Lannie@ins.infonet.net

Lannie Schafroth / Any opinions expressed herein are not \
INS / WYSE 9000i Admin. / necessarily those of Iowa Network Services \

Lannie@ins.infonet.net

3705. SLMC804 and SLM605 Atari Laser printers

Newsgroup: comp.sys.atari.st
Date: 1993-12-17 00:47:58 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <756109904.AA02218@byte.bbs.no>
Source record: 196572

```
>access to an SLM605 printer without controller. Does anyone know if t
>605 print engine will work with the 804 controller?

The controller shipped with the SLM605 is the SLMC804 controller.

Lars-Erik 0sterud / E-mail: Lars-Erik.Osterud@byte.bbs.no
Atari Developer / ABK-BBS: +47 67132659 V.32bis Data+Fax
SysOp ABK-BBS /
```

3706. 1040ST system for sale

Newsgroup: comp.sys.atari.st
Date: 1993-12-17 01:27:23 UTC
From: awest@ub.d.umn.edu
Message-ID: <2er1tr$rtg@ub.d.umn.edu>
Source record: 196558

I have the following system for sale:

1040 ST w/ 1 meg RAM and TOS 1.02
60 meg Miniscribe HD in shoebox case with ICD AdSCSI adaptor and
Adaptec Controller loaded with SW and PD software
Star NX-10 printer (old and beat-up but still delivers for around the
house kinda printing)

Dr. T's Tiger Cub MIDI software...will do notation to the 9-pin
printer and looks good!
SDI space adventure game from Cinemaware
tons of disks with more PD & SW and a few commercial downloads from
the Software Club on GEnie.

Asking $350 + shipping for the system.

--
-- ^ "Never tease a weasel" | Andrew West (aka "The Piano Man")
(o o)\ -Jean Conder Soule | University of Minnesota-Duluth
\ /\ "Cool!" -Beavis | GEnie: A.WEST@genie.geis.com
v \ "Heh heh!" -Butthead | internet: awest@d.umn.edu

3707. Re: Stalker 3

Newsgroup: comp.sys.atari.st
Date: 1993-12-17 01:29:25 UTC
From: dburns@world.std.com
Message-ID: <CI5o52.31o@world.std.com>
Source record: 196557

cysco@tyrell.net (Jeffrey Krzystow) writes:

>STalker 3 is a telecommincations program that works as a Program or Desk
>Accessory. All terminal I/O is in a window. It has a scripting language
>called BackTalk that is very C-like. I am using STalker 3 & STeno to
>write this reply and access the Internet. STalker is distributed by
>Gribnif Software. If you get STalker, you should also get STeno
>(available seperately) as STeno is an text editor that integrates with
>STalker to be used as a type ahead buffer as well as a capture buffer.

>Also, I am going to be the new developer for both packages.

>Jeffrey A. Krzysztow

Will the next version of Stalker use Speedo? And can you make its ANSI
implementation rival Freeze Dried's?

As much as I want to stick to the Geneva/STalker combo, I keep going back
to Freeze Dried (even though I have to re-boot without Geneva). Please
make STalker as quick and IBM-BBS-friendly as FizzDizz...I promise I'll
never go back!

And while you're at it, how about a truly GEM-based Geneva-friendly QWK/Blue
Wave
compatible offline reader/mailer? I've tried 5 or 6, and even registered
Captain Qwik, but none of them is up to snuff.

I spend a lot of time online for pleasure and for business-related
networking (I'm a musician/publicist). A seamless system to manage my
online activity would be worth a lot to me.

BTW, I saw Geneva demo'ed at the BCS/Atari meeting in October, and
thoroughly enjoyed Dan and Rick. I've since bought Card File 4, Geneva,
and Neo Desk (will upgrade ASAP). Love that Gribnif software!

Good luck and success!

3708. Re: A LETTER TO BOB BRODIE

Newsgroup: comp.sys.atari.st
Date: 1993-12-17 02:26:00 UTC
From: Lonnie McClure <LMCCLURE@delphi.com>
Message-ID: <931216.77160.LMCCLURE@delphi.com>
Source record: 196559

Actually, the Mindset was not a clone, or even a compatible, although it was an MS-DOS machine, and used an Intel 8086 as the CPU <shudder>. That was one of the reasons for its failiure on the market. Given the fate of all the other early "non-compatible" MS-DOS machines (which often had better graphics than the PC), it might have actually sold better had it used a more civilized <grin> CPU.

3709. Re: GCC

Newsgroup: comp.sys.atari.st
Date: 1993-12-17 02:37:04 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CI5r9t.AKJ@cix.compulink.co.uk>
Source record: 196571

*In message <H.eg.j&uXiRh900Q@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca said:

>It really doesn't make much of a difference what you use; they're all
>about the same speed (+/- 5% or less, probably), they all compress about
>the same amount (+/- 5% or less, probably)... Some of them work MUCH
>better than others on non-DOS filesystems (ex, zoo!) though; I tend to
>use what works best (hmm, most of the stuff I bring home from my OS/2
>machine at work is usually repackaged by me into tar'd and gzip'd
>format; it uncompresses faster and doesn't mess up filenames).

LHARC 2.3x is about 5 times faster than ZIP at unpacking. Packing is about
the same.

Ofir ogal@cix.compulink.co.uk

3710. Re: Jaguar

Newsgroup: comp.sys.atari.st
Date: 1993-12-17 02:57:46 UTC
From: rjung@netcom.com
Message-ID: <rjungCI5s8B.4qy@netcom.com>
Source record: 196562

In article <756015316.0@mettav.royle> Graham.Irvine@mettav.royle.org (Graham Irvine) writes:
>It was none other than Steve Basford that wrote on the 13 Dec 93 that ,
> SB> Not really news I suppose, but it appears that Atari have now got
> SB> Ocean, Us Gold, Tradewest and Maxis all coding stuff for the Jaguar!

Along with Virgin, and Tradewest, and Microprose, and Accolade (well, a license to port their games, at least).

>I saw that as well , if Maxi's are doing SimCity 2000 on it then there's no
>doubt i'd buy one

No Maxis titles are announced as yet.

>I've read elsewhere that Microprose are also working on something...F1GP
>maybe ..pant pant !!!

3D GUNSHIP 2000.

--R.J.
B-)

////////////////////////////////////|\\
Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
------------------------------------+-----------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were chosen because you are the class clown and frankly, you're expendable."

3711. Koppen delivers goods

Newsgroup: comp.sys.atari.st
Date: 1993-12-17 03:03:38 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <93350.220338STIRRE31@MAINE.MAINE.EDU>
Source record: 196566

Just wanted to make a quick note that I recently bought
software from Daniel Koppen and he delivered thhe soft.
to me quickly and well packaged. The software even had
the original boxes! So, if you are wondering if he is
trustworthy, hhe dealt fairly with me!
-scott tirrell

3712. Gauntlet II Problems!

Newsgroup: comp.sys.atari.st
Date: 1993-12-17 03:05:56 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <93350.220556STIRRE31@MAINE.MAINE.EDU>
Source record: 196567

I recently received Gauntlet II and I've been having a
problem. It boots fine and seems to work well except for
one thing- every new game starts off with an elf firing
arrows straight. I can't control him (I can join the game
and control my character fine, though). Does anyone
know why thhis is hhappening?
thanks,
scott tirrell

3713. Re: SLMC804 and SLM605 Atari Laser printers

Newsgroup: comp.sys.atari.st
Date: 1993-12-17 03:08:10 UTC
From: Laurent_Zimmerli@temptation.alphanet.ch
Message-ID: <Laurent_Zimmerli.08j1@temptation.alphanet.ch>
Source record: 196545

HEllo!

In a message dated Thu 16 Dec 93 21:37, Djs@jet.uk (david Stevenson) wrote:

DS> I have a good SLMC804 controller, but a bad SLM804 printer. I may
DS> have
DS> access to an SLM605 printer without controller. Does anyone know if
DS> the
DS> 605 print engine will work with the 804 controller?

Yes it will work perfect!

For thoses who want to enjoy it too,

I Have a SLM605 with SLMC 804 to sell; the drum had too a little mark.
I bought it as a set with my MegaST4 last month...
Printer had 3766 copies at counter and,exept this mark on the drum,it work
perfectly.-Very small mark :-))

I sell it 'cause I already have a HP Deskjet since a year.

==> Best offer will take it!! <==

Byyye!

-- Via DLG Pro v0.995

Laurent Zimmerli | E-Mail: paw-pp@alphanet.ch (Mails)
Jacob-Brandt 81 | paw-pp@cultnet.ch (UUCode)
CH-2300 La Chaux-de-Fonds | Fido: 2:301/331
(+41) (0) 39.26.70.37 | CH-VTX: 039.267037
"""""""""""""""""""""""""""|____
There's no shuffle here on the north pole,on this quiet dome. (F242]

3714. Re: MiNT and Minix XFS and software

Newsgroup: comp.sys.atari.st
Date: 1993-12-17 03:11:33 UTC
From: shenson@nyx10.cs.du.edu
Message-ID: <1993Dec17.031133.14731@mnemosyne.cs.du.edu>
Source record: 196561
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Dec16.055932.158974@zeus.aix.calpoly.edu>,
Juxtaposer <mbaffoni@flute.aix.calpoly.edu> wrote:
>In article <1993Dec11.103739.6031@ibr.cs.tu-bs.de>,
>Axel Kielhorn <c0031098@ws.rz.tu-bs.de> wrote:
>>FSCK is available since 0.60 i think. I use it once a month.
>>DEFRAG and DEFRAG2 are available (Defragmentation of V1 and V2 FS)
>>I used it once (without problems) and will repeat it from time to time.
>
> Do you use the mfs XFSs? Does it run stable for you? I try each new
>version as they come out on a.a., but they are always unstable - I get
>intermittant "Exiting MiNT" errors on my MTOS (and thats with it running as
>MINTNP.PRG - it bombs faster with it on MINT.PRG). Thats a real bummer
>because I would _love_ to use the V2 filesystem - the 32MB limit is a pain.
>
> BTW, I recall a that there was a way to increase the buffer size for
>read/writes to Minix partitions - does anybody remember this, or were they
>perhaps talking about something else (perhaps directory cacheing? something
>else?)?
Sorry to hear about the problems, but alas until I get some more cash I have
to rely on my old STE to develop Minixfs (donations of hardware would of
course help :-) You can up the cache sizes by editing 'config.h' (the place
should be obvious) and recompiling. If I ever release the binary config program
you wont need to recompile.
Steve.
PS This is a bit odd, it's the first time I've heard of such problems, are you
using MiNT 1.09, 1.04 had a few problems as I recall.

3715. Re: IMPORTANT: Don't buy "GOAL!"

Newsgroup: comp.sys.atari.st
Date: 1993-12-17 03:15:58 UTC
From: swhatley@blkbox.COM
Message-ID: <CI5t2q.74v@NeoSoft.com>
Source record: 196506

ma2jswc@midge.bath.ac.uk (J S W Chan) writes:

>If could possibly be the fact that you are running on a 4 meg machine.
>I remember when I used to run kick off and kick off 2, they would crash within
>5 mins of running, always.
>The way I got around it was by running a program to emulate a 1 meg STE.
>I think it's called 1MEG.TOS or something like that. Anyway, once I'd done that
>they worked without any problems. (same goes for player manager).

I had the same problem with Zany Golf on my MEGA 4 ST. I had boot with a
reset proof 2 meg. ramdisk, insert the game disk and roboot. If I didn't do
this the game would bomb everytime the score card appeared. I could not
get Gauntlet to work either but, I had returned the gane before I learned
that trick.

Later,
Steven Whatley

3716. Re: Next Atari Show in UK, and some thoughts....

Newsgroup: comp.sys.atari.st
Date: 1993-12-17 04:26:49 UTC
From: wells_s@jethro
Message-ID: <2erce9$n9t@golem.wcc.govt.nz>
Source record: 196564

What actually *is* this T28 board? A graphics card for more & faster
colors?

```
/------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, O O |
| you can be 100% sure that it will! o |
| WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/
```

3717. Re: Floppy Disk Noise ??????? Help....

Newsgroup: comp.sys.atari.st
Date: 1993-12-17 04:31:50 UTC
From: wells_s@jethro
Message-ID: <2ercnm$n9t@golem.wcc.govt.nz>
Source record: 196565
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

TOS 2.06 trys to read disks at a (I think) 2ms seek rate, whereas
normal 720K drives are only supposed to read at 3ms seek rate.

There is a patch for this on atari.archive.umich.edu

directory (Should be)

atari/Ste/ or atari/Diskutils/

the file should be in one or the other, and is called 'seekup.???'
(probably an LZH or ZIP). Hmmm, maybe I'll be luck and the system
won't crash if I try to look at my index file....

Wow, yep, it is in the atari/Diskutils/ directory - filename seekup10.lzh!

Bart:/

send ./Diskutils/seekup10.lzh
quit

(Just in case!)

/--\
| If there's a 50/50 chance of something going wrong, O O |
| you can be 100% sure that it will! o |
| WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand _/ |
\- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/

3718. Re: Where's the Swordmaster?

Newsgroup: comp.sys.atari.st
Date: 1993-12-17 04:34:34 UTC
From: wells_s@jethro
Message-ID: <2ercsq$n9t@golem.wcc.govt.nz>
Source record: 196568

In Monkey island, you must go to the store. And after buying the sword, talk to the storekeeper about the Swordmaster. Eventually he will leave the store to talk to her. Follow him and you will end up at the swordmasters house! You will also need to pick some yellow or red flowers (I forget which, the wrong ones get you arrested, so save first!)

```
/------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, O O |
| you can be 100% sure that it will! o |
| WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/
```

3719. Tetris

Newsgroup: comp.sys.atari.st
Date: 1993-12-17 04:39:18 UTC
From: wells_s@jethro
Message-ID: <2erd5m$n9t@golem.wcc.govt.nz>
Source record: 196569

Is there a PD multi-taskable (e.g. MiNT/Geneva compatible) Tetris or Columns Desk-accessory or program? As I want something simple and entertaining to do whilst up/downloading these huge files at 2400 (yecch) baud, it's either that, or watch Donahue!

(Any such program will do, but not that sliding puzzle one!)

```
/-------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, O O |
| you can be 100% sure that it will! o |
| WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/
```

3720. Re: M-Disk to X-Disk?

Newsgroup: comp.sys.atari.st
Date: 1993-12-17 04:54:52 UTC
From: saj@chinet.chinet.com
Message-ID: <CI5xnG.24z@chinet.chinet.com>
Source record: 196573

In article <RALPH.93Dec16055921@hal.cerfacs.fr>,
Ralph Sobek <ralph@cerfacs.fr> wrote:
>>>>>> On Tue, 7 Dec 1993 14:36:12 GMT, saj@chinet.chinet.com (Stephen
>>>>>> Jacobs) said:
>
>saj> When M-Disk installs a RAMdisk, it always makes it drive M. I
>saj> have a physical drive M, so I can't use the RAMdisk.
>
>Isn't there also a reconfiguration program called mconf or some such?
>I've had MDisk at `H' and did move it to `M'. Weren't there any docs
>with MDisk?
>

I just re-read the docs (mdisk692.doc). Only thing I see that it says is that M-Disk is always drive M. Other than that, it looks wonderful (the US sick joke that reminds me of is "But aside from that, how did you like the play, Mrs. Lincoln?").

If anyone is going to give me the perfect answer (either moving M-Disk or REVERSIBLY disabling my last partition), please mail me as news on chinet lives on a failing disk.

Steve saj@chinet.chinet.com

3721. Re: GEM games?

Newsgroup: comp.sys.atari.st
Date: 1993-12-17 05:24:56 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2erfr8$ci0@darkstar.UCSC.EDU>
Source record: 196570

Well folks, assuming I get time between playing Cybermorph (just got my Jag today) I've been working on writing a simple game (Lode runner type game) that uses VDI and AES calls. it IS possible to do, but so far the main disadvantage seems to be that all the AES and VDI calls for drawing & such are quite slow. I'll let the newsgroup know when I'm done...

~Chris

3722. Re: Multi Frequency (UK)

Newsgroup: comp.sys.atari.st
Date: 1993-12-17 05:53:22 UTC
From: Paul.Civati@mettav.royle.org
Message-ID: <756188104.0@mettav.royle>
Source record: 196530

On 10 Dec 93 at 15:26:01 (WRIGHT T) wrote the following:

> Hi all. This place appears to have gone to the wall, possibly having
> debited my credit card first. Does anyone know what's happening?

AFAIK Multi Frequency is the new name for MicroDeal, I have not heard of them going bust though.

I remember the days when MicroDeal used to produce quite a lot of the games for the Dragon 32.

Christmas Greetings, -Paul-

--
~=~=~=

3723. Re: Gauntlet II Problems!

Newsgroup: comp.sys.atari.st
Date: 1993-12-17 06:23:04 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <LANCER.93Dec17012304@wpi.WPI.EDU>
Source record: 196574

```
0{{ "STIRRE31" == STIRRE31 <STIRRE31@MAINE.MAINE.EDU> writes:
STIRRE31> I recently received Gauntlet II and I've been having a
STIRRE31> problem. It boots fine and seems to work well except for
STIRRE31> one thing- every new game starts off with an elf firing
STIRRE31> arrows straight. I can't control him (I can join the game
STIRRE31> and control my character fine, though). Does anyone know
STIRRE31> why thhis is hhappening? thanks, scott tirrell

I know exactly what you are referring to! In Gauntlet II, there is a
special adapter which allows 4 people to play at once. It fits onto
the printer port. However, the standard printer cable shorts out the
elf's fire button! Just unplug your printer cable and all will work
fine!

.s.
--
- lancer@wpi.wpi.edu - -
- "Their first reaction is they want to kill their kids. -
- Then, 24 hours later, they want to kill us," -
- -Dale L. Herring, Security Director, Thrifty Tel Inc. -
```

3724. Re: Piracy (was: Re: Anyone cracked Cubase

Newsgroup: comp.sys.atari.st
Date: 1993-12-17 06:32:00 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2erjp0$nrq@golem.wcc.govt.nz>
Source record: 196575

A way to make more people happy, but not change the situation, would be
to make everything hard-drive installable, but make a floppy with the
protection on it required to be in the disk drive. (e.g. a 'key' disk).

After installation, they could devote almost an entire disk to
'protection' even with 10k or so worth, that'd be a real pig for those
characters to crack! (What with most being 1k or smaller!)

I'm amazed no-one has done this on the ST (That I've seen...)

```
/------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, O O |
| you can be 100% sure that it will! o |
| WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/
```

3725. STraight FAX 2.0

Newsgroup: comp.sys.atari.st
Date: 1993-12-17 07:03:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d1159a4@troed.ct.se>
Source record: 196529

In a message of 16 Dec 93 03:40:32, John E. Peters wrote:

JE> After getting no responses on the bbs, I tried phoning. Someone
JE> there told me I should buy a good modem, and they support the Supra.

Supra is based on the Rockwell chipset - avoid.

USRobotics makes the best modems available, stick with it!

JE> There's a modem testing program you can download on their bbs
JE> which, if you have a Sportster, will tell you is "STraight FAX (TM)
JE> Compatible! Call TOADAY (sic) to order yours!" If you have a Robotics,
JE> it isn't. And don't expect any STraight ANSWERS.

Well, STraight FAX v2.0 *DOES* work with Class 1 FAXmodems like the Sportster
or the 16.8DS, something just HAS to be wrong with your setup, sorry.

(I'm not at all connected to STraight FAX)

_______/ SysOp on Sarcastic Existence - Support System for the
_/roed 16-32-64 bit *Atari* Machines! +46-451-91002 - PD/SW!

3726. Re: Next Atari Show in UK, and some thoughts....

Newsgroup: comp.sys.atari.st
Date: 1993-12-17 08:50:35 UTC
From: djs@jet.uk
Message-ID: <1993Dec17.085035.27642@jet.uk>
Source record: 196585

In <CI5AtK.12w@cix.compulink.co.uk> ogal@cix.compulink.co.uk ("Ofir Gal") writes:

>I think you'll find that testing Speedo for speed is almost impossible,
>unless you load the font into RAM by drawing all the characters once. If
>you have the Speedo docs you will see what I mean.
As I said, it was a passing idea, I do think that there might be some way
of testing the benefits of different cache setups etc, provided you control
the cache properly. The difficulty, as you know with GemBench, is making
the test reflect real-world operations as closely as possible.

>>og>But 200 pounds on the T28 might not be such a bad investment.
>>Unless you have an STe, of course!

>Why an STE? STEs run at 8MHz.
But the T28 and T36 won't work in an STe, ask Karl.

--
David Stevenson, JET Joint Undertaking +44 235 465028
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

3727. Re: Next Atari Show in UK, and some thoughts....

Newsgroup: comp.sys.atari.st
Date: 1993-12-17 08:54:35 UTC
From: djs@jet.uk
Message-ID: <1993Dec17.085435.27732@jet.uk>
Source record: 196586

In <2erce9$n9t@golem.wcc.govt.nz> wells_s@jethro (Steve Wells) writes:

>What actually *is* this T28 board? A graphics card for more & faster
>colors?
It's a German (of course) accelerator board, sold in the UK by Systems
Solutions. It is a 68000 (plus cache) running at 28MHz, and is only
available for certain ST models, eg STFM but not STe.

There is also a 36MHz version called, surprisingly enough, the T36.
They are 199 pounds and 299 respectively. Depending on whether you
ask me or Ofir Gal, they are either a reasonable buy (Ofir) or not (me).
--
David Stevenson, JET Joint Undertaking +44 235 465028
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

3728. Re: Snapper vs. using Archie...

Newsgroup: comp.sys.atari.st
Date: 1993-12-17 09:30:53 UTC
From: anrlw1@acad2.alaska.edu
Message-ID: <1993Dec17.053053.1@acad2.alaska.edu>
Source record: 196592

In article <1993Dec13.104155.17560@gps.leeds.ac.uk>, rahin@scs.leeds.ac.uk (M A Rahin) writes:
> In article <1993Dec10.095903.1@acad2.alaska.edu> anrlw1@acad2.alaska.edu writes:
>>If you know the name of a particular file and you have access to
>>Archie, you can avoid having to collect a database of Atari softwear.
>>Just use Arcie to search for the ftp site addresses of the named file
>>and usually within 24 hours you'll get a big list of exactly where
>>the file is located...
>>
>>For more info on Archie, read the 'Big Dummy's Guide to Internet' or
>>'Zen and the Art of Internet'.
> ^^^^^^^^^^^^^^^^^^^^^^^^^^^
> Does anyone know of any FTP site where this is located ? My archie search
> was not successful (maybe I was not doing it correctly).
>
> Thanks.
>
> - Rahin
> (rahin@scs.leeds.ac.uk)

I got it off of a local BBS in my area... you might try the filename:

ZENINT
or
ZENINT.TXT

Or you might run out and buy a copy of it at your local bookstore if
you get desperate...

--
R. Warner

3729. Re: Tetris

Newsgroup: comp.sys.atari.st
Date: 1993-12-17 09:33:01 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <2erucd$l9e@cismsun.univ-lyon1.fr>
Source record: 196578

In article <2erd5m$n9t@golem.wcc.govt.nz> wells_s@jethro writes:
>Is there a PD multi-taskable (e.g. MiNT/Geneva compatible) Tetris or
>Columns Desk-accessory or program? As I want something simple and
>entertaining to do whilst up/downloading these huge files at 2400 (yecch)
>baud, it's either that, or watch Donahue!

Look at ACC-TRIS, a two-player TETRIS (or against the computer) that is fully
GEM and works under MultiTOS. It has just come out these days and is available
everywhere...
I didn't really try multitasking with it, but it works very well under multitos
so I guess it will do... And the computer can be very difficult to knock down.

Patrice LACOUTURE
Chambre E516
Institut National des Sciences Appliquees - Lyon
Dept of Computer Science
69621 Villeurbanne Cedex - France

_____
ZombyX 81 (IRC Nick)	This document does not exhaust CFCs.
Atari MegaSTE / (Multi)TOS	It does not harm the ozone layer.
PC 286 :-(	
_____	_____

3730. Re: MEDUSA T40

Newsgroup: comp.sys.atari.st
Date: 1993-12-17 11:20:27 UTC
From: ipoorten@cs.vu.nl
Message-ID: <CI6FI4.72E@cs.vu.nl>
Source record: 196581

cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

>In <CHvCuy.H7r@world.std.com>, Yat W Siu writes:
>> Whatever gave you THIS IDEA? The Medusa is an own custom design, the ROMs
>> are a versioyn of TOS 3.06 which is licensed by Atari Benelux! So it's totally
>> legal.....unless there is some flaw I am not aware of.

>Does that mean it comes with German ROMs?

No, because Germany is *NOT* a part of the Benelux.

--
--Ivo van Poorten
ipoorten@cs.vu.nl

3731. Re: Binkley Term

Newsgroup: comp.sys.atari.st
Date: 1993-12-17 11:26:00 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <H.eg.3sA44yr2eug@albemuth.equinox.gen.nz>
Source record: 196589

rhagopia@nyx.cs.du.edu (robert Hagopian) writes:
> Hello, I was wundering if anyone out there has an anonymous FTP site
> wich had binkley term (fido mailer)? I am badly in need of the doc's for it.

Look at ftp.uni-paderborn.de in the directory /atari/tools/dfue/fido
ther was some stuff there last time I looked.

> THANKS!

No problem!!!
--
|John Collis
|Email to: john@albemuth.equinox.gen.nz
|or: John_Collis@equinox.gen.nz
|Phone: +64-3-379-8921

3732. Re: Alternative Desktop in MultiTos

Newsgroup: comp.sys.atari.st
Date: 1993-12-17 11:28:16 UTC
From: sms@sys.uea.ac.uk
Message-ID: <sms-171293122816@cgpq1.sys.uea.ac.uk>
Source record: 196583

> In article <2emlru$bm7@si-nic.hrz.uni-siegen.de>, mikega@serverinformatik.uni-siegen.de
(Mike Gassmann) writes:
> |> Hi!
> |> How can I install an alternative desktop (like ease, myriad, ...) as the
> |> standard desktop in Mul(t)i-(T)Dos?
> |> What environment variables must be used?
> |> bye, mike :-)
> |>
>

Just put

shell <path>

where path is the path of the desktop to be used
e.g.
shell d:\desktop\desktop.prg

Works nicely, with the desktop being the 'default' background.

Steve.

==
Steve Sowerby, Ph.D. Student, Computational Geometry Project,
School of Information Systems, University of East Anglia, Norwich.
EMAIL : sms@sys.uea.ac.uk
POST:Steve Sowerby, P/G Student, SYS, UEA, Norwich NR4 7TJ, England
==

3733. Storm

Newsgroup: comp.sys.atari.st
Date: 1993-12-17 11:36:50 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <H.eg.1NDU2Wa2Bhg@albemuth.equinox.gen.nz>
Source record: 196590

Hi there,

The other day I posted an article to here, saying how I was enjoying using Storm and in particular version 1.02. I have since had a few enquiries over where I got the patch to take it to 1.02. Since then I have lost most of my mailbox from a disk error so apologies for posting here rather than via mail.

The patch was hatched through the AtariNet file network to a local BBS. As it seems that a.a.u.e doesn't have it at the moment, I will endeavour to upload it there sometime soon. :-) I believe there is a newer patch on the way also, so if it makes it here I'll try to do the same.

Hope this helps someone.

Cheers,
--
|John Collis
|Email to: john@albemuth.equinox.gen.nz
|or: John_Collis@equinox.gen.nz
|Phone: +64-3-379-8921

3734. Re: Tetris

Newsgroup: comp.sys.atari.st
Date: 1993-12-17 11:48:28 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1993Dec17.114828.23977@unix.brighton.ac.uk>
Source record: 196582

there were some games on one of the st format disks not long ago that run as accs...the slider (arggh), draughts and noughts and crosses. They were shareware I think. I have them, somewhwre is you are interested.

Pads

--

```
_______________________________________________________________________________
Desk File Options
-------------------------------------------------------------------------------
| Info | ----------------------------------------
|________| | Michael May (mm68@uk.ac.bton.unix) |
| University of Brighton, Sussex, England |
| These views are my own, so there! |
----------------------------------------
```

3735. lharc 2.3x was:GCC

Newsgroup: comp.sys.atari.st
Date: 1993-12-17 12:15:00 UTC
From: Christian_Grunenberg@s2.maus.de
Message-ID: <A13404@S2.maus.de>
Source record: 196413

```
AK>(And lharc is coded in assembler, ZOO in C, which makes ZOO more
AK>portable. Ever tried to extract an -lh5- file with lharc on a HP 400
AK>running HP-UX 9.0?)

Only the Atari-version LHarc 2.32 is coded in assembler, but the
Unix-version
2.05 of LHA is coded in C and supports
lh0,lh1,lh2,lh3,lh4,lh5,lzs,lz5,lz5...

Almost all users of LHarc are much more interested in (de-)compression
speed
than in portability.

Criss...
```

3736. RE: GCC

Newsgroup: comp.sys.atari.st
Date: 1993-12-17 12:15:00 UTC
From: Christian_Grunenberg@s2.maus.de
Message-ID: <A13407@S2.maus.de>
Source record: 196415

>Because Lharc is still incompatible with everything (like MinixFS),
>and would only give you <1% improvement, if at all.

Bullshit.

R>I've seem to notice that I can use Lharc to uncompress TO a minix
R>partition from a TOS partition, but I think I had problems working
R>solely under minix.

There are _NO_ more problems with version 2.32! Lharc 2.32 supports
extended filesystems under MiNT (long filenames, case-sensitive
filenames...)
and is much faster than zoo.

R>Has anyone compiled the unix (not Atari) sources to the latest version
R>of Lharc so as to get a minix-friendly version?

Lharc 2.32 is minix-friendly!

Criss...

3737. Re: Korg M1

Newsgroup: comp.sys.atari.st
Date: 1993-12-17 12:56:21 UTC
From: rtla@network.cc.jyu.fi
Message-ID: <2esa9l$mbg@tukki.cc.jyu.fi>
Source record: 196584

Mark-Oliver Wolter (g02o@zfn.uni-bremen.de) wrote:
: : >Does anyone use a Korg M1 in conjunction with their Atari? Where is the
: : >best place to discuss this?

: I do. Works fine. I use C-LAB Explorer M1.

Yeah, and me too. Using Notator (dreming of Logic...) and Cubase. Brilliant programs, and not too expensive. I think atari is most coolest seqencer... or cheapest anyway... :-) I don't need pretty icons and so on...just hard and working thing is fine for me.

Do no-one know is there any sounds for M1 (or for any machine) in ftp ???
And where???

Merry X-mas, ricu

3738. Cant get MSDOS to read or format SS disks

Newsgroup: comp.sys.atari.st
Date: 1993-12-17 12:56:45 UTC
From: dc25@cornell.edu
Message-ID: <dc25-171293125645@cu-dialup-0031.cit.cornell.edu>
Source record: 196508
Cross-posted to: comp.sys.ibm.pc.misc,comp.sys.mac.misc,comp.sys.atari.st,comp.os.msdos.misc

Help!

I've been trying to transfer files off my ancient Atari 520st to a MacSE via MSDOS. Because the 3.5" 360k drives on my ST won't read an MS-DOS formatted 720k disk, I can't start the process. Does anyone know how I can get MS-DOS to

1) format a 3.5" disk single-sidedly? or
2) read single-sided atari disks?

Thanks an awful lot--especially to those of you who have helped me reach this deeper level of more knowledgable confusion,
Dan

3739. Re: Mega STe / AppleTalk connection possible ?

Newsgroup: comp.sys.atari.st
Date: 1993-12-17 13:45:40 UTC
From: Robert.Anisko@daytonoh.ncr.com
Message-ID: <CI6M85.G9B@uc2372c.DaytonOH.NCR.COM>
Source record: 196503
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <H.eg.nhKWORMUhow@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) says:
>
>Someone told me about PowerNET in email; I'm glad to hear there is
>_some_ software that works with the LAN port.

I believe that CoNnect also will let you use the LAN port for telecomm,
but I haven't tried this out (the option exists though)...

Rob

...uh oh, a new mini-FAQ for LAN stuff? ;-)

3740. Re: bugs in frontier

Newsgroup: comp.sys.atari.st
Date: 1993-12-17 14:00:11 UTC
From: steve@earth.ox.ac.uk
Message-ID: <1993Dec17.140011.18595@zaphod.earth.ox.ac.uk>
Source record: 196588

In article <2d106951@p2.stacken.ct.se>,
Patrik Sanfridsson <patrik_sanfridsson@p2.stacken.ct.se> wrote:
> > From: aesd2pak@dct.ac.uk
> >
> > After waiting 11 months for frontier i eventually got the st version.
> > upon loading i was taken back by the graphics and the intro music was
> > quite good for the sound chip.
> > After playing it for a while i came across several bugs which have
> > either crashed the game or affected the graphics.
>
>Whatever happened to betatesting?

It was partially done by the PC and Amiga users.

>First we had the utterly bugged Civilisation and now... Elite II !!!
>
>Is this some sort of plot against Atari?

Nope, the Atari version is (release 4) v1.05, ie. the same debug level as
the most recent PC and Amiga versions.

>I'm very dissapointed and wont buy Frontier until its been fixed. I fear this
>kind of things will really hurt software sales and boost piracy even further...

People are working on getting bug fixes/workarounds/reports.. read
comp.sys.amiga.games for more details.

>____
>* Patrik_Sanfridsson@p2.stacken.ct.se (max 16KB) /|\ Atari Falcon030 *
>* Fido 2:204/419.2 NeST 90:1100/110.2 STacken BBS +46-(0)142-19331 *

Steve

--

Computer Systems Administrator, Dept. of Earth Sciences, Oxford University.
E-Mail: steve@uk.ac.ox.earth (JANET) steve@earth.ox.ac.uk (Internet).
Tel:- Oxford (0865) 282110 (UK) or +44 865 282110 (International).

3741. Where to get an ATARI 1.44 Mb drive ?

Newsgroup: comp.sys.atari.st
Date: 1993-12-17 14:01:45 UTC
From: mkite@lincoln.gpsemi.com
Message-ID: <CI6Myy.KMw@lincoln.gpsemi.com>
Source record: 196587
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi,

Quick question - does anyone know where I might get an official ATARI high density floppy drive from ? - preferable UK but I'm not too fussy ! :-) I know that System Solutions do one, but that's not an ATARI one and I don't want to have to cut the case on my Mega STe.

Thanks,

Martin
--

```
=========================================================================
== Martin Kite == G.E.C. Plessey Semiconductors, Lincoln, England ==
== ------------------------------------------------------------------ ==
== Internet e-mail - mkite@lincoln.gpsemi.com ========================
============================ (from Janet - mkite@com.gpsemi.lincoln) ==
=========================================================================
```

I just work for G.P.S., I ain't got no authority - you know how it goes ...

3742. Canada

Newsgroup: comp.sys.atari.st
Date: 1993-12-17 14:38:35 UTC
From: d3hq@jupiter.sun.csd.unb.ca
Message-ID: <1993Dec17.143835.13811@jupiter.sun.csd.unb.ca>
Source record: 196595

Could some one please email me a listing of Atari dealers in Canada, better yet could some body email a listing of Atari dealers in the Atlantic prov?

3743. Problems with GNU C++

Newsgroup: comp.sys.atari.st
Date: 1993-12-17 14:45:15 UTC
From: bauer@kirk.fmi.uni-passau.de
Message-ID: <2esglrlNNk3u@tom.rz.uni-passau.de>
Source record: 196591

HiHo!

Has anyone successfully installed the GNU C++ Compiler on his
Atari and can send me his configuration?
I tried mgcc 2.55 gcc 2.45, 2.56 and 2.52 with mintlib 39
and the normal lib and the C++-lib 20 and I don't know
what else, and all I get when compiling a simple
'Hello world' program are internal compiler errors or
the linker can't find cout or other similar errors.
The standard gcc 2.55 with mintlib 39 is doing fine.

Thanks for the help in advance

joe

Out to lunch

signature

3744. Re: ICD Utilities....where?

Newsgroup: comp.sys.atari.st
Date: 1993-12-17 14:55:55 UTC
From: Ley@rz.tu-clausthal.de
Message-ID: <1993Dec17.145555.11176@solaris.rz.tu-clausthal.de>
Source record: 196598
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
-----BEGIN PGP SIGNED MESSAGE-----

Denesh Bhabuta (vctec@westminster.ac.uk) wrote:

> Dear Atarians,
[...]
> Are ICD on internet? If so, would someone kindly forward me there address.
> Or is there any site on the net from wher I can ftp the latest utilities?

Hi!

It is not allowed to distribute the ICD-Utilities outside their BBS.
You are able to get the latest ICD-utils by connecting to one of their
BBS (not on the internet). Don't know the actual phone numbers (Ask you
Atari dealer).

Bye,
Wolfgang.
- --
- ------------------------------------------------------------------------
Wolfgang Ley email: Ley@rz.tu-clausthal.de
Teichstrasse 9
D-38678 Clausthal-Zellerfeld "With workstations you can do a lot of
(Germany) nonsense. With PC's not even that..."
Phone: +49 5323 82132
- ------------------------------------------------------------------------
To obtain public-pgp-key use 'finger bwwl@sun.rz.tu-clausthal.de'
or query a public-key-server for 'Ley@rz.tu-clausthal.de'.

-----BEGIN PGP SIGNATURE-----
Version: 2.3a

iQCVAgUBLRHIa/YBdBEQoy/9AQF5ZAQAkBB/5sijA7x4EE3eGxccBYWhDdZ1TTKv
3eaVanYBH01MRg73gSGAfB4AIiVGLkuHfzVtqxYb+6xFe/6TGVTq3UL1Y71e3eXU
XqZvqHEfowJ2AZZlol0EsEEmARH/3LN/WLd1Wksrx9Ba4fuk+owncsX69VrpZYuK
wUEfo+LBZqc=
=Vh0Z
-----END PGP SIGNATURE-----
```

3745. ? midi rythm patterns

Newsgroup: comp.sys.atari.st
Date: 1993-12-17 15:31:35 UTC
From: robinp@sherwood.uk.sun.com
Message-ID: <2esjcn$faa@uk-usenet.uk.sun.com>
Source record: 196594

Does anybody have or know where I can get a selection of drum/rythm patterns (preferably in midi format) from ?

I am not really interested in Tango, Country & Western, Jazz etc etc - I am looking for something more up to date (eg Popular).

Thanks,
Robin Peatfield.

3746. Re: Gauntlet II Problems!

Newsgroup: comp.sys.atari.st
Date: 1993-12-17 15:33:00 UTC
From: hmallat@lk-hp-20.hut.fi
Message-ID: <hmallat.756142380@snakemail.hut.fi>
Source record: 196593

lancer@wpi.WPI.EDU (Stephe Lewis Foskett) writes:

>the printer port. However, the standard printer cable shorts out the
>elf's fire button! Just unplug your printer cable and all will work
>fine!

At least I have to unplug the HD cable just as well. What an example
of good programming.
--
Yes, I have short attention span. Could we move on, please?

3747. ST Game Gripes (was Re: Gauntlet II Problems!)

Newsgroup: comp.sys.atari.st
Date: 1993-12-17 16:02:31 UTC
From: lancer@coyote.WPI.EDU
Message-ID: <LANCER.93Dec17110231@coyote.WPI.EDU>
Source record: 196597

```
0{{ "Hannu" == Hannu Mallat ~ PurpleHaze <hmallat@lk-hp-20.hut.fi> writes:
Hannu> lancer@wpi.WPI.EDU (Stephe Lewis Foskett) writes:
>> the printer port. However, the standard printer cable shorts out
>> the elf's fire button! Just unplug your printer cable and all will
>> work fine!

Hannu> At least I have to unplug the HD cable just as well. What an
Hannu> example of good programming. -- Yes, I have short attention
Hannu> span. Could we move on, please?

That's funny... I didn't... Do you have a SCSI host adapter on it?

Actually, I've found many games which will not run with the HD turned
on. Phantasie III, for starters, and Dark Castle...

Why are Atari games so finicky? I would think that, considering the
limited vareity of hardware (at least compared to the PC world!)
programming ST games to be rugged would be at least less-than-difficult!

Also, why can so few games be installed on a hard disk???

.s.
--
- lancer@wpi.wpi.edu - - Diamanda Galas: -
- And on his dying bed he asked me; "tell all my friends I was -
- fighting, too." But to all cowards and voyeurs: There are -
- no more tickets to the funeral. The funeral is crowded. -
```

3748. Re: MEDUSA T40

Newsgroup: comp.sys.atari.st
Date: 1993-12-17 16:44:24 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.756146664@groucho>
Source record: 196599

cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

>In <CHvCuy.H7r@world.std.com>, Yat W Siu writes:
>> Whatever gave you THIS IDEA? The Medusa is an own custom design, the ROMs
>> are a versioyn of TOS 3.06 which is licensed by Atari Benelux! So it's totally
>> legal.....unless there is some flaw I am not aware of.

>Does that mean it comes with German ROMs?

AAAAARRRGGGGHHHHHHHHHH!!!!!!! Ok, calm down, sigh... :-) For once and for
all: Benelux = BElgium, NEtherlands, LUXembourg
i.e. not, I repeat, NOT including Germany. And let me never hear that again :)

--
Hendrik Jan Veenstra (hjv@phil.ruu.nl)
Dept. of Philosophy
University of Utrecht ... and they built up with their bare hands
The Netherlands what we still can't do today ...

3749. Re: Piracy (was: Re: Anyone cracked Cubase

Newsgroup: comp.sys.atari.st
Date: 1993-12-17 16:46:57 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.756146817@groucho>
Source record: 196600

ogal@cix.compulink.co.uk ("Ofir Gal") writes:

>*In message <hjv.755954444@groucho>, hjv@phil.ruu.nl said:

>>This sounds like the way Opcode's MIDI-software (for the Mac) is copy
>>protected. Ask some regular users what they think of *that*.
>>Disk-crash? Sorry, no sequencing. Borrowed computer? Sorry, no sequencing.
>>Defective installation disks? Sorry, no sequencing, not even on your own
>>machine. Any other problems? Sorry, no sequencing. Asking for new copies of
>>your installation disks? Sorry, you have to wait a few weeks.
>>
>>Imagine you have to make a living with your MIDI-gear, and your hd crashes the
>>night before a concert...

>Just reinstall the software on another machine! You're OK as long as you
>have your original master disks.

No, Opcode's installation disks will only work _once_. So as soon as you have
a hd-crash, you'll have to get yourself new installation disks from the
manufacturer.
If you could use the installer disks as often as you please, the
copy-protection would of course be next to worthless, since copying the
installer disks would become possible.

The story is even worse. The installer not only installs the program but also
writes a kind of checksum-like-invisible-file somewhere on your hd. The
location of this file is marked and thus you may never move it -- i.e. don't
defragment your hd or else...
I understand the problems sw manufacturers have with pircay, but *this* kind of
solution is of course (IMnot-soHO) absolutely criminal too.

--
Hendrik Jan Veenstra (hjv@phil.ruu.nl)
Dept. of Philosophy
University of Utrecht ... and they built up with their bare hands
The Netherlands what we still can't do today ...

3750. Re: GCC and MiNT 1.09

Newsgroup: comp.sys.atari.st
Date: 1993-12-17 16:54:04 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.ZAqqtjc3EMA@semprini.waterloo-rdp.on.ca>
Source record: 196541

In <1993Dec13.145313.3437@ibr.cs.tu-bs.de>, Axel Kielhorn writes:
> I tried compiling MiNT 1.09 with GCC 2.5.6 (binary taken from
> ftp.tu-clausthal.de) and got internal errors.
> That was the first 2.5.* release i tried, now i'm back to 2.4.2
> which works fine.
>
> Should i upgrade to 2.4.4 (or 2.4.5) what ever the latest 2.4.*
> release was or are there no major changes (bug fixes)?

Bug fixes I think (especially to the C++ portion; it seems to change the
most between versions); I'm not sure though, I went from 2.3.3 to 2.4.5.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3751. Re: ? midi rythm patterns

Newsgroup: comp.sys.atari.st
Date: 1993-12-17 16:54:51 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.756147291@groucho>
Source record: 196501

robinp@sherwood.uk.sun.com (Robin Peatfield - Sun UK - Systems Engineer) writes:

>Does anybody have or know where I can get a selection of drum/rythm patterns
>(preferably in midi format) from ?

>I am not really interested in Tango, Country & Western, Jazz etc etc - I am
>looking for something more up to date (eg Popular).

Popular? House is popular, isn't it? What about something like (sorry, no
midifile available)

THUMP THUMP THUMP THUMP THUMP THUMP THUMP THUMP THUMP THUMP THUMP THUMP THUMP

(sorry, couldn't resist :-)

--
Hendrik Jan Veenstra (hjv@phil.ruu.nl)
Dept. of Philosophy
University of Utrecht ... and they built up with their bare hands
The Netherlands what we still can't do today ...

3752. Re: Korg M1

Newsgroup: comp.sys.atari.st
Date: 1993-12-17 16:56:54 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.756147414@groucho>
Source record: 196505

rtla@network.cc.jyu.fi (Risto Tapani Lahdesmaki) writes:

>Mark-Oliver Wolter (g02o@zfn.uni-bremen.de) wrote:
>: : >Does anyone use a Korg M1 in conjunction with their Atari? Where is the
>: : >best place to discuss this?

>: I do. Works fine. I use C-LAB Explorer M1.

>Yeah, and me too. Using Notator (dreming of Logic...) and Cubase. Brilliant
>programs, and not too expensive. I think atari is most coolest seqencer...
>or cheapest anyway... :-) I don't need pretty icons and so on...just hard
>and working thing is fine for me.

>Do no-one know is there any sounds for M1 (or for any machine) in ftp ???
>And where???

I wrote a librarian for the M1/ST combination. Available at
atari.archive.umich.edu. Name: m1_banks.arc. Librarian, desk-accessory,
tons of documentation and some 600 Programs for the M1. All fully PD...

Note that the ACC doesn't cooperate with Cubase (of course, since Cubase is
&*&*$%*&^ Steinberg &^%$*& ....).

And wadda ye mean, *cheapest* sequencer??? Since when are Cubase and Notator
that cheap?
And for the catalog: yes, I have an M1/ST too, and use SMPTEtrack, the most
reliable sequencer I've seen so far.

--
Hendrik Jan Veenstra (hjv@phil.ruu.nl)
Dept. of Philosophy
University of Utrecht ... and they built up with their bare hands
The Netherlands what we still can't do today ...

3753. Re: MiNT and Minix XFS and software

Newsgroup: comp.sys.atari.st
Date: 1993-12-17 17:08:42 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.k3imxpFkUWA@semprini.waterloo-rdp.on.ca>
Source record: 196543
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1993Dec16.055932.158974@zeus.aix.calpoly.edu>, Juxtaposer writes:
> Do you use the mfs XFSs? Does it run stable for you? I try each new
> version as they come out on a.a., but they are always unstable - I get
> intermittant "Exiting MiNT" errors on my MTOS (and thats with it running as
> MINTNP.PRG - it bombs faster with it on MINT.PRG). Thats a real bummer
> because I would _love_ to use the V2 filesystem - the 32MB limit is a pain.

I use the Minix fs XFS under MiNT 1.08 (and 1.09 now); the 0.6 versions
are very stable, and I'm even using the strange ICD host utilities
(which have persistant bugs and their own way of doing things). I
haven't had a messed up filesystem yet with the 0.6 versions of the XFS.

BTW, this is on an ST with memory protection explicitly turned off (via
recompilation with no_mem_prot = 1 in one of the source files).

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3754. Re: Rat Soft BBS... Not what it's cracked up to be.

Newsgroup: comp.sys.atari.st
Date: 1993-12-17 17:16:36 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.8cKyIMNNci6@semprini.waterloo-rdp.on.ca>
Source record: 196542

In <CHsBIy.Exu@ryn.mro4.dec.com>, My name is Brian Rost writes:
>
> In article <H.eg.ALwgvFd8aws@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes...
> >Why would anyone want to
> >have a computer dedicated to a BBS, unless they were locked into some
> >brain-dead OS like TOS or DOS?
>
> So when some asshole decides he wants to have some fun by getting into your
> machine and trashing it, he only messes up the BBS machine.

If the BBS software allows users access to any disk/path/file on your
system, it's worthless. Even the ftp daemon for OS/2 allows you to
limit all users to a specific directory.

A minix filesystem will also fix that problem.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3755. Re: Stalker 3

Newsgroup: comp.sys.atari.st
Date: 1993-12-17 17:19:40 UTC
From: pelletier@Nyongwa.CAM.ORG
Message-ID: <CI6w4t.E2w@Nyongwa.CAM.ORG>
Source record: 196515

In article <1993Dec16.035753.21067@tyrell.net>,
Jeffrey Krzystow <cysco@tyrell.net> wrote:
>
<description of Stalker and Steno deleted>

>Also, I am going to be the new developer for both packages.
>
>Jeffrey A. Krzysztow

I'm a happy Stalker user, and since this thread seems to have gone
into wishlist mode, here's what I'd like:

First and foremost, if possible, make Stalker work faster under
MiNT/Multitos. I've been told to get Connect for if I want to do
comms under MTOS, but I like Stalker and I think something is wrong
if users have to lose their software investment for the sake of
OS improvements. (Especially considering that Stalker is a clean
application).

I'm sure you've already given a fair bit of thought on improving Stalker's
general MiNT friendliness. There are probably a gazillion neat things
that could be done if Stalker took full advantage of the MiNT kernel.

Oh, Kermit would be a nice addition to the available protocols.

Good luck on your new project.

Cheers

Yves

--

Yves Pelletier
pelletier@nyongwa.cam.org

3756. Interface

Newsgroup: comp.sys.atari.st
Date: 1993-12-17 17:23:23 UTC
From: Chris.Forker@newcastle.ac.uk
Message-ID: <CI6wAz.n40@newcastle.ac.uk>
Source record: 196504
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Does anyone know if a demo version of Interface (from SHIFT) is available.

I would like to try out this product but cannot find an ftp site that has it.

Thanks for any info.

- Chris

e-mail: Chris.Forker@newcastle.ac.uk	Computer Systems Manager
voice: +44 91 222-8557	Engineering Design Centre
fax: +44 91 2616059	Newcastle University
	NE1 7RU ENGLAND

3757. Re: Mega STe / AppleTalk connection possible ?

Newsgroup: comp.sys.atari.st
Date: 1993-12-17 17:45:59 UTC
From: tkld@scott.cogsci.ed.ac.uk
Message-ID: <TKLD.93Dec17174559@scott.cogsci.ed.ac.uk>
Source record: 196452
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>>>>> In article <CI51FA.M8o@world.std.com>, Lexicor@world.std.com (Yat W Siu) writes:
Lexicor> In article <TKLD.93Dec16110210@scott.cogsci.ed.ac.uk>,
Lexicor> Kevin Davidson <tkld@scott.cogsci.ed.ac.uk> wrote:
>>>>>>> In article <CHs53v.K2J@world.std.com>, Lexicor@world.std.com (Yat W Siu) writes:
Lexicor> In article <TKLD.93Dec9164915@scott.cogsci.ed.ac.uk>,
>>>>
[About PowerNET]

Lexicor> It uses the same physical cabling. I only said you most likely cannot
Lexicor> interchange MAC-Atari. You can print LocalTalked, Laser writers share
Lexicor> the same rpinter, same drives, same modems etc. etc. THAT is possible.

Lexicor> However there is no software driver to work with the MAC..but you
Lexicor> could call up Dragonware and ask them about it.

So it *does* use at least part of the AppleTalk protocol, if it can speak
to LaserWriters. Why make the file sharing different from Apple's AFP
specs then ?
If only I had the time to write an AppleShare.XFS...

Who and where are Dragonware ?

Lexicor> Yat

--
_____________Kevin__Davidson____
Centre for Cognitive Science/HCRC, | tkld@cogsci.ed.ac.uk
University of Edinburgh, | Kevin.Davidson@edinburgh.ac.uk
2 Buccleuch Place, EH8 9LW. | +44 31 650 4447

3758. Re: Piracy (was: Re: Anyone cracked Cubase

Newsgroup: comp.sys.atari.st
Date: 1993-12-17 17:50:23 UTC
From: rvenable@helix.nih.gov
Message-ID: <1993Dec17.125023@helix.nih.gov>
Source record: 196502

In article <CI37KK.7sI@cix.compulink.co.uk>, ogal@cix.compulink.co.uk ("Ofir Gal") writes:
|> *In message <hjv.755954444@groucho>, hjv@phil.ruu.nl said:
|>
|> >This sounds like the way Opcode's MIDI-software (for the Mac) is copy
|> >protected. Ask some regular users what they think of *that*.
|> >Disk-crash? Sorry, no sequencing. Borrowed computer? Sorry, no sequencing.
|> >Defective installation disks? Sorry, no sequencing, not even on your own
|> >machine. Any other problems? Sorry, no sequencing. Asking for new copies of
|> >your installation disks? Sorry, you have to wait a few weeks.
|> >
|> >Imagine you have to make a living with your MIDI-gear, and your hd crashes the
|> >night before a concert...
|>
|> Just reinstall the software on another machine! You're OK as long as you
|> have your original master disks.
|>
|> Ofir ogal@cix.compulink.co.uk
|>
|>

But that's not the way machine ID's work in Unixland; you get a encrypted string to put in a file, which references the hardware ID, from the vendor. You cannot load the software and run it on another machine.

--
___ O== ==O
|__) ICK O== ==O "It's deja vous all over again."
| \ / O== ==O
\/ ENABLE O== ==O -- Yogi Berra

3759. Re: Atari products - help wanted!

Newsgroup: comp.sys.atari.st
Date: 1993-12-17 18:07:27 UTC
From: richards@sulu.orl.mmc.com
Message-ID: <1993Dec17.180727.17957@iplmail.orl.mmc.com>
Source record: 196484

In article <2d0faf02@p2.stacken.ct.se>, patrik_sanfridsson@p2.stacken.ct.se (Patrik Sanfridsson) writes:
|> Hi everybody!
|>
|> I'm trying to compile a list of all Atari products (computers and consoles etc)
|> that's ever been marketed. Any help would be appreciated, esp regarding the
|> year of release since I've mostly been guessing. This list will finally be sent
|> off to be included in the c.s.a.st faq.
|>
|> Thankyou for your time, Patrik
|> 1976 2600 6502

I think that the 2600 actually used a 6507, a kind-of crippled 6502
(missing some address pins or something).

|> _______ ATARI 16-BIT COMPUTERS _____________________ TOS _____
|> 1987 520STFM 512KB 68000 8MHz 1.04

My 520STFM has TOS 1.02 in ROM. Maybe they had 2 different versions
of the 520STFM TOS?

|> ==
|> (C)1993 by Patrik Sanfridsson This document may be reprinted.
|> All trademarks belong to Atari Inc. or Atari Corp. respectively.
|> ==
|>
|>
|> ____
|> * Patrik_Sanfridsson@p2.stacken.ct.se (max 16KB) /|\ Atari Falcon030 *
|> * Fido 2:204/419.2 NeST 90:1100/110.2 STacken BBS +46-(0)142-19331 *
|>

Larry Richardson
richards@foghorn.orl.mmc.com

3760. Re: GEM games?

Newsgroup: comp.sys.atari.st
Date: 1993-12-17 18:15:29 UTC
From: njdc@newcastle.ac.uk
Message-ID: <CI6ypu.1II@newcastle.ac.uk>
Source record: 196507

David Forrai (gt1448b@prism.gatech.EDU) wrote:
: I have been told that Lucas Films Battle of Britain runs in any 16
: color resolution. It is supposed to look real nice in TT Medium. Can
: anyone else confirm this? I heard it from an Atari dealer who said he
: could no longer obtain it.

I runs from the hard drive in ST-Low and TT-Medium on my TT. It looks the
same in both resolutions. It doesn't run in a 16 colour mode on a Crazy Dots
card.

Somewhat off topic:
Is it possible to automatically switch the monitor from Crazy Dots to TT
video depending on the graphic mode selected at boot time?

J

--
-- Julian Coleman, Computing Service, | j.d.coleman@newcastle.ac.uk
-- Claremont Tower, University of Newcastle, | as967@cleveland.freenet.edu
-- Newcastle upon Tyne, NE1 7RU, England. | - - - - - - - - - - - - - - -
-- Phone +44-91-222-8068 Fax +44-91-222-8765 | "Curiouser and curiouser"

3761. J & J Computers

Newsgroup: comp.sys.atari.st
Date: 1993-12-17 19:30:11 UTC
From: ewj8218@u.cc.utah.edu
Message-ID: <2et1c3$hmv@u.cc.utah.edu>
Source record: 196509

I few days ago I posted a message stating that J & J Computers (Official RATSoft distributor) would be closing its store. This is no longer true. J & J's will be remaining open, in fact Neal Baker said Atari support would be increased if anything. Sorry to mislead any of you.

Approaching Oblivion BBS (RATSoft HQ) (801) 255-8593

--
\ Eric Jolley \ Eric.Jolley@m.cc.utah.edu \
\ Film Studies Major, U. of U. \ GEnie: E.JOLLEY \
\ For PGP Public Key, finger Eric.Jolley@u.cc.utah.edu \

3762. Re: GEM games?

Newsgroup: comp.sys.atari.st
Date: 1993-12-17 19:55:24 UTC
From: victorb@up.edu
Message-ID: <2et2rc$7f@upsun11.up.edu>
Source record: 196510

In article <2erfr8$ci0@darkstar.ucsc.edu>,
Christopher Taylor Oates <aspect@cats.ucsc.edu> wrote:
>
>Well folks, assuming I get time between playing Cybermorph (just got my Jag
>today) I've been working on writing a simple game (Lode runner type game) that
>uses VDI and AES calls. it IS possible to do, but so far the main disadvantage
>seems to be that all the AES and VDI calls for drawing & such are quite slow.
>I'll let the newsgroup know when I'm done...
>
> ~Chris

OK, I have a question about a GEM game and what it has to do...

Is it considered 'legal' to write directly to the screen memory to gain
the extra speed that is needed? As in, finding out where it is using Physbase()
(I think that's the call, it's been a while...) or by Malloc()'ing enough to
for the number of screens needed for buffering and such and then using Setscreen()
to set the video memory. Then writing directly to that memory to get the speed that
is needed.

Is this considered 'legal'?
It's the way I've been doing things, and the Falcon doesn't seem to mind, although
my program isn't true GEM (yet?) as it is resolution dependent, and my method for
getting the proper resolution is probably not totally 'proper'...

Victor Bruhn
victorb@up.edu

3763. Re: Tetris

Newsgroup: comp.sys.atari.st
Date: 1993-12-17 20:15:43 UTC
From: randyh@sad.hp.com
Message-ID: <CI74A8.984@srgenprp.sr.hp.com>
Source record: 196511

Steve Wells (wells_s@jethro) wrote:
: Is there a PD multi-taskable (e.g. MiNT/Geneva compatible) Tetris or
: Columns Desk-accessory or program? As I want something simple and

: (Any such program will do, but not that sliding puzzle one!)

I ported an X game called MOSAIC better than a year ago. It runs as an acc
in all three ST modes and possibly any screen mode. It is really a fun
little game the object of which is to place 2x2 colored tiles so that the
colors are as contiguiuos as possible. I've run it under MiNT .96. So
give it a try. It's in the Games dir on A.A. Called STMOSAIC I believe.

Randy
--
/*****************************/****************************/
// |\ | | _ | // Randy Hosler //
// |/ |-| /\ < | [] /\ // randyh@hpsad.sad.hp.com //
// |\ . | | \/ _> | _ | // 707-794-3677 //
/*****************************/****************************/

3764. Re: Cant get MSDOS to read or format SS disks

Newsgroup: comp.sys.atari.st
Date: 1993-12-17 20:20:59 UTC
From: mcovingt@aisun3.ai.uga.edu
Message-ID: <2et4bb$833@hobbes.cc.uga.edu>
Source record: 196512
Cross-posted to: comp.sys.ibm.pc.misc,comp.sys.mac.misc,comp.sys.atari.st,comp.os.msdos.misc

DOS should read single-sided disks with no trouble. I used to do it all
the time in DOS 2.1 days...

To format a disk under DOS as single-sided, use the single-sided option
(I think it's "/1"). There is also an option to use 8 sectors per track
instead of 9 (I think that's "/8"), which you might try using.

--
< Michael A. Covington, Assc Rsch Scientist, Artificial Intelligence Programs >
< The University of Georgia, Athens, GA 30606-7415 USA mcovingt@ai.uga.edu >
<>< -- ><>
< For info about U.Ga. degree programs, email GRADADM@UGA.CC.UGA.EDU (not me) >

3765. Ansiterm 1.9 in Internet ???

Newsgroup: comp.sys.atari.st
Date: 1993-12-17 20:50:27 UTC
From: advasque@araucaria.cec.uchile.cl
Message-ID: <1993Dec17.205027.11863@dcc.uchile.cl>
Source record: 196513

Hi,
I read that that outthere it's a new version of Term program Ansiterm, version 1.9? I couldn't find it in InterNet :(only in Genie but i can't reach there...
Do you think it's possible to someone to upload it to InterNet ? in any anonimous host maybe ? please!

Thanks, bye Javier.

--

___
(o,o)
< . > InterNet : advasque@araucaria.cec.uchile.cl
---"-"---

3766. Re: bugs in frontier

Newsgroup: comp.sys.atari.st
Date: 1993-12-17 20:53:00 UTC
From: patrik_sanfridsson@p2.stacken.ct.se
Message-ID: <2d121d25@p2.stacken.ct.se>
Source record: 196531

> From: kebab@cix.compulink.co.uk ("Kevin Donovan")
>
> I don't get this one. Overall impression of the game is that it is
> very nice and very stable. It also works flawlessly on the Falcon which
> is a plus, and it let me load my amiga save game which was a massive
> plus (didn't really want to start from scratch again 8-)

Hmm... Maybe I'll have to reconsider and buy it after all then... What's the gameplay like? Complexity... Lasting appeal etc...

patrik@p2.stacken.ct.se

\ | / * \ | / * + \ | / (* \ | /
--*-- God Jul! --*-- Merry Christmas! --*-- Fr.hliche Weinachten! --*--
/ | \ + / | \ + * / | \ * + / | \

3767. Re: GEM games?

Newsgroup: comp.sys.atari.st
Date: 1993-12-17 21:03:26 UTC
From: Lexicor@world.std.com
Message-ID: <CI76Hr.CMx@world.std.com>
Source record: 196514

In article <CI6ypu.1II@newcastle.ac.uk>,
J.D.Coleman <njdc@newcastle.ac.uk> wrote:
>David Forrai (gt1448b@prism.gatech.EDU) wrote:
>: I have been told that Lucas Films Battle of Britain runs in any 16
>: color resolution. It is supposed to look real nice in TT Medium. Can
>: anyone else confirm this? I heard it from an Atari dealer who said he
>: could no longer obtain it.

That would be great :) if it WAS TT Medium?
>
>I runs from the hard drive in ST-Low and TT-Medium on my TT. It looks the
>same in both resolutions. It doesn't run in a 16 colour mode on a Crazy Dots
>card.
>

Sounds to me that while running in TT Medium it switched down to ST Low.
Does the screen become smaller? or does th graphic rez become finer?

If not I think it's only ST Low then...
>Somewhat off topic:
>Is it possible to automatically switch the monitor from Crazy Dots to TT
>video depending on the graphic mode selected at boot time?
>

If during booting up you press the <ESC> Key if will cancel booting into
CRDOTS and go into the TT resolution...if THAT is what you mean? However
to switch monitors while you are running CRDOTS in say TT Med rez. I don't
know if that is possible...but why would you do that? I mean run a CRDOTS
in TT Medium?

A little confused :)

Yat

>J
>
>--
>-- Julian Coleman, Computing Service, | j.d.coleman@newcastle.ac.uk
>-- Claremont Tower, University of Newcastle, | as967@cleveland.freenet.edu
>-- Newcastle upon Tyne, NE1 7RU, England. | - - - - - - - - - - - - - - -
>-- Phone +44-91-222-8068 Fax +44-91-222-8765 | "Curiouser and curiouser"

3768. Re: Piracy (was: Re: Anyone cracked Cubase 3.01 yet?)

Newsgroup: comp.sys.atari.st
Date: 1993-12-17 22:22:34 UTC
From: Paul.Civati@mettav.royle.org
Message-ID: <756282100.1@mettav.royle>
Source record: 196471

On 13 Dec 93 at 01:14:59 (Warwick Allison) wrote the following:

> I think limited demo versions are FANTASTIC. If I'd seen a demo
> version of TruePaint (which there is not) and the demo version of
Prism
> Paint (which there is), I wouldn't have wasted my money on
TruePaint.
> As it is, I now can't afford Prism Paint (my teachers told me never
to
> account for `sunk costs', but I can't justify buying another paint
> program when I've just bought one).

There is actually a demo version of TruePaint, I've seen it for download on the
BBS I use. You might be able to find it somewhere as
TPDEMO.ZIP.

Christmas Greetings, -Paul-

--
~=~=~=

3769. ATARI 85meg HD FOR SALE *** ONLY $185.00

Newsgroup: comp.sys.atari.st
Date: 1993-12-17 22:29:40 UTC
From: jhurwitz@access3.digex.net
Message-ID: <2etbsk$8s0@access3.digex.net>
Source record: 196516

I have a nifty 85 meg HD for any Atari ST(e), TT, or Falcon computer.

The HD is a 85 meg Maxtor, in a shoebox case, with an ICD Host Plus(clock chip)
SCSI host adaptor.

I'm asking a mere $185.00 for it. How can you resist?.

```
__/ / . + .
_/__/_/\
_/____/ \/ J. Hurwitz ,
. / / \/| . *
/ / /|/ In DX7 Heaven . o
/_____/ / |
/____/\\/ / Roaming Cyberspace "Space is the place"
/ o \ || / .
| o o |// . -Sun Ra +
\o o// jhurwitz@access.digex.com
--^-- . *
+ ' +
```

3770. Re: DIGITAL TRACKER

Newsgroup: comp.sys.atari.st
Date: 1993-12-17 22:31:57 UTC
From: wells_s@jethro
Message-ID: <2etc0t$ss7@golem.wcc.govt.nz>
Source record: 196518

How about a 'MED' file player? (The 'sequal' to 'MOD' files....)

Preferably MTOS/Geneva friendly!

```
/------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, O O |
| you can be 100% sure that it will! o |
| WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/
```

3771. Atari ST/TT Software for sale

Newsgroup: comp.sys.atari.st
Date: 1993-12-17 22:35:10 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenCI7AqM.JIM@netcom.com>
Source record: 196517
Cross-posted to: comp.sys.atari.st,ba.market.computers,misc.forsale.computers.other

Software for sale - - - - - Software for sale

Lexicor's Chronos, Prism Render, Prism Paint, Rosetta -- $250,
shipping included

Chronos is the BEST 3D animation program for the ST/TT. Unlike
CAD-3D, it's very, very easy to create 3D animations with this
program. It imports 3D2 files, so you can still use the objects you
have stored away, or create new ones with CyberSculpt.

Prism Render is used for rendering your animations. Chronos will render
up to 256 colors; Prism Render will render in more colors.

Prism Paint is a wonderful paint program that enables you to load the
animations you create and edit each frame individually.

Rosetta is a file translation program, used for converting different types
of 3D objects and other formats.

These three programs work best on a MegaSTE, TT, or accelerated ST or
Mega, although they work fine on a stock ST. They support the 68881 and
68882 as well. These are top-notch programs. I have BARELY used them,
since I haven't had much free time.

CyberSculpt -- $35, shipping included

One year at Comdex, when Lexicor was showing and selling their wares
there, Lee Seiler of Lexicor said that there were groups of
professional 3D animators and modelers who stopped by his booth. Some
were so amazed by CyberSculpt's capability and low cost that they
bought TTs just to run it! The cost of CyberSculpt plus a TT was a
bargain compared to what they had been using, so they jumped on the
opportunity. CyberSculpt works on any ST or TT (and I think Falcon)
in medium and high resolution.

MultiDesk Deluxe 3.4a -- $25, shipping included

If you want to load more than 6 desk accessories on a standard TOS
machine, this is the desk accessory and program to get. It's very
flexible. This version features non-resident desk accessories, so
you can load them into memory only when you really need them.

LookIt 1.2 / PopIt 1.3 -- $20, shipping included

LookIt is a fine utility for viewing text files and other files in
both text and hex modes. It has a lot of additional features, such
as marking blocks and saving them as files. You can even load a

series of files and switch between them.

PopIt is a desk accessory used for accessing your desk accessories with hot-keys. For example, if you want to bring up the Control Panel, instead of using your mouse to go under the Desk menu, simply type ALT-1, or any other key combination that you choose. Very useful utility!

DC Utilities -- $15, shipping included

Yes, some of it is a little outdated, but there's still some great stuff included on this disk. A couple of RAM disks, self-extracting archive utility, screenshot program, and even the first version of DC Squish! You can use this disk to upgrade to the new version 2!

Tempus 2 -- $15, shipping included

This is one fast and loaded text editor. Tons of features. A programmer's dream!

All these programs come with disks and original manuals. Chronos, Prism Paint, Rosetta, and MultiDesk Deluxe come in their original white three-ring binders. Everything is in excellent, pristine condition.

If interested, please contact me at ekrimen@netcom.com, or on GEnie at AEO.5.

Thanks!

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

3772. Re: GCC

Newsgroup: comp.sys.atari.st
Date: 1993-12-17 23:14:00 UTC
From: Dirk_Theisen@su.maus.de
Message-ID: <A11762@SU.maus.de>
Source record: 196418

Hello Steve!

>ST-ZIP's interface however, is nice and simple! Even the local 'don't
>have a clue's ' Can work it okay!

Use the GEM-pack-shell "2in1" (v.1.02) to get a ST-ZIP-like interface
(only 20DM shareware, author gregor_duchalski@do.maus.de).
Alternativly it has (well known by users of GXSHELL") 1-icon-handling.
Easy to set-up!

GREAT! That was the thing I ever looked for.

Gruï¿½
DIRK
~~~~~~
~~~~~~

3773. Re: Mega STe / AppleTalk connection possible ?

Newsgroup: comp.sys.atari.st
Date: 1993-12-17 23:22:28 UTC
From: alex@falcon.demon.co.uk
Message-ID: <756170548snz@falcon.demon.co.uk>
Source record: 196451
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <TKLD.93Dec16110210@scott.cogsci.ed.ac.uk> tkld@scott.cogsci.ed.ac.uk writes:

> Looks like someone should port CAP (Columbia AppleTalk Package) to
>MiNT. I've built this on our Suns so they print to LaserWriters and
>act as AppleShare fileservers, but I don't have the time (or disk
>space) to do it myself.

Sigh, why didn't I know about this 12 months ago when I had the time/
inclination to port such things... :-(

[Not your fault of course!]

--
Alex Kiernan, alex@falcon.demon.co.uk

This is a private account, all opinions expressed are my own - I cannot
speak for my employer; he can do that himself...

3774. Unispec/Spectrum on Mega STE?

Newsgroup: comp.sys.atari.st
Date: 1993-12-18 01:02:42 UTC
From: dunham@src.honeywell.com
Message-ID: <1993Dec18.010242.13025@src.honeywell.com>
Source record: 196519

Thanks,
Scott dunham_scott@htc.honeywell.com

--
Scott Dunham | Honeywell Technology Center | dunham_scott@htc.honeywell.com
||| | 10701 Lyndale Ave South | -- or --
/ | \ | Bloomington, Minnesota 55420 | dunham@homer.htc.honeywell.com

3775. Spectrum or Unispec on Mega STE?

Newsgroup: comp.sys.atari.st
Date: 1993-12-18 01:30:29 UTC
From: dunham@src.honeywell.com
Message-ID: <1993Dec18.013029.15549@src.honeywell.com>
Source record: 196521

(sorry about previous empty post - something's goofy)

Does anyone know if the program Spectrum 512 or the accessory Unispec will work on a Mega STE? I am unable to get UNISPEC.ACC to allow keyboard presses without bombing, despite running at 8 MHz no cache.

Thanks,
Scott
--
Scott Dunham | Honeywell Technology Center | dunham_scott@htc.honeywell.com
||| | 10701 Lyndale Ave South | -- or --
/ | \ | Bloomington, Minnesota 55420 | dunham@homer.htc.honeywell.com

3776. Strange Falcon HD problem

Newsgroup: comp.sys.atari.st
Date: 1993-12-18 02:02:31 UTC
From: Jinlung Fung <jf4y+@andrew.cmu.edu>
Message-ID: <ch4aGrC00iV1I6KuRJ@andrew.cmu.edu>
Source record: 196522

Hi folks,

Have a strange problem with my external SCSI hard disks on the Falcon. I used to hook the drives up without a casing and the SCSI-II cable from the Falcon goes to my CDC drive and chained to a Syquest. Recently, I bought a casing and installed the drives in there. However, now my Syquest is connected on a shorter ribbon length compared to the CDC (which I think does not matter).

However, a strange problem cropped up. Even with the power supply to the drives shut off, if the Falcon is on, the 'Power' light on the casing (which I connected to the +5V line on the external PSU) stays on and the Syquest light indicators turn on dimly. If I tried to turn on the external PSU now, the drives do not respond by booting up until I turn the Falcon off completely (warm boot doesn't help) and then it starts booting up. I never had this problem with my previous setup. Does anyone have any ideas why this is happening?? (is it because the SCSI-II has a power line pin that interferes?? If so, why did my old setup work?)

Thanx for the help!

Ta Ta For Now,
Michael Fung

Email: jf4y+@andrew.cmu.edu Phone: (412)862-3692
Mail : 1060 Morewood Avenue, Box 1334, Pittsburgh, PA 15213, USA

3777. Re: Spectrum or Unispec on Mega STE?

Newsgroup: comp.sys.atari.st
Date: 1993-12-18 03:03:11 UTC
From: Lexicor@world.std.com
Message-ID: <CI7n5C.KEF@world.std.com>
Source record: 196523

In article <1993Dec18.013029.15549@src.honeywell.com>,
Scott Dunham <dunham@src.honeywell.com> wrote:
>
>(sorry about previous empty post - something's goofy)
>
>Does anyone know if the program Spectrum 512 or the accessory Unispec will
>work on a Mega STE? I am unable to get UNISPEC.ACC to allow
>keyboard presses without bombing, despite running at 8 MHz no cache.

Hmmm...these are the older ANTIC Products and SPC is a very tricky format
that does things that your Mega STe doesn't like. ANTIC went bust before
the Mega STe came out I believe, so I do NOT know of an updated SPC
viewer.

Not even Cyber Paint 2 will run correctly on the Mega STe..

>
>Thanks,
>Scott
>--
>Scott Dunham | Honeywell Technology Center | dunham_scott@htc.honeywell.com
> ||| | 10701 Lyndale Ave South | -- or --
> / | \ | Bloomington, Minnesota 55420 | dunham@homer.htc.honeywell.com

3778. Re: Stalker 3

Newsgroup: comp.sys.atari.st
Date: 1993-12-18 03:36:28 UTC
From: stewart@titan.ucs.umass.edu
Message-ID: <2ettrs$cmk@titan.ucs.umass.edu>
Source record: 196525

In article <richie.033E3741@imtired.itm.com>,
Dick Grable <richie@imtired.itm.com> wrote:
>
> So you are the new developer for STalker and STeno? Will look for
>update info such as working on the Falcon's modem port (must use the ST's por
>now which limits speed).
>

If you are using STalker on a Falcon, set it for TT/STE Modem 2 Port instead
of Serial port. This will not only give you access to the higher speeds,
but should let the DCD work properly if your modem supports it.

The next version of STalker should correctly recognize the Falcon.

Bob Stewart stewart@titan.ucs.umass.edu
Gribnif Software Phone: 10-6 EST (413) 247-5620
Customer Service FAX: (413) 247-5622

3779. Re: Gauntlet II Problems!

Newsgroup: comp.sys.atari.st
Date: 1993-12-18 03:40:00 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2etu2g$per@mailer.fsu.edu>
Source record: 196524

Stephe Lewis Foskett (lancer@wpi.WPI.EDU) wrote:
> 0{{ "STIRRE31" == STIRRE31 <STIRRE31@MAINE.MAINE.EDU> writes:
> STIRRE31> I recently received Gauntlet II and I've been having a
> STIRRE31> problem. It boots fine and seems to work well except for
> STIRRE31> one thing- every new game starts off with an elf firing
> STIRRE31> arrows straight. I can't control him (I can join the game
> STIRRE31> and control my character fine, though). Does anyone know
> STIRRE31> why thhis is hhappening? thanks, scott tirrell
>
> I know exactly what you are referring to! In Gauntlet II, there is a
> special adapter which allows 4 people to play at once. It fits onto
> the printer port. However, the standard printer cable shorts out the
> elf's fire button! Just unplug your printer cable and all will work
> fine!

Unplugging your printer will work, but it is overkill and a pain. Simply
turn your printer on, and set it to "offline". This will work fine, and
is much easier.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3780. Re: GEM games?

Newsgroup: comp.sys.atari.st
Date: 1993-12-18 04:56:32 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2eu2i0$7a5@darkstar.UCSC.EDU>
Source record: 196526

In <2et2rc$7f@upsun11.up.edu> victorb@up.edu (Victor Bruhn) writes:

>OK, I have a question about a GEM game and what it has to do...
>
> Is it considered 'legal' to write directly to the screen memory to gain
> the extra speed that is needed? As in, finding out where it is using Physbase()
> (I think that's the call, it's been a while...) or by Malloc()'ing enough to
> for the number of screens needed for buffering and such and then using Setscreen()
> to set the video memory. Then writing directly to that memory to get the speed that
> is needed.

> Is this considered 'legal'?

Well, I suppose as long as you keep all your drawing within your own window by
either making sure your window is on top or using Gem calls to walk the
rectangle list and only updating those areas using Direct To Screen, it might
be okay, though certainly not rez independant, since 256 color mode on a Falcon
is diffrent than 256 color mode on, say a Crazy Dots board. It could work
in theory, but I don't consider myself any sort of expert on the subject.

~Chris
> It's the way I've been doing things, and the Falcon doesn't seem to mind, although
> my program isn't true GEM (yet?) as it is resolution dependent, and my method for
> getting the proper resolution is probably not totally 'proper'...

> Victor Bruhn
> victorb@up.edu

3781. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1993-12-18 05:06:59 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <2eu35j$sfq@terminator.rs.itd.umich.edu>
Source record: 196527
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-r--r-- entropy 1664 Dec 12 11:42 ./Editors/0index
-rw-r--r-- molin 126619 Nov 30 08:27 ./Editors/Me3.12/uemacs312.zoo
-rw-r--r-- molin 173120 Dec 7 12:51 ./Games/hardcore.zip
-rw-r--r-- molin 230918 Dec 1 11:46 ./Games/uto_demo.zip
-rw-r--r-- lenn 16570 Dec 12 11:36 ./Games/0index
-rw-r--r-- molin 496665 Dec 10 18:32 ./Sound/Players/naudiemo.lzh
-rw-r--r-- molin 204027 Dec 10 18:32 ./Sound/Players/naudio.lzh
-rw-r--r-- weiner 3533 Dec 12 11:20 ./Sound/0index
-rw-r--r-- molin 32667 Dec 7 18:14 ./Programming/extra.zip
-rw-r--r-- weiner 4442 Dec 12 11:29 ./Programming/0index
-rw-r--r-- lenn 16632 Dec 14 23:30 ./Games/0index
-rw-r--r-- molin 128489 Dec 14 08:06 ./Games/acctris.zip
-rw-r--r-- hyc 384149 Dec 14 14:37 ./Telecomm/conne242.lzh
-rw-r--r-- hyc 400764 Dec 14 14:40 ./Telecomm/conng242.lzh
-rw-r--r-- molin 209624 Dec 4 10:46 ./Programming/big.zip
-rw-r--r-- weiner 4503 Dec 14 23:36 ./Programming/0index
-rw-rw-r-- entropy 1143 Dec 15 22:42 ./Tt/0index
-rw-r--r-- molin 36498 Dec 15 08:33 ./Tt/ttart16.zip
-rw-r--r-- dpz 3575 Dec 15 22:47 ./Falcon/0index
-rw-r--r-- molin 344355 Dec 15 08:56 ./Falcon/digital_demo102.zip
-rw-r--r-- molin 63611 Dec 17 00:02 ./Sound/Players/dtrak122.zip
-rw-r--r-- molin 230885 Dec 16 08:32 ./Games/utopus15.zip
-rw-r--r-- lenn 16668 Dec 17 00:17 ./Games/0index
-rw-rw-r-- weiner 2313 Dec 17 00:28 ./Misc/0index
-rw-r--r-- molin 6053 Dec 17 00:25 ./Misc/tac-errata.lzh
-rw-r--r-- molin 63611 Dec 17 00:02 ./Sound/Players/dtrak122.zip
-rw-r--r-- weiner 3519 Dec 17 00:09 ./Sound/0index
-rw-rw-r-- entropy 22535 Dec 17 18:02 ./Utilities/0index
-rw-rw-rw- lenn 95719 Dec 17 17:58 ./Utilities/mb33cbin.zoo
-rw-r--r-- molin 45178 Nov 23 03:02 ./Falcon/specfalc.lzh
-rw-r--r-- dpz 3626 Dec 17 00:11 ./Falcon/0index
lrwxr-xr-x molin 29 Dec 17 00:09 ./Falcon/dtrak122.zip -> ../Sound/Players/dtrak122.zip
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

3782. Stalker 3 and STeno 2 (was Re: Stalker 3)

Newsgroup: comp.sys.atari.st
Date: 1993-12-18 05:31:45 UTC
From: rjung@netcom.com
Message-ID: <rjungCI7u0x.CtI@netcom.com>
Source record: 196528

In article <2ettrs$cmk@titan.ucs.umass.edu> stewart@titan.ucs.umass.edu (Bob Stewart) writes:
>In article <richie.033E3741@imtired.itm.com>, Dick Grable <richie@imtired.itm.com> wrote:
>> So you are the new developer for STalker and STeno? Will look for
>>update info such as working on the Falcon's modem port (must use the ST's
>>port now which limits speed).
>
>If you are using STalker on a Falcon, set it for TT/STE Modem 2 Port instead
>of Serial port. This will not only give you access to the higher speeds,
>but should let the DCD work properly if your modem supports it.

Well, as long as I've got Gribnif on the net...

I'm using STalker 3.01 and STeno 2.00 -- a great combination, IMO. I have but one problem: I can't use "Paste Clipboard (text)" (Alt-V) in STalker at all. It doesn't matter if I cut the text in STeno or STalker, STalker can't paste it. STeno recognizes it just fine, and I know my clipboard parameters are set up identically for both, but still this eludes me.

Any answers?

--R.J.
B-)

"I write because I am personally amused by what I do, and if other people are amused by it, then it's fine. If they're not, then that's also fine."
Send mail to rjung@netcom.com --Frank Zappa

3783. STraight FAX & Sportster Modem

Newsgroup: comp.sys.atari.st
Date: 1993-12-18 06:21:36 UTC
From: PETERS@bdt.COM
Message-ID: <CI7wC1.47q@bdt.com>
Source record: 196533

Since my last posting, I've received a reply from Charles Smeton that an upgrade will be available soon which works with the Sportster. Apparently there's some problems with the basic design of the modem hardware. I would be interested in hearing about problems other people have had with the Robotics Sportster.

I also received a response from Dave at TOAD, who informed me that a new version of the modem testing program is available. The old one didn't work with the Sportster.

3784. Re: CoNNect problems

Newsgroup: comp.sys.atari.st
Date: 1993-12-18 07:40:22 UTC
From: mbaffoni@farad.elee.calpoly.edu
Message-ID: <1993Dec18.074022.120923@zeus.aix.calpoly.edu>
Source record: 196535

In article <CI1ow8.CMx@uc2372c.daytonoh.ncr.com>,
<Robert.Anisko@daytonoh.ncr.com> wrote:
>>Watch out for CoNnect 2.42 which will be placed on
>>atari.archive.umich.edu as conne242 (e for English) in the next days.
>
> Waiting with bated breath... (bated breath?!?!? ;-)

Why wait? I got my copy about two days ago....

> Rob
>
>...dare I ask the difference between 2.41 and 2.42 (other than the fact
>that I have neither right now ;-)

Well, the best new feature that I can think of is that you can go into
an editor like emacs, and if you set the correct button, you can double-click
the cursor to that position instead of having to do it manually (all those
cntl-Ps, -Fs, -Ns, -Bs). Very nice...only now I have to figure out the emacs
commands to allow the interpretation of the cursor keys to the appropriate
command (right now, all I get is Bs when I use the cursor command). Oh, BTW,
you need to hold the CNTL key down while double clicking to do that.

Oh, don't forget - he changed his "waiting" icon from the little
coffee mug icon to an animated icon of a quartered circle that rotates very
smoothly (I guess he took out the coffee icon so that when CoNnect gets an
interface to a coffee maker, you won't be confused about whether CoNnect is
just thinkging real hard, or whether it is making a pot of coffee).
:)

(Sorry Wolfgang, it had to be said. :)

Actually, now that I pull up the help and look at the history, I
notice the following changes:

The help-text now has icons for a going back a step, starting at the "base" of
the help tree, and one for listing all of the help sections alphabetically
(makes it easy to find "history" that way).

There is a new box for monitoring the file up/downloads. I haven't made up my
mind whether it is better or worse. I am tending to like the old style
because the new style has the information too close to each other and becomes
hard to read (which is the block CPS rate, and whichis the overal rate? ... Oh
yeah...). Anyone else agree/disagree?

zmodem upload is faster (yea!).

CompuServe B, B+ works better.

And of course, the reason for the additional charge: The %#@^%#$ hackers who broke his encryption code forced Wolfgang to spend time making better encryption algorythms.

I, however, can't wait until 2.5 is released - he says it will have fax support!!!!

(was there a "should" in there...Wolfgang?)

-MikeB

3785. Re: Opinions about ICD SCSIpro Utilities?

Newsgroup: comp.sys.atari.st
Date: 1993-12-18 08:49:42 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenCI836v.D7o@netcom.com>
Source record: 196534

In article <JENSK.93Dec15083009@hpbbrn.bbn.hp.com> jensk@hpbbn.bbn.hp.com (Jens Kilian) writes:
>It seems that ICD have shut up their German support-office-plus-mailbox.
>I got a letter from the company that now supports ICD products in Germany,
>with an offer to buy the "SCSIpro Utilities" at below half the official price.
>I'd like to know if anybody has had experience with these utilities - are they
>any better than the original ICD utilities? Do they fix any serious bugs?
>Do they still work with MiNT/MinixFS?

The only difference is that they work on systems without an ICD host adapter.
--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

3786. Colour Icon Editor

Newsgroup: comp.sys.atari.st
Date: 1993-12-18 09:26:13 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Dec18.092613.25736@bradford.ac.uk>
Source record: 196536

Right, so the only colour Icon editor is Interface. I just spoke to HiSoft, and they said that it was temporarily unavailable. But they also said that Atari used the Windoze icon editor to set up the original DESKICON.RSC file, and then ported it across. They said it would be a fairly simple operation.

So has anyone who has bought the Atari Compendium and does some programming got time to write a simple file conversion utility? I feel this would be welcomed with open arms into the Falcon owning community, and could attract a substantial shareware fee.

Any takers???

Steve Taylor.

3787. Video Shifter wanted...

Newsgroup: comp.sys.atari.st
Date: 1993-12-18 09:29:42 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Dec18.092942.25787@bradford.ac.uk>
Source record: 196537

So, has anyone got an old Video Shifter chip they want to sell me? It should be the one from the 1987 STFM, I don't know the code number. I am told there is a 5 month waiting list for new replacements, and although I am not sure I believe the chap who told me, I would like a (cheaper) 2nd hand one anyway!

Please respond by E-mail as I have a huge net backlog to read!.

Steve Taylor.

3788. PD IMG editor???

Newsgroup: comp.sys.atari.st
Date: 1993-12-18 09:31:32 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Dec18.093132.25857@bradford.ac.uk>
Source record: 196538

Right, just a quickie.
Is there a PD program capable of editing B&W IMG files reliably?
I know there is a commercial one or two, but I can't afford it, and I
don't expect to use it often.

Anyway, thanks,

Steve Taylor.

3789. New GEMBench release

Newsgroup: comp.sys.atari.st
Date: 1993-12-18 15:48:48 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CI8MLC.74B@cix.compulink.co.uk>
Source record: 196539

New GEMBench release coming soon to your favourite BBS

New Features and bug fixes in V3.30
---

* GEMBench got a face lift. The new design is based on v2 of the
HiSoft BASIC GEM Toolbox, featuring check buttons, a menu bar
inside the GEMBench main window and keyboard shortcuts for the
popup menus.

The Hardware Reference popup menus now have keyboard
shortcuts, F1 to F6 for computer type and Shift+F1 to Shift+F6
for the PC based GEMulator.

The window menu doubles most of the main menu bar but also
includes the registration dialog. The menu bar now replaces
the buttons that used to be located on the right side of the
window.

* GEMBench now works in TrueColour on the Falcon. It should also
work on the Nova TC card and Crazy Dots TC.

* A new registration scheme is now in effect. See REGISTER.TXT
for details.

* GEMBench does not crash anymore when trying to save to a
write-protected disk.

* There is no exit button for the main window. You can still
close it using the Closer gadget or by pressing Undo.

* In case you didn't know GEMBench works under MTOS, Mag!x and Geneva.

I was very happy to see that GEMBench 3.25 was number 2 on the GENIE
downloads chart in September. So I figured out of over 100 downloads in a
single month there must be a few people out there that actually liked the
program. However, I got *no* US registration so far. The UK response has
been much better and I even got a few German shareware contribution.
I have a few other projects on the go, but going by the response so far I
am reluctant to spend too much time on them.

Ofir ogal@cix.compulink.co.uk

3790. Re: STraight FAX 2.0

Newsgroup: comp.sys.atari.st
Date: 1993-12-18 16:14:00 UTC
From: jesper_kock@kockens.ct.se
Message-ID: <2d132ca8@kockens.ct.se>
Source record: 196455

In a strange ;-) little letter Rickard Troedsson wrote:

RT> In a message of 16 Dec 93 03:40:32, John E. Peters wrote:
RT>
JE>> After getting no responses on the bbs, I tried phoning. Someone
JE>> there told me I should buy a good modem, and they support the Supra.
RT>
RT> Supra is based on the Rockwell chipset - avoid.

Thats alot of bull ;D
Since the 1.7Rom -----> Supra now is working 100%!

RT> Well, STraight FAX v2.0 *DOES* work with Class 1 FAXmodems like the
RT> Sportster or the 16.8DS, something just HAS to be wrong with your setup,
RT> sorry.

Well.. Wy dont you then send me a fax tomorrow to prove it.. ;D
(I can recive Fax 24h a day on my BBS number.... I have a Supra.) :-D

```
| ______ | -*-Grtz Jesper Kock,SysOp on-*- | ______ |
| ( ST ) | -*-KOCKENS BBS-*- | ( ST ) |
| |____| |-*-Over 1700 Filez to ATARI ST,STE,TT,FALCON-*-| |____| |
| < oo > | -*20 Onlinegamez*- | < oo > |
| |\__/| | -*140 Echomail Areaz*- | |\__/| |
| \____/ | | \____/ |
|____________|_____________________________________________|_____________|
| -NeST 90:1101/108- | -UseNet @kockens.ct.se- | -BlackNet 66:102/111- |
| -SakNet 79:200/0- | BBS/Fax | -FujiNet 7:102/0- |
| -FidoNet 2:200/423- | +46-46-250256 | -Tel3Net 42:1001/200- |
```

3791. Re: Gauntlet II Problems!

Newsgroup: comp.sys.atari.st
Date: 1993-12-18 16:57:38 UTC
From: kebab@cix.compulink.co.uk
Message-ID: <CI8ps3.8nw@cix.compulink.co.uk>
Source record: 196546

In message <93350.220556STIRRE31@MAINE.MAINE.EDU>, STIRRE31@MAINE.MAINE.EDU said:
>I recently received Gauntlet II and I've been having a
>problem. It boots fine and seems to work well except for
>one thing- every new game starts off with an elf firing
>arrows straight.

Unplug your printer and all will be fine. The problem is that Gauntlet II works with a 4 way joystick adaptor that uses your serial port to provide an extra two joystick ports. Unfortunately your printer does a pretty good job of simulating the fire button of one of these.

Kev

Kevin O'Donovan | If nobody wants war, why are there
kebab@cix.compulink.co.uk | so many wars?
abaddon@nasoftwr.demon.co.uk | Hail Eris, All Hail Discordia.

3792. Re: bugs in frontier

Newsgroup: comp.sys.atari.st
Date: 1993-12-18 16:57:41 UTC
From: kebab@cix.compulink.co.uk
Message-ID: <CI8ps5.8oH@cix.compulink.co.uk>
Source record: 196547

In message <2d106951@p2.stacken.ct.se>, patrik_sanfridsson@p2.stacken.ct.se
said:
>Whatever happened to betatesting?
>
Hang on a second, whatever bugs there may be are fairly minor, and
certainly don't effect its playability. And it works flawlessly across all
(16 bit or more) Atari machines, is hard disk installable, etc.

>First we had the utterly bugged Civilisation and now... Elite II !!!
>
Well, I found civilisation only had one bug that effected its playability,
and someone posted a patch for that. However I'm not going to defend
Microprose's attitude to Atari machines (nor condemn it - business goes
where the money is)

>Is this some sort of plot against Atari?
>
If anything the Atari version seems to have less bugs than the Amiga
version. It also runs faster on a Falcon than an A1200. And as someone else
pointed out the bugs are in the PC version as well

>I'm very dissapointed and wont buy Frontier until its been fixed. I fear thi

Well your loss, I'm afraid. If you like this sort of game then its a
must-have.

Kev

Kevin O'Donovan | If nobody wants war, why are there
kebab@cix.compulink.co.uk | so many wars?
abaddon@nasoftwr.demon.co.uk | Hail Eris, All Hail Discordia.

3793. Re: bugs in frontier

Newsgroup: comp.sys.atari.st
Date: 1993-12-18 16:57:43 UTC
From: kebab@cix.compulink.co.uk
Message-ID: <CI8ps7.8p2@cix.compulink.co.uk>
Source record: 196548

In message <2d121d25@p2.stacken.ct.se>, patrik_sanfridsson@p2.stacken.ct.se said:
>Hmm... Maybe I'll have to reconsider and buy it after all then... What's the
>gameplay like? Complexity... Lasting appeal etc...
>

The gameplay is much the same as the original elite, though there's a lot more depth to it. One of the nice things is that you can now upgrade your ship (standard startup is with a fighter as opposed to a cobra Mk3). There are a lot more ways to play as well, including working your way up in the military of either side. All in all, a decent successor. On the subject of upgrading ships, it would have been nice if you could keep your old ship (perhaps paying for it to be stored somewhere, or paying a crew to operate a regular run with it) when upgrading.

One of the problems (IMHO) with the original Elite was that combat was too easy. You targeted the enemy at a distance and shot them down before they even fired at you. This is no longer the case in Elite II. Combat is a lot trickier (though it gets easier with a bigger laser). You can sidestep this by targeting your autopilot on the enemy ship and then just firing at it as appropriate (didn't have much choice with the A600 version as it was almost impossible to kill anything manually, so it was quite a surprise when it was easier on the falcon)

Kev

Kevin O'Donovan | If nobody wants war, why are there
kebab@cix.compulink.co.uk | so many wars?
abaddon@nasoftwr.demon.co.uk | Hail Eris, All Hail Discordia.

3794. OS-9_AtariST

Newsgroup: comp.sys.atari.st
Date: 1993-12-18 19:35:14 UTC
From: Farrell Kenimer <PHXKEN@delphi.com>
Message-ID: <931218.52514.PHXKEN@delphi.com>
Source record: 196540

Anyone wanting to sell OS-9/68000 for the AtariST??
We might have a market for a couple of copies in the Color Computer World.
Please e-mail to phxken@nighthawk.stat.com

3795. Re: Korg M1

Newsgroup: comp.sys.atari.st
Date: 1993-12-18 19:55:41 UTC
From: jkreth@lonestar.utsa.edu
Message-ID: <1993Dec18.195541.25696@ringer.cs.utsa.edu>
Source record: 196544

In article <hjv.756147414@groucho> hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:
>
>I wrote a librarian for the M1/ST combination. Available at
>atari.archive.umich.edu. Name: m1_banks.arc. Librarian, desk-accessory,
>tons of documentation and some 600 Programs for the M1. All fully PD...
>
And a fine piece of work it is, at that! Works beautifully with an M1.

--
*The best way to accelerate a PC is at 9.8 m/s*s!
** "We look for things...Things to make us go...We are SMART!"

jkreth@lonestar.utsa.edu

3796. Re: Piracy (was: Re: Anyone cracked Cubase

Newsgroup: comp.sys.atari.st
Date: 1993-12-18 20:53:40 UTC
From: kendall@great-gray.owlnet.rice.edu
Message-ID: <KENDALL.93Dec18145340@great-gray.owlnet.rice.edu>
Source record: 196492

In article <CI1xsu.C3x@cix.compulink.co.uk> ogal@cix.compulink.co.uk ("Ofir Gal") writes:
)>Surely this would be very expensive as you would need to create a custom ROM for
)>each machine rather than just stamping out x000 from a standard copy?
)
)Possibly. I have no idea how much it would cost to generate a random
)number on each copy and stick it a t a fixed address.
)
)>How would the prog know it was the same machine/owner and not that it was being
)>installed on another machine?
)
)When you install the software, your machine's id would be written into the
)installation program, preventing you from installing it on a different
)machine. If you get another machine then, no simple solution. Hey, I
)didn't say it was a perfect solution :-)

But, what is to prevent you from copying the installation program
BEFORE you do the install? This is still no protection at all.

basically, there is no protection that works - so why should I pay for
the development time that went into the protection? I'm sure
programers don't like thier software being stolen, but protection
simply does not work. There is always a way around any protection.

--
---> Kendall Gelner (kendall@rice.edu)

3797. Re: Piracy (was: Re: Anyone cracked Cubase

Newsgroup: comp.sys.atari.st
Date: 1993-12-18 21:17:05 UTC
From: kendall@great-gray.owlnet.rice.edu
Message-ID: <KENDALL.93Dec18151705@great-gray.owlnet.rice.edu>
Source record: 196491

In article <1993Dec16.175102.14949@newshost.lanl.gov> hutch@bellman.lanl.gov (John Hutchinson) writes:
)>instead of ranting about developers getting ripped off, figure out a
)>way that both developer rights and consumer rights can be protected.
)
)If anyone can figure out a foolproof way to do this, it should be worth a LOT
)of money to a LOT of people/organizations. To date, however, the industry has
)not come up with the right scheme that satisfies everyone's needs. It is NOT
)an easy solution to come up with.
)
)One primary difference between books/CD's/videos and software that has not
)yet been mentioned is the *ease* of which these can be stolen (duplicated).
)Because software can be copied so easily, quickly and cheaply, it presents a
)much more difficult problem than these other items of intellectual property.

While this is true with books, I think the real problem lies not with
the ease of copying, but in the perfection of the copy - the copy is
identical to the original in all aspects that matter. You can record
CD's onto tape, but the sound quality is (technically) not as good.

)
)I really don't understand the arguments some people make against limited DEMO
)versions of software products, however. For the most part, it really does
)sound (IMHO) that the people who complain the loudest about demos are those
)that would rather steal the s/w anyway. Demos that are well designed should
)certainly give the user enough of a "feel" for the product to know if they
)should purchase it or not. Granted, a few demos out there may be lame to
)some extent, but the vast majority are really more than sufficient. Loud,
)unjustified arguments to the contrary go direct to alt.pirate.bitching.trash.
)I agree that Atari software demos do seem to be few in number, but then
)again, so is Atari software in general. ;-)
)

I aggree, demo versions would cut down on piracy dramatically.
Connect is a good example of a demo done right. I've registered
Connect now...

)Personally, I think the wave of the future is the demo CD. I have 3 of these
)for the Macintosh with well over 1Gb of not only very capable demos, but also
)the REAL products on the CDs. You try the demo and if you like it, you call
)the 800 number with a credit card and they give you an unlock code to copy
)the selected software off the CD to your hard disk or floppies. Electronic
)manuals are on the CD and/or they ship you the paper manuals. A good system.
)

What happend to that developer CD? Is that still going to come out?
--
---> Kendall Gelner (kendall@rice.edu)

3798. Re: Ansiterm 1.9 in Internet ???

Newsgroup: comp.sys.atari.st
Date: 1993-12-18 21:28:20 UTC
From: wells_s@jethro
Message-ID: <2evslk$5og@golem.wcc.govt.nz>
Source record: 196549

ansiterm 1.9 is available at:/

atari.archive.umich.edu

in the

atari/Telecomm/

directory!

Hmmm... it appears 1.9 isn't. But ANSI15B.LZH is version 1.5 which should
do virtually everything v1.9 does (from memory). This program is very
TSR fussy. (At least, it was on my machine). Don't try running it under
MultiTOS or anything wierd, or it will almost certainly crash!

```
/------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, O O |
| you can be 100% sure that it will! o |
| WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/
```

3799. Re: Stalker 3

Newsgroup: comp.sys.atari.st
Date: 1993-12-18 23:10:56 UTC
From: richie@imtired.itm.com
Message-ID: <richie.04766A13@imtired.itm.com>
Source record: 196453

> If you are using STalker on a Falcon, set it for TT/STE Modem 2 Port

I have only a 2400 modem connected to my Falcon. Selecting modem port
#2 does not work, only selecting the standard ST port works.

--
Atari computers, inexpensive and fun to boot!

3800. Re: Multi Frequency (UK)

Newsgroup: comp.sys.atari.st
Date: 1993-12-19 00:15:06 UTC
From: alex@falcon.demon.co.uk
Message-ID: <756260106snz@falcon.demon.co.uk>
Source record: 196479

In article <756188104.0@mettav.royle> Paul.Civati@mettav.royle.org writes:

>...
>AFAIK Multi Frequency is the new name for MicroDeal, I have not heard of them
>going bust though.
>...

Microdeal _Ltd._; HiSoft bought much of the stock, rights to products &
the Microdeal name around 6 months ago (but not the Ltd. company). Multi
Frequency was the new trading name for Microdeal Ltd., AIUI they went
into voluntary liquidation on Nov. 29th.

--
Alex Kiernan, alex@falcon.demon.co.uk

This is a private account, all opinions expressed are my own - I cannot
speak for my employer; he can do that himself...

3801. Re: Hardcore

Newsgroup: comp.sys.atari.st
Date: 1993-12-19 00:33:23 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2f07gj$6a5@golem.wcc.govt.nz>
Source record: 196454

I had a look at this demo, what are you supposed to do? Just move the mouse up & down? Looks & sounds fancy, but the game.....

```
/------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, O O |
| you can be 100% sure that it will! o |
| WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/
```

3802. Help: HP DeskWriter + Spectre GCR??

Newsgroup: comp.sys.atari.st
Date: 1993-12-19 01:08:20 UTC
From: yonder@netcom.com
Message-ID: <yonderCI9CHy.D8p@netcom.com>
Source record: 196456

Somebody _please_ help:

I'm trying to hook my 1040ST+SpectreGCR to an HP DeskWriter.

(1) Will it work? Please let me know if you have this working.

(2) How do I make it work? (hopefully the answer to (1) is yes!).

I've constructed a cable as described in appendix C of my Spectre docs: which is an Atari serial (DB25) to ImageWriter II (8-pin DIN) printer.

I configured spectre to use the serial port as the printer port under the "printer" menu.

My Spectre GCR is version 3.0.

I've loaded all the software from the deskwriter installation disks (release 2) -- including screen fonts and printer fonts.

symptoms: I go to print a document (in MS Word 4.0) and I can access the page setup and print resources fine. When the Spectre attempts to print, it looks like everthing is working fine (the hard disk is accessed, the "hit command-. to stop" dialogue comes up, and I can still move the cursor (now a stopped watch), but nothing ever happens at the printer. At this point I must reboot.

....Thanks Chris (yonder@netcom.com)

--
Christopher L. Russell (yonderboy) Phone: (408)378-9078 Campbell,CA
yonder@netcom.COM or clr40@sim.mfg.amdahl.com or chrisr@leland.stanford.edu

3803. Re: Stalker 3 and STeno 2 (was Re: Stalker 3)

Newsgroup: comp.sys.atari.st
Date: 1993-12-19 01:12:17 UTC
From: PETERS@bdt.COM
Message-ID: <CI9CoI.Cp0@bdt.com>
Source record: 196457

I've also experienced some problems pasting the clipboard onto Stalker, although intermittently; usually it works fine. I've got TOS 2.6, with 4 megs ofRAM.

3804. Re: STraight FAX 2.0

Newsgroup: comp.sys.atari.st
Date: 1993-12-19 01:27:42 UTC
From: PETERS@bdt.COM
Message-ID: <CI9DE7.CsE@bdt.com>
Source record: 196458

Charles Smeton of STraight Fax just informed me that an upgrade for the Sportster is on its way soon. The present version is not compatible. (I'm not sure why it HAS to be).

Thanks for your encouragement about holding on to the Sportster. Seems that there were some bugs in the older models (before #00026801 according to Charles) that USR offered no trade in or upgrade for.

3805. Re: Stalker 3

Newsgroup: comp.sys.atari.st
Date: 1993-12-19 05:48:57 UTC
From: rcollins@magnus.acs.ohio-state.edu
Message-ID: <2f0q09$prc@charm.magnus.acs.ohio-state.edu>
Source record: 196460

In article <CI5o52.31o@world.std.com> dburns@world.std.com (David R Burns) writ
es:
>cysco@tyrell.net (Jeffrey Krzystow) writes:
>
>
>>STalker 3 is a telecommincations program that works as a Program or Desk
>>Accessory. All terminal I/O is in a window. It has a scripting language
>>called BackTalk that is very C-like. I am using STalker 3 & STeno to
>>write this reply and access the Internet. STalker is distributed by
>>Gribnif Software. If you get STalker, you should also get STeno
>>(available seperately) as STeno is an text editor that integrates with
>>STalker to be used as a type ahead buffer as well as a capture buffer.
>
>>Also, I am going to be the new developer for both packages.
>
>>Jeffrey A. Krzysztow
>
>Will the next version of Stalker use Speedo? And can you make its ANSI
>implementation rival Freeze Dried's?
>
>As much as I want to stick to the Geneva/STalker combo, I keep going back
>to Freeze Dried (even though I have to re-boot without Geneva). Please
>make STalker as quick and IBM-BBS-friendly as FizzDizz...I promise I'll
>never go back!
>
>And while you're at it, how about a truly GEM-based Geneva-friendly QWK/Blue
>Wave
>compatible offline reader/mailer? I've tried 5 or 6, and even registered
>Captain Qwik, but none of them is up to snuff.
>
>I spend a lot of time online for pleasure and for business-related
>networking (I'm a musician/publicist). A seamless system to manage my
>online activity would be worth a lot to me.
>
>BTW, I saw Geneva demo'ed at the BCS/Atari meeting in October, and
>thoroughly enjoyed Dan and Rick. I've since bought Card File 4, Geneva,
>and Neo Desk (will upgrade ASAP). Love that Gribnif software!
>
>Good luck and success!
>
>

I would like to see you clear up the VT-100 and add the ability to use SLIP.
The program could use a 14,400 and 16,800 baud switching.

Maybe buy March of this year would be nice. This would give me time to save up for the upgrade.

Thanks much!

Raymond Collins
rcollins@magnus.acs.ohio-state.edu
Atari TT030, 4/4Meg RAM, 245Meg HD

3806. Re: Multi Frequency (UK)

Newsgroup: comp.sys.atari.st
Date: 1993-12-19 06:50:44 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <756282100.2@mettav.royle>
Source record: 196473

It was none other than Paul Civati that wrote on the 17 Dec 93 that ,

PC> AFAIK Multi Frequency is the new name for MicroDeal, I have not
heard
PC> of them going bust though.

Didn't Microdeal recently come under the Hisoft umbrella ?

Graham

* Origin: Graham's Point at the Tavern (100:1011/0.8)

3807. Wav player at A.A....

Newsgroup: comp.sys.atari.st
Date: 1993-12-19 07:58:11 UTC
From: mbaffoni@flute.aix.calpoly.edu
Message-ID: <1993Dec19.075811.151922@zeus.aix.calpoly.edu>
Source record: 196465

Hey,

Does anyone know what happened to the WAV player up on A.A? I can't find the package - I had it a while back and then deleted it knowing I could download it later....

If anyone could help, I'd appreciate it ...

Thanks,

3808. Need info on Atari Computers

Newsgroup: comp.sys.atari.st
Date: 1993-12-19 08:17:48 UTC
From: starr@bio4.csuohio.edu
Message-ID: <1993Dec19.081748.26724@news.csuohio.edu>
Source record: 196468

GReetings all!

I have not been on the Atari buying scene for quite some time now and need some info on pricing of the computers Atari has out. The last time I had an urge to buy an Atari computer was when the TT was having problems in FCC regulations..yeah I know that was a while ago:) But if anyone has any leads as to getting price lists and info on computers I would very much apprciate it.
Thanks in advance!
-J.Starr

3809. Re: STraight FAX 2.0

Newsgroup: comp.sys.atari.st
Date: 1993-12-19 08:54:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d1416b0@troed.ct.se>
Source record: 196480

In a message of 18 Dec 93 17:14:44, Jesper Kock wrote:

JK> RT> Supra is based on the Rockwell chipset - avoid.
JK>
JK> Thats alot of bull ;D
JK> Since the 1.7Rom -----> Supra now is working 100%!

Well, they had to work around Rockwell's bugs, maybe they did a good job ..
maybe they didn't ... sofar Supra is the ONLY modem built on the Rockwell
chipsets that works ...
+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

3810. Re: A LETTER TO BOB BRODIE

Newsgroup: comp.sys.atari.st
Date: 1993-12-19 10:51:59 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2f1bof$8g8@golem.wcc.govt.nz>
Source record: 196477

In article <2d0f858c@p2.stacken.ct.se>, patrik_sanfridsson@p2.stacken.ct.se (Patrik Sanfridsson) writes:
> > From: sheppard_r@ix.wcc.govt.nz
> >
> > Don't ever forget this, ATARI had the option on the MINDSET, the only
> > computer to win the Design Counsil Award of N.Y. from memory, had a
> > Great write up in a Byte some years back..
>
>The what? Never heard of it.

Then you know very little about Atari as this machine was developed by Atari chaps, in the same vien as the Amiga...

Note: no other computer has been given the Desighn Council Award..

> > Also from memory it was a PC with Great Graphic chips, and Atari let it
> > slip right though there hands for the ST.....
>
>A clone? Thank god! :-)

Atari did have a option to make this machine but was stated only if the ST did not make it...
>_____

Roger..... sheppard_r@kosmos.wcc.govt.nz

3811. Re: Stalker 3

Newsgroup: comp.sys.atari.st
Date: 1993-12-19 11:17:27 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2f1d87$8is@golem.wcc.govt.nz>
Source record: 196478

In article <CI6w4t.E2w@Nyongwa.CAM.ORG>, pelletier@Nyongwa.CAM.ORG (Yves Pelletier) writes:
>In article <1993Dec16.035753.21067@tyrell.net>,
>Jeffrey Krzystow <cysco@tyrell.net> wrote:
>>>
>>Also, I am going to be the new developer for both packages.
>>
>>Jeffrey A. Krzysztow

>Oh, Kermit would be a nice addition to the available protocols.

Gee I do hope you meen C-Kermit, but what version would you use,
the Server one has some 300k bytes of code in it, that would make
C-Kermit even bigger that Stalker, would it not...???

I found Stalker very buggy, does not support ^@ from memory, (null command)
this is used on BBS with Emacs, I also had problems with paging, would loose
the cursor...!!!

>Yves Pelletier
>pelletier@nyongwa.cam.org

Roger.............. sheppard_r@kosmos.wcc.govt.nz

3812. Falcon hardware questions

Newsgroup: comp.sys.atari.st
Date: 1993-12-19 17:27:11 UTC
From: ATWARECK@ELECTRICAL.watstar.uwaterloo.ca
Message-ID: <ATWARECK.5.2D148EEE@ELECTRICAL.watstar.uwaterloo.ca>
Source record: 196481
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi,

My recently purchased Falcon is exhibiting some strange behavior; I am
curious if any other Falcon owners have had similar experiences:

1) The sound output is REALLY noisy, especially during boot-ups;
nowhere near the advertised 'CD' quality (CD quality is rougly 96dB S/N
ratio, and audibly, the Falcon is nowhere close to it)

2) The monochrome mode sometimes boots with a 'wrap-around' screen,
similar to what some ST's experience. This also ocasionally happens after a
video mode change (to monochrome).

3) All four colour modes and ST LOW mode have narrow white borders
directly on the left and right sides of the display area, rougly 16 pixels
in 640 horizontal rezolution, although these borders are not the same size
on both sides.

Any comments are welcome!
Thanks,
--
Art Twarecki | "I have become comfortably numb..."
<atwareck@watserv1.uwaterloo.ca> | -Pink Floyd

3813. Re: Need info on Atari Computers

Newsgroup: comp.sys.atari.st
Date: 1993-12-19 17:42:35 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <93353.124235STIRRE31@MAINE.MAINE.EDU>
Source record: 196483

Falcon030: $1299 for 4 megs of RAM/85 meg hard drive. Also
comes with MultiTOS, AtariWorks, SpeedoGDOS, other stuff.
TT030: Does anyone know? Supposedly Atari is releasing more
of these, but they haven't so far (as far as i know).
Of course, you can also find other ST machines from dealers.
A four meg STe can be had for under $500.
Hope this helps,
Scott tirrell

3814. Re: CoNNect problems

Newsgroup: comp.sys.atari.st
Date: 1993-12-19 18:07:40 UTC
From: bill@main.morris.org
Message-ID: <1993Dec19.130740.128@main.morris.org>
Source record: 196482

In article <1993Dec18.074022.120923@zeus.aix.calpoly.edu>, mbaffoni@farad.elee.calpoly.edu (Michael Baffoni) writes:
>In article <CI1ow8.CMx@uc2372c.daytonoh.ncr.com>,
> <Robert.Anisko@daytonoh.ncr.com> wrote:
>>>Watch out for CoNnect 2.42 which will be placed on
>>>atari.archive.umich.edu as conne242 (e for English) in the next days.
>>
>> Waiting with bated breath... (bated breath?!?!? ;-)
>
> Why wait? I got my copy about two days ago....
>
>> Rob
>>
>>...dare I ask the difference between 2.41 and 2.42 (other than the fact
>>that I have neither right now ;-)
>
> Oh, don't forget - he changed his "waiting" icon from the little
>coffee mug icon to an animated icon of a quartered circle that rotates very
>smoothly (I guess he took out the coffee icon so that when CoNnect gets an
>interface to a coffee maker, you won't be confused about whether CoNnect is
>just thinkging real hard, or whether it is making a pot of coffee).

That was the first thing I missed was the coffee mug :-(having coffee running thru my veins I always enjoyed that...

>
>There is a new box for monitoring the file up/downloads. I haven't made up my
>mind whether it is better or worse. I am tending to like the old style
>because the new style has the information too close to each other and becomes
>hard to read (which is the block CPS rate, and whichis the overal rate? ... Oh
>yeah...). Anyone else agree/disagree?
>

I think I prefered the older style myself.

>zmodem upload is faster (yea!).

Yea! I was able to sustain about 1800cps between my 14.4k modems: one at home, and one on a VAX running VMS and sz 3.03 (old). Dunno if its the new version of CoNnect, but I havent had any problems with CRC errors, timeouts, and packet retransmissions.

Prior, I was getting between 1500 and 1600 cps...

3815. GCC/GAS documentation

Newsgroup: comp.sys.atari.st
Date: 1993-12-19 18:39:22 UTC
From: millsp@govonca.gov.on.ca
Message-ID: <1993Dec19.183922.17974@govonca.gov.on.ca>
Source record: 196494

I'd like to know an ftp site (and path, I guess) for files that
document the syntax for the gas assembler and for the gcc language
extensions that go beyond the C standard.

Some of my immediate hang-ups are:
What does gas use for "address register indirect with postincrement"
(e.g. cmp.l (a0)+, (a1)+ in the REAL world)?

I attempted to get gcc to generate code that might do the above, but
it wouldn't -- it insisted on doing the compare and then explicitly
adding 4 to each address register. (And my reason for wanting to know
about gcc extensions to C is that while trying to force it to generate
the code I wanted, I told it to use the "register" storage class for
a couple of pointers. It's response was to complain that I didn't tell
it WHICH registers. Whose C syntax are we using, anyway?)

3816. mit2mot vs. gcc

Newsgroup: comp.sys.atari.st
Date: 1993-12-19 18:46:34 UTC
From: millsp@govonca.gov.on.ca
Message-ID: <1993Dec19.184634.18546@govonca.gov.on.ca>
Source record: 196495

Converting gas syntax to motorola sounded like an interesting idea.
My first attempt at using mit2mot to do that, however, got me enough
error messages that I assume I'm doing something wrong. The kinds of
things that gcc generates and mit2mot gets sick on are:
.skip
jbsr
pea 1024:w
lines with multiple instructions separated by commas, and others that
were too esoteric for me to analyze at a glance.

Any suggestions would be appreciated.

3817. Re: GCC

Newsgroup: comp.sys.atari.st
Date: 1993-12-19 20:08:34 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.ldwg25BB8Qo@semprini.waterloo-rdp.on.ca>
Source record: 196429

In <CI5r9t.AKJ@cix.compulink.co.uk>, "Ofir Gal" writes:
> *In message <H.eg.j&uXiRh900Q@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca said:
>
> >It really doesn't make much of a difference what you use; they're all
> >about the same speed (+/- 5% or less, probably), they all compress about
> >the same amount (+/- 5% or less, probably)... Some of them work MUCH
> >better than others on non-DOS filesystems (ex, zoo!) though; I tend to
> >use what works best (hmm, most of the stuff I bring home from my OS/2
> >machine at work is usually repackaged by me into tar'd and gzip'd
> >format; it uncompresses faster and doesn't mess up filenames).
>
> LHARC 2.3x is about 5 times faster than ZIP at unpacking. Packing is about
> the same.

Then use Info-Zip's unzip, it's bound to be faster.

Oh, I forgot... I'm not done the port yet. :-)

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3818. Re: GEM games?

Newsgroup: comp.sys.atari.st
Date: 1993-12-19 20:11:52 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.bM0u40TrpXw@semprini.waterloo-rdp.on.ca>
Source record: 196430

In <2et2rc$7f@upsun11.up.edu>, Victor Bruhn writes:
> OK, I have a question about a GEM game and what it has to do...
>
> Is it considered 'legal' to write directly to the screen memory to gain
> the extra speed that is needed? As in, finding out where it is using Physbase()
> (I think that's the call, it's been a while...) or by Malloc()'ing enough to
> for the number of screens needed for buffering and such and then using Setscreen()
> to set the video memory. Then writing directly to that memory to get the speed that
> is needed.

No way! What if a desk acc is open? What if another window is on top
of your game's window (under MultiTOS or Geneva or whatever)?

> Is this considered 'legal'?
> It's the way I've been doing things, and the Falcon doesn't seem to mind, although
> my program isn't true GEM (yet?) as it is resolution dependent, and my method for
> getting the proper resolution is probably not totally 'proper'...

PLEASE check for # colours >= what you need && x resolution >= what you
need && y resolution >= what you need...

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3819. Re: GNU 2.5.5 fixes C++ bugs

Newsgroup: comp.sys.atari.st
Date: 1993-12-19 20:14:42 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.lLbWxdH2BtE@semprini.waterloo-rdp.on.ca>
Source record: 196431
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <CHzsyK.93o@taligent.com>, John Townsend writes:
> In article <H.eg.Nhk&m1M3RFc@semprini.waterloo-rdp.on.ca> Chris Herborth,
> cherborth@semprini.waterloo-rdp.on.ca writes:
> > Bammi's port of GNU C/C++ 2.5.6 has moved out of New on atari.archive...
> > Hopefully I'll get to test it tonight.
> >
> > So far, all of the 2.5.x C++ compilers have been severely broken on the
> > ST; they won't work at all on a 68k. My fingers are crossed for this
> > one!
>
> Does GCC support templates or exceptions yet? Last time I checked they
> didn't,
> but it has been awhile since I checked on this.

Templates -> yes, pretty good in fact
Exceptions -> no, not yet

--
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cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3820. Re: Multi Frequency (UK)

Newsgroup: comp.sys.atari.st
Date: 1993-12-19 20:23:18 UTC
From: Paul.Civati@mettav.royle.org
Message-ID: <756447302.1@mettav.royle>
Source record: 196355

On 19 Dec 93 at 01:50:44 (Graham Irvine) wrote the
following:

PC>> AFAIK Multi Frequency is the new name for MicroDeal, I have
not
PC>> heard of them going bust though.
>
> Didn't Microdeal recently come under the Hisoft umbrella ?

No that's AVR who do the audio/visual stuff.

Christmas Greetings, -Paul-

--
~=~=~=

3821. Re: Omega - Finishing

Newsgroup: comp.sys.atari.st
Date: 1993-12-19 20:26:24 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.pK72RZMdzcc@semprini.waterloo-rdp.on.ca>
Source record: 196432

In <1993Dec16.002602.6992@umr.edu>, Sam Groves writes:
> Please, please, please,
> Help me
>
> I'm wondering how to finish the Adept's Challenge in Omega.

You should post in rec.games.roguelike.misc...

> I've figured out that I need to enter each 'elemental station' and not
> leave
> but I can't get past Death - I've killed him over and over with
> hellfire, but
> he eventually just disappears.
>
> What next, or what have I flubbed?

The spoiler hits!

Enter each station once, don't leave when it asks you; you'll be fine if
you're powerful enough.

Kill Death by force, not by Hellfire. Hellfire doesn't leave a corpse
or any items behind... it simply erases the victim.

Toss Death's scythe into the Void station.

Jump in after it.

--
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cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3822. Re: Snapper vs. using Archie...

Newsgroup: comp.sys.atari.st
Date: 1993-12-19 20:28:56 UTC
From: Paul.Civati@mettav.royle.org
Message-ID: <756447302.2@mettav.royle>
Source record: 196356

On 13 Dec 93 at 10:41:55 (M A Rahin) wrote the following:

>> For more info on Archie, read the 'Big Dummy's Guide to Internet'
or
>> 'Zen and the Art of Internet'.
> ^^^^^^^^^^^^^^^^^^^^^^^^^^
> Does anyone know of any FTP site where this is located ? My
archie
> search was not successful (maybe I was not doing it
correctly).

No sorry but it's available on my local BBS if that is any use, perhaps a search on ZEN10A.ZIP as that's what it's called here.

Christmas Greetings, -Paul-

--
~=~=~=

3823. Re: Piracy (was: Re: Anyone cracked Cubase

Newsgroup: comp.sys.atari.st
Date: 1993-12-19 20:32:18 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.d_oCNa7hGhc@semprini.waterloo-rdp.on.ca>
Source record: 196433

In <2erjp0$nrq@golem.wcc.govt.nz>, Steve Wells writes:
> A way to make more people happy, but not change the situation, would be
> to make everything hard-drive installable, but make a floppy with the
> protection on it required to be in the disk drive. (e.g. a 'key' disk).
>
> After installation, they could devote almost an entire disk to
> 'protection' even with 10k or so worth, that'd be a real pig for those
> characters to crack! (What with most being 1k or smaller!)
>
> I'm amazed no-one has done this on the ST (That I've seen...)

This would be a _serious_ pain in the butt. Can you imagine scrambling through dozens of disks every time you ran a commercial program? "Now where is that $%#$% disk..." When I have something installed on my hard drive, I want to click on it (or type the name) and have it run. I'm one of those people that can't even stand running packed programs due to the speed hit; a floppy check would annoy me even more. I'll put up with it for games (for example, Uninvited runs nicely off my hard drive, as long as I've got disk 1 in the floppy that that @#$%@$ key disk check), but not for applications that I could be in and out of a dozen times in one day.

Then again, maybe everyone has neater desks than I do...

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cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3824. Re: Next Atari Show in UK, and some thoughts....

Newsgroup: comp.sys.atari.st
Date: 1993-12-19 20:38:12 UTC
From: Paul.Civati@mettav.royle.org
Message-ID: <756447302.3@mettav.royle>
Source record: 196352

On 13 Dec 93 at 13:55:40 (Denesh Bhabuta) wrote the
following:

>> There is a one page ad in the December issue of ST
Applications.
>
> I was at the Atari show last night in Haydock Park near Manchester.
I

Sounds good, although a bit of a trek up from London!

> For the people who live in Scotland, and North East England, there
is
> supposed
> to be a show in Newcastle I think 27 February and Glasgow on the
28
> February.

I hope they will do another London one in the new year, I didn't get to go to
the last one.

> And no, this is not a plug for any of the companies....I do not work
> for any of
> the Atari Dealers that were at the show....I just hope that someone
> from the big Atari companies reads this, and says...."We've got to
> reward this man", and
> then give me loads and loads of Hardware ;-)

Well you can dream... ;-)

> I couldn't get there early, and by the time I did get there, Gasteiner
> were packing up. I got there 4.30 pm...the show was due to finish 6pm.
> Not many people there either when I got there, but the demos were quite
> good.

Sounds like the International Computer show at the Wembley Conference Centre in
London, we went on a Friday and it was pretty empty, then again it was pretty
crap as well IMHO.

> Got my Tower Case, too from System Solutions....only 140 pounds. Not
> bad is it?
> Well, it isn't "only"...it's quite a lot, but considering they cost
> about 200
> pounds normally.

Not bad, I think I will have to get one of those if I ever have enough
money.

> T28 looked impressive, and so did this Multitasking Operating
system
> called SMS2.

SMS2 never heard of that, who's it by, were SysSol selling it?

As for the T28 you want the T36 surely. ;-)

> I was surprised that Analogic or Ladbroke did not turn up.

Bit of a trek for Analogic, all the way from Kingston, and Ladbroke aren't that
near IIRC.

> Anyway, I was there for an hour or so, and got to talk to lots of
> people, in a
> relaxing atmosphere, not having to wait behind queues of people. But I
> think it
> would have been better if more people were there (Maybe there were).

The thing that annoys me is the cost of the entry fee these days, 7 quid for
the international computer show plus 3.50 train fare makes 10 quid.

I remember the days when entry to these things used to be 3 or 4 quid.

> but other stuff did not have much in the way of discounts. For example
> memory
> ipgrades, at the lowest for the STe, were 45 pounds for 2 Meg....this
> is normal

:-) I got my 2mb for 30 quid second hand.

> price, especially for some of the dealers. Hisoft had some good
> deals....Lattice C 5.6 down to 120 from 170 pounds.

Ok, although you could probably get LC for that price from other places other
than HiSoft.

> I would have liked to buy Multitos, but this was discounted by 10
> pounds, and
> this was out of my price range, esp, as I had already spent some money
> at SSols.

MultiTOS, hmmm well I would have gone for Geneva or Magix myself.

> Overall, it was a nice show, but I do feel that there could have been
> some more
> better offers off hardware and software. Saying that...I will
> definitely be going to the Next local Atari Show.

With a bit of luck there will be one in London...

Christmas Greetings, -Paul-

--
~=~
||| FidoNet 2:254/108.1 -=- AtariNet 51:502/102 -=- NeST 90:102/142 |||
/ | \ TurboNet 100:1011/0.1 - InterNet: paul.civati@mettav.royle.org / | \

~=~=~=

3825. Re: Utopos

Newsgroup: comp.sys.atari.st
Date: 1993-12-19 20:40:28 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.kT5VKhBu2GM@semprini.waterloo-rdp.on.ca>
Source record: 196434

In <1993Dec14.140339.10110@dmu.ac.uk>, SG Yardley writes:
> I received version 1.50 of the game a few days ago and have uploaded it
> to ftp.uni-kl.de, its in /games. (I can't get onto atari.archive as its
> continaully in use .... :-( )

ftp to msdos.archive.umich.edu; I've never had a problem getting on
there. It's just a "cd atari" away from atari.archive.umich.edu...

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3826. Re: ICD Utilities....where?

Newsgroup: comp.sys.atari.st
Date: 1993-12-19 20:55:30 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2f2f42$bp3@golem.wcc.govt.nz>
Source record: 196485
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I suppose the only other way to update ICD software if you can't call GEnie
or ICD BBS is to send the disk to them every 2 months for an update!?

Pretty slack service if they don't distribute it properly....

```
/------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, O O |
| you can be 100% sure that it will! o |
| WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/
```

3827. Re: Tetris

Newsgroup: comp.sys.atari.st
Date: 1993-12-19 20:59:37 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2f2fbp$bp3@golem.wcc.govt.nz>
Source record: 196486

```
BTW - Is there a *color* version of an 'ACC-Tris' like program, that works
in English!? (A game like that doesn't really matter as far as language
is concerned, but why it had to be in mono... :(

/------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, O O |
| you can be 100% sure that it will! o |
| WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/
```

3828. Re: STORM don't work

Newsgroup: comp.sys.atari.st
Date: 1993-12-19 21:22:36 UTC
From: Paul.Civati@mettav.royle.org
Message-ID: <756447302.4@mettav.royle>
Source record: 196354

On 14 Dec 93 at 17:05:10 (John Collis) wrote the following:

>> I had this with the full 1.00 archive but after using the patch
>> archive to go to 1.01 everything works fine.
>
> Having just tried it and having got it patched to 1.02, it seems
> really interesting. Good enough to use so far anyway. It's nice to have
> another usable option apart from Uniterm or CoNnect, which are the only
> other two Atari Terminal Programs, I have ever found usable.

Well theres always FzDT (not very Falcon/MultiTOS friendly so I hear), the only thing with Storm is the VT100 is a bit jerky, or perhaps that was me not being used to 1200, from 14.4k these days. ;-)

Christmas Greetings, -Paul-

--
~=~=~=

3829. Re: 520st to Mac file transfer

Newsgroup: comp.sys.atari.st
Date: 1993-12-19 21:32:36 UTC
From: Paul.Civati@mettav.royle.org
Message-ID: <756447302.5@mettav.royle>
Source record: 196353

On 14 Dec 93 at 13:01:55 (S. Marshall) wrote the
following:

>> Have 1st Word save the file as plain ascii text (it might do
that
>> anyway, I havn't used it in 3 years so I don't remember wether it
uses
>> plain text normally, or its own special format), then transfer
it
>> (file cable or disk),
>> into the mac. Open MS-Word and open the file.
>
> You need to turn 'WP mode' off to get ascii. You could also
try
> converting it to RTF to save the formatting (use 1WP2RTF.ZOO
from
> umich), as I think MS-W handles this.

What exactly is RTF (I know what it stands for), and how does it differ from
ASCII?

Christmas Greetings, -Paul-

--
~=~=~=

3830. Re: Jaguar advertisement

Newsgroup: comp.sys.atari.st
Date: 1993-12-19 22:24:08 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <2f2ka8$9hm@usenet.INS.CWRU.Edu>
Source record: 196487

In a previous article, pmbarry@acs.ucalgary.ca (Paul Martin Barry) says:

>
>In article <93344.133525DSH109@psuvm.psu.edu> DSH109@psuvm.psu.edu writes:
>> I actually bought stock in Atari when this whole thing
>> started, and saw it hit around 12 points a few weeks
>> ago. However, it is now presently in a steady decline.
>> I was wondering if this is due people getting discouraged
>> by the lack of advertising and selling shares.
>
>The market is driven by lots of hype. It seems natural for
>a stock to be inflated by hype, and then drop to normal
>levels, the same applies to the 3DO Company, who was up around
>45 for quite some time, and has slowly dropped to around 30.
>

Yeah, you are right. It is driven by lots of hype but a lot of other
things are considered by shareholders.

The first thing was a report by some man that Atari's stock will be around
$4-$5 next year. Everyone sold large quantities pretty cheaply after
they hard this report.

Atari only is reported to be selling 20,000 Jaguars this year. I heard a
report that it is 100,000 but it was not announced publicly by an
Atari representative.

The Jaguar was suppose to cost about $199 when first released. Atari then
raised the price stating they did not include the cartridge in this
figure! That demonstrated two things: 1) the product won't be in as much
demand as it was when it was at $199. 2) Atari is still being
mismanaged somewhat if they don't even realize that a cartridge should at
least come with the system when introduced. $249.95 is a large jump
in price--I don't care what anyone says.

The sales target for next year (worldwide I believe) is 500,000 units.
This is nothing. Nintendo sold 4 million of the SNES in the United States
in the first 6-7 months!

And of course, after the big media splash the Jaguar did. You would expect
the stock to settle somewhere. But the problem was nobody knew if the
splash was over with and it seemed to be at $12.00.

>

Some things that would boost the price of Atari stock are if Atari announced
that they would be making over a million Jaguars for next year. Or if

Atari announced they are lowering the price to $229. Or if Atari announced how successful it was this year so that major newspapers would report it. The price would also stablize more if Atari had more than one major product on the market. Atari doesn't even comment about how well the Falcon030 is doing worldwide. The only product is Jaguar, Jaguar, and Jaguar.

Len

--

3831. Wanted - opinions on What are good and bad points of 2 C langs.

Newsgroup: comp.sys.atari.st
Date: 1993-12-20 00:45:09 UTC
From: winters@access3.digex.net
Message-ID: <2f2sil$5dj@access3.digex.net>
Source record: 196488

I just got hold of an Old Mark Williams C language (3.0 update, including C source debugger) with the included 4 installation disks and a over 700 page manual. It seems like a decent package. A while back, I got Laser C. What C do you like better? I like the fact that the Mark Williams C has a CLI..... Thanx for any opinions.

---- Mike

3832. GOAL! problem update (was Re: GOAL! from the author)

Newsgroup: comp.sys.atari.st
Date: 1993-12-20 00:52:25 UTC
From: am136@FreeNet.Carleton.CA
Message-ID: <CIB6FE.HJM@freenet.carleton.ca>
Source record: 196489

In a previous article, amiga@hosta.dircon.co.uk (Dino Dini) says:
+The Warning about it 'being full of bugs' and crashing all the time can
+only apply to this particular setup. The game has been extensively tested
+on 1040STFM and MEGA 2 ST's, and the released version has no crashes at
+all as far as I am aware. (Certainly they have not been reported to me by
+Virgin). So you should be able to buy in confidence (at least of you
+don't have a MEGA 4).

I installed a 2Mb reset-proof ramdisk as recommended by several posters.
This solved most of the problems with the game crashing. But I managed to
find a sequence of actions which caused a crash, ramdisk or no ramdisk.
The details have been emailed to Dino Dini himself. Either there's no way
around a 4Mb incompatibility problem, or Virgin need new playtesters. (:

Having had a chance to play it properly, I can honestly say that it's head
and shoulders above every other football game there is on the ST, even
taking the problems I have had with it into consideration.

More news as it happens.

Stephen

3833. FOR SALE: TWO 1 MEG SIMMS FOR ATARI STE'S *** ONLY $50.00 FOR BOTH!!!

Newsgroup: comp.sys.atari.st
Date: 1993-12-20 01:51:53 UTC
From: jhurwitz@access3.digex.net
Message-ID: <2f30fp$718@access3.digex.net>
Source record: 196490

I have two 1 meg SIMMS for any Atari STE for sale.

Only $50.00 for both, includes shipping!!!.

```
__/ / . + .
_/__/_/\
_/____/ \/ J. Hurwitz ,
. / / \/| . *
/ / /|/ In DX7 Heaven . o
/_____/ / |
/____/\\/ / Roaming Cyberspace "Space is the place"
/ o \ || / .
| o o |// . -Sun Ra +
\o o// jhurwitz@access.digex.com
--^-- . *
+ ' +
```

3834. Re: Stalker 3

Newsgroup: comp.sys.atari.st
Date: 1993-12-20 02:24:29 UTC
From: afsfpel@cmcws83.cid.aes.doe.CA
Message-ID: <CIBAov.1w7@cid.aes.doe.ca>
Source record: 196497

In article <2f1d87$8is@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz (roger sheppard) writes:
|> In article <CI6w4t.E2w@Nyongwa.CAM.ORG>, pelletier@Nyongwa.CAM.ORG (Yves Pelletier) writes:
|> >In article <1993Dec16.035753.21067@tyrell.net>,
|> >Jeffrey Krzystow <cysco@tyrell.net> wrote:
|> >>>
|> >>Also, I am going to be the new developer for both packages.
|> >>
|> >>Jeffrey A. Krzysztow
|>
|> >Oh, Kermit would be a nice addition to the available protocols.
|>
|> Gee I do hope you meen C-Kermit, but what version would you use,
|> the Server one has some 300k bytes of code in it, that would make
|> C-Kermit even bigger that Stalker, would it not...???

Maybe, maybe not. Not being a programmer, I won't venture into this question, except perhaps to say that I am not looking for the whole C-Kermit sheebang, with terminal emulation, on-line help, etc. All I want is the file transfer protocol (it was imlemented in Uniterm, which as I recall is not such a large program).

If implementing Kermit for Stalker really involves that much code, perhaps then the solution is to allow Stalker and C-Kermit to multitask under MTOS.

|>
|> I found Stalker very buggy, does not support ^@ from memory, (null command)
|> this is used on BBS with Emacs, I also had problems with paging, would loose
|> the cursor...!!!

Funny, I frequently use Stalker to log on the computers at work, and I always use emacs. Never had a problem I didn't have myself to blame for. :)

|>
|> Roger.............. sheppard_r@kosmos.wcc.govt.nz
|>

Yves Pelletier ypelletier@cmc.aes.doe.ca
Centre Meteorologique Canadien "I am resplendent in divergence"
Dorval, Quebec, Canada D.B.

Not a CMC spokesperson.
****

3835. Archiver Wars (was Re: GCC)

Newsgroup: comp.sys.atari.st
Date: 1993-12-20 02:47:46 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.L702KUDNYsY@semprini.waterloo-rdp.on.ca>
Source record: 196435

Contemporary archiver tests... I took a few minutes tonight and compiled some statistics for the current crop of archivers to fuel the current flame war. :-)

It should be obvious from these tests that there are two "classes" of archiver here. The algorithm used by lharc and zoo is inferior to the one being used by zip and gzip (GNU zip). Part of the extra overhead in zip (compared to gzip) will be due to the fact that zip is a true archiver, while gzip is a compressor (ie, it only compresses one file, it doesn't compress several files into one archive).

There are also two timing classes here; the more portable zoo and gzip, written in ANSI C, are slower than the nonportable lharc and stzip, using 68000 assembler (I'm assuming stzip uses hand-coded assembler). Personally, I'd rather have C code, which can be easily recompiled on a new platform with instant optimisation for that platform (ie, -m68020 flag in GNU C to optimise for TTs and Falcons). There are also C versions of lharc (Japanese, but easy to build on a UNIX system) and zip (from the Info-Zip project) available.

File 1 - testfile.tar, 140288 bytes; source code and compiled programs

Archiver	Compressed Size	Compression Time	Decompression Time
lharc	71505 (139.3%)	0:45.22 (132.2%)	0:08.96 (100.0%)
zoo	71639 (139.6%)	1:14.91 (219.0%)	0:18.76 (209.4%)
stzip	52530 (102.4%)	0:34.20 (100.0%)	0:10.89 (121.5%)
gzip	51316 (100.0%)	1:08.60 (200.6%)	0:09.24 (103.1%)

On this file, gzip compressed the best (by a whopping 1214 bytes; insignificant unless you're transferring at <= 1200 baud). stzip compressed the fastest (by 11.02 seconds), and lharc decompressed the fastest (by 0.28 seconds).

File 2 - testfile.tar, 1401856 bytes; source code, object files, and a compiled binary (MiNT 1.09 source + object files + compiled mint.prg)

Archiver	Compressed Size	Compression Time	Decompression Time
lharc	509918 (107.0%)	6:40.44 (100.0%)	0:47.86 (100.0%)
zoo	510052 (107.1%)	12:09.21 (182.1%)	2:06.05 (263.4%)
stzip	478620 (100.5%)	6:47.64 (101.8%)	1:13.34 (153.2%)
gzip	476359 (100.0%)	14:32.34 (217.8%)	1:14.47 (155.6%)

On this file, gzip compressed the best (by 2261... insignificant on a file this size, though it does make it one cluster larger on small disks). lharc compressed the fastest (by 7.2 seconds... insignificant in these times), and also uncompressed the fastest (by 25.48 seconds, another insignificant value).

Feel free to whip this into the Software FAQ or your local archiver flame fest. No clear winners in any category, really... the differences between archivers in the same class (for compression and for time) are rather insignificant.

--
----------==========----------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3836. Re: Atari products - help wanted!

Newsgroup: comp.sys.atari.st
Date: 1993-12-20 04:16:33 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2f38v1$fpu@golem.wcc.govt.nz>
Source record: 196493

520STFM's or 1040STFM's came with TOS 1.0, TOS 1.02 or TOS 1.04.
1.04 wasn't in many of them though!

```
/------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, O O |
| you can be 100% sure that it will! o |
| WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/
```

3837. Re: Piracy (was: Re: Anyone cracked Cubase

Newsgroup: comp.sys.atari.st
Date: 1993-12-20 04:44:42 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <H.eg.2MNSKyHShdY@harvee.billerica.ma.us>
Source record: 196426

In <1993Dec16.175102.14949@newshost.lanl.gov>, John Hutchinson writes:
>>instead of ranting about developers getting ripped off, figure out a
>>way that both developer rights and consumer rights can be protected.
>
>If anyone can figure out a foolproof way to do this, it should be worth a LOT
>of money to a LOT of people/organizations. To date, however, the industry has
>not come up with the right scheme that satisfies everyone's needs. It is NOT
>an easy solution to come up with.

I believe the solution lies in the area of public key encryption. I believe
that the only reason why it has not been explored is that the essential
information has been withheld for a variety of reasons (insert
favorite conspiracy theory here...)

one possible mechanism (will probably will be trashed by by those in
the know on PKE) is that you will get a key from a vendor constructed
from your public key. decrypting the key will yield another key that
is decrypted by the application so it can know how to run. what
will prevent copying of the mfg's key to nother machine?? beats the
hell out of me! ask a cypherpunk or cryptophreak how to play this game :-)
maybe something from the digital cash world will work.

>One primary difference between books/CD's/videos and software that has not
>yet been mentioned is the *ease* of which these can be stolen (duplicated).
>Because software can be copied so easily, quickly and cheaply, it presents a
>much more difficult problem than these other items of intellectual property.

do I have to think of everything??? :-) the ease of duplication
is something sw users have come to count on and this "feature" is one
that folks will not want to loose. after all, I really like being able
to collect my applications on one hard disk and not have to remove
and insert something evertime I change apps.

>I really don't understand the arguments some people make against limited DEMO
>versions of software products, however. For the most part, it really does
...
in many ways, I think really good demos are harder to make than the real app.

>Personally, I think the wave of the future is the demo CD. I have 3 of these
...

it can be a good system if and only if the key follows the user from
machine to machine. it would be really nice to have a apps description
that I could carry around from machine to machine (and backup).
yea, yea, I know I'm dreaming and it won't happen till uncle bill
has achieved total world domination via NT...

>BTW, this has been a good discussion on the net from you both (Eric & Gordie).
>Let's keep it professional *and* cordial, shall we? :)

deal. I've been having a series of bad hands (ulner RSI) days lately so I've
been ignoring posts when I couldn't be rational. if I seem to be
flaming, please do me a favor and ignore what I shouldn't have posted :-)

--- eric
--
HOME: esj@harvee.billerica.ma.us HAM ka1eec
WORK: esj@temerity.polaroid.com 617.386.4687
source of the public's fear of the unknown since 1956

3838. Re: Piracy (was: Re: Anyone cracked Cubase

Newsgroup: comp.sys.atari.st
Date: 1993-12-20 04:51:44 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <H.eg.AEo8_6cMajc@harvee.billerica.ma.us>
Source record: 196427

In <2erjp0$nrq@golem.wcc.govt.nz>, Steve Wells writes:
>A way to make more people happy, but not change the situation, would be
>to make everything hard-drive installable, but make a floppy with the
>protection on it required to be in the disk drive. (e.g. a 'key' disk).

I have a PCB board designer program that needs a key disk to run and
I'm ready to toss the application. I lost countless hours trying to figure
out why I couldn't mod the demo boards until I ran it off the second
key disk I bought as a backup. the stupid key disk was defective and
the app didn't tell me! it just assumed that I was running a stolen
copy and stuck me in demo mode.

I think we need a better technique... :-)

--- eric
--
HOME: esj@harvee.billerica.ma.us HAM ka1eec
WORK: esj@temerity.polaroid.com 617.386.4687
source of the public's fear of the unknown since 1956

3839. Re: Piracy (was: Re: Anyone cracked Cubase 3.01 yet?)

Newsgroup: comp.sys.atari.st
Date: 1993-12-20 05:09:40 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <H.eg.SMBhKVhCWoo@harvee.billerica.ma.us>
Source record: 196428

In <931216.16944.BIBLINSKI@delphi.com>, Gordie Meyer ATARI UNITED cofounder writes:
>The only 'right' the buyer has is that the product is true to its
>representation. If the buyer enters into the sales contract without being
>adequately informed about the product, or just doesn't care, it is the buyer's
>problem. If the seller misrepresents the product, it is the seller's problem.
>(Yeah, there are other things that might enter into this whole situation. The
>seller might use high pressure techniques to make the sale, and most states
>have some means of addressing that problem. The seller might be misinformed
>about the product, and inadvertently give incorrect information to a potential
>buyer. And so on... But, we were talking about the sale of intellectual
>property products, which is usually pretty straight forward.)
>
>There is no 'right' to be treated fairly, or to be protected from poor business
>practices. Those are things that the consumer must do for him- or herself.
>If you don't like the way a business deals with you, patronize another one.
>In business, you vote with your dollars. Don't spend them with someone who
>doesn't do business the way you want. But, don't expect someone to step in
>and make things more to your liking...

all I can say (with a bit of a :-) is:

from wired 2.01.35 without permission...

In your face disclaimer: Ever read those microscopic license disclaimers
before installing your latest software purchase? We thought not, which
is why we couldn't pass up reprinting this one, from Haventree
Software's EasyFlow program. "If EasyFlow doesn't work: tough. If
you loose millions because EasyFlow messes up, it's you that's out
millions, not us. If you don't like this disclaimer: tough. We reserve
the right to do the absolute minimum provided by law up to and
including nothing. This is basicly the same disclaimer that comes with
all software packages, but ours is in plain english and theirs is
in legalese. We didn't want to include any disclaimer at all, but
our lawyers insisted."

I don't know what would be worse, product liability law catching up
with software or software setting liability standards for the rest of
the world...

--- eric (it's cheaper to buy your floppies from kmart than microsoft. also
you don't have all these application manuals to dispose of)
--
HOME: esj@harvee.billerica.ma.us HAM ka1eec
WORK: esj@temerity.polaroid.com 617.386.4687
source of the public's fear of the unknown since 1956

3840. TOS 2.06 and slider click bug

Newsgroup: comp.sys.atari.st
Date: 1993-12-20 05:22:37 UTC
From: ralph@cerfacs.fr
Message-ID: <RALPH.93Dec20052237@hal.cerfacs.fr>
Source record: 196420
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,fr.comp.sys.atari

I am sure that this has been discussed here before, but is there a patch which corrects that a single click is taken as two clicks? This happens to me now that I have upgraded to TOS 2.06. Are there any other patchs out for 2.06?

Thanks folks,

--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
==========
Got a Sun IPC lap clone w/1.05 GB! Got a Mega 4STfm with TOS 2.06, floptical!

3841. Re: Piracy (was: Re: Anyone cracked Cubase 3.01 yet?)

Newsgroup: comp.sys.atari.st
Date: 1993-12-20 06:07:58 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <756368028.0@mettav.royle>
Source record: 196500

It was none other than Eric S that wrote on the 12 Dec 93 that ,

ES> incremental backups are barely useful IMHO. (bob and I differ
ES> on this and he claims he is putting in 3.0 a type of incremental
ES> backup that I consider more useful.)

Can't say I've had any of the problem's you are having with Dback 2 but
must however say that you are damn right on this point ,the inability to
update backup saveset's is a right pain. I hope to see this feature on
Version 3.

Graham

* Origin: Graham's Point at the Tavern (100:1011/0.8)

3842. Hotz Translator

Newsgroup: comp.sys.atari.st
Date: 1993-12-20 07:32:06 UTC
From: jmax@panix.com
Message-ID: <2f3kdm$aku@panix.com>
Source record: 196496

Is anyone out there using the Hotz Midi Translator?

jamx@panix.com

3843. Re: MEDUSA T40

Newsgroup: comp.sys.atari.st
Date: 1993-12-20 07:54:31 UTC
From: mbaffoni@flute.aix.calpoly.edu
Message-ID: <1993Dec20.075431.155220@zeus.aix.calpoly.edu>
Source record: 196498

In article <CI6FI4.72E@cs.vu.nl>, Ivo van Poorten <ipoorten@cs.vu.nl> wrote:
>cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
>
>>In <CHvCuy.H7r@world.std.com>, Yat W Siu writes:
>>> Whatever gave you THIS IDEA? The Medusa is an own custom design, the ROMs
>>> are a versioyn of TOS 3.06 which is licensed by Atari Benelux! So it's totally
>>> legal.....unless there is some flaw I am not aware of.
>
>>Does that mean it comes with German ROMs?
>
>No, because Germany is *NOT* a part of the Benelux.

OOoo. Touchy.

I think what he was wondering was if they were Non-English .... ooops,
you Politically Correct people will get that confused with the UK. Alright:

I think he was wondering if that was the US version of 3.06 rather than
the ROMs used in non-English-speaking (and non-UK) countries.

Whew! Being PC is getting tougher these days.

>--
>--Ivo van Poorten
>ipoorten@cs.vu.nl

"Look at the ball...become the ball...BE...BE the ball!"
-Bill Murray, Caddyshack

"Look at the Politcally Correct way...become the PC way ... BE...BE PC!"
-Loosely translated,
Mostly Garbage.

<geeze Holidays are tough on the tempers>

3844. Re: STraight FAX 2.0

Newsgroup: comp.sys.atari.st
Date: 1993-12-20 07:57:11 UTC
From: ralph@cerfacs.fr
Message-ID: <RALPH.93Dec20075711@hal.cerfacs.fr>
Source record: 196437

>>>>> On Fri, 17 Dec 93 08:03:00 +0100, rickard_troedsson@troed.ct.se
>>>>> (Rickard Troedsson) said:

RT> Supra is based on the Rockwell chipset - avoid.

RT> USRobotics makes the best modems available, stick with it!

But I have been told that many modems use the Rockwell chipset! And
that this is the *only* really good chipset!

Comments?

--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
==========
Got a Sun IPC lap clone w/1.05 GB! Got a Mega 4STfm with TOS 2.06, floptical!

3845. Re: CoNNect problems

Newsgroup: comp.sys.atari.st
Date: 1993-12-20 08:10:31 UTC
From: mbaffoni@flute.aix.calpoly.edu
Message-ID: <1993Dec20.081031.157539@zeus.aix.calpoly.edu>
Source record: 196499

In article <1993Dec19.130740.128@main.morris.org>,
Billy D'Augustine <bill@main.morris.org> wrote:
>In article <1993Dec18.074022.120923@zeus.aix.calpoly.edu>,
mbaffoni@farad.elee.calpoly.edu (Michael Baffoni) writes:
>>There is a new box for monitoring the file up/downloads. I haven't made up my
>>mind whether it is better or worse. I am tending to like the old style
>>because the new style has the information too close to each other and becomes
>>hard to read (which is the block CPS rate, and whichis the overal rate? ...Oh
>>yeah...). Anyone else agree/disagree?
>>
>
>I think I prefered the older style myself.

Actually, after using it more, I find that I _really_ like the new
accounting for multiple files - files downloaded, time for _all_ files to be
downloaded, not just the one you are presently on, etc. I guess to put all
that info on the screen and not make it bigger, he had to push some info
together...<sigh>

>>zmodem upload is faster (yea!).

>Yea! I was able to sustain about 1800cps between my 14.4k modems: one at
>home, and one on a VAX running VMS and sz 3.03 (old). Dunno if its the
>new version of CoNnect, but I havent had any problems with CRC errors,
>timeouts, and packet retransmissions.
>
>Prior, I was getting between 1500 and 1600 cps...
>

Cool. Until they get the 14.4ks installed here at Poly, I won't see a
whole lot of speed improvement on the the present 2.4k/9.6k modem pool.

Actually, I think the Help icons (at the top of each help window) was
one of the most helpful changes - especially the "list all" icon. It makes a
nice alphabetised list of the entire help file.

-MikeB

3846. Re: MEDUSA T40

Newsgroup: comp.sys.atari.st
Date: 1993-12-20 09:35:00 UTC
From: avg@cwi.nl
Message-ID: <CIBuMC.385@cwi.nl>
Source record: 196401

mbaffoni@flute.aix.calpoly.edu (Juxtaposer) writes:

> I think he was wondering if that was the US version of 3.06 rather than
>the ROMs used in non-English-speaking (and non-UK) countries.

Computers sold in the Benelux are generally UK versions.

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 799
1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740

3847. No Support from Gribnif...??

Newsgroup: comp.sys.atari.st
Date: 1993-12-20 10:41:39 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2f3vh3$gsf@golem.wcc.govt.nz>
Source record: 196402
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I keep reading about NEODESK 3.04, were does one get this version..??

I have had a look on GEnie but no mention of this at all...

I am a registered user of Neodesk but have never been contacted about this
Upgrade or even about Geneva at all..

I contacted Gribnif on GEnie about getting the Beta version of Geneva,
but was more or less told to get lost and wait till October..

But I am still waiting...!!

You see I live in New Zealand, we don't count...!!!

But think again Gribnif, my money counts..!!

No wonder people are droping Atari by Storm, with support like this....

Roger.............. sheppard_r@kosmos.wcc.govt.nz

This is so simple, no Atari support = no Atari..........

3848. NMOS RAMS

Newsgroup: comp.sys.atari.st
Date: 1993-12-20 11:11:29 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2f4191$gt3@golem.wcc.govt.nz>
Source record: 196403
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

NMOS RAMS = CMOS RAMS....?????

Hi I have a Mega ST 2 with a stuffed Nmos Ram (M411024HP -15C AT & T..)

No one sells Nmos Rams here but only Cmos Rams, can I use a Cmos Ram
in its place...??

Thanks.....

Roger.................. sheppard_r@kosmos.wcc.govt.nz

3849. Re: ? midi rythm patterns

Newsgroup: comp.sys.atari.st
Date: 1993-12-20 11:57:30 UTC
From: piet@cs.ruu.nl
Message-ID: <CIC17v.JBu@cs.ruu.nl>
Source record: 196405

How to get drumpats.doc, drumpats.zip, drums.doc and drums.zip from the
archive at
Dept. of Computer Science, Utrecht University:

NOTE: In the following I have assumed your mail address is john@highbrow.edu.

Of course you must substitute your own address for this. This should be
a valid internet or uucp address. For bitnet users name@host.BITNET
usually works.

by FTP: (please restrict access to weekends or evening/night (i.e. between
about 20.00 and 0900 UTC).

ftp ftp.cs.ruu.nl [131.211.80.17]
user name: anonymous or ftp
password: your own email address (e.g. john@highbrow.edu)
Don't forget to set binary mode if the file is a tar/arc/zoo archive,
compressed or in any other way contains binary data.
get pub/MIDI/SONGS/MISC/drumpats.doc
get pub/MIDI/SONGS/MISC/drumpats.zip
get pub/MIDI/SONGS/MISC/drums.doc
get pub/MIDI/SONGS/MISC/drums.zip

(or first cd to the directory, and then get the local filename part, to
avoid "permission denied" on your system)

by mail-server:

send the following message to
mail-server@cs.ruu.nl (or uunet!mcsun!sun4nl!ruuinf!mail-server):

begin
path john@highbrow.edu (PLEASE SUBSTITUTE *YOUR* ADDRESS)
send MIDI/SONGS/MISC/drumpats.doc
send MIDI/SONGS/MISC/drumpats.zip
send MIDI/SONGS/MISC/drums.doc
send MIDI/SONGS/MISC/drums.zip
end

NOTE: *** PLEASE USE VALID INTERNET ADDRESSES IF POSSIBLE. DO NOT USE
ADDRESSES WITH ! and @ MIXED !!!! BITNETTERS USE USER@HOST.BITNET ***

The path command can be deleted if we receive a valid from address in your
message. If this is the first time you use our mail server, we suggest you
first issue the request:
send HELP
--

Piet* van Oostrum, Dept of Computer Science, Utrecht University,
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
Telephone: +31 30 531806 Uucp: uunet!mcsun!ruuinf!piet
Telefax: +31 30 513791 Internet: piet@cs.ruu.nl (*`Pete')

3850. Re: MEDUSA T40

Newsgroup: comp.sys.atari.st
Date: 1993-12-20 11:58:52 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <CIC1A5.3Ew@cs.bham.ac.uk>
Source record: 196404

hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:
>cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
>
>>In <CHvCuy.H7r@world.std.com>, Yat W Siu writes:
>>> Whatever gave you THIS IDEA? The Medusa is an own custom design, the ROMs
>>> are a versioyn of TOS 3.06 which is licensed by Atari Benelux! So it's totally
>>> legal.....unless there is some flaw I am not aware of.
>
>>Does that mean it comes with German ROMs?
>
>AAAAARRRGGGGHHHHHHHHHH!!!!!!! Ok, calm down, sigh... :-) For once and for
>all: Benelux = BElgium, NEtherlands, LUXembourg
>i.e. not, I repeat, NOT including Germany. And let me never hear that again :)

Why do Medusa (Swiss?) license Benelux ROMs? Surely it would be more
sensible in the long term to license 4.04 ROMs which are
internationalised.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

3851. Stalker 3.0 buffer

Newsgroup: comp.sys.atari.st
Date: 1993-12-20 12:47:50 UTC
From: ai063@FreeNet.Carleton.CA
Message-ID: <CIC3Jr.5y@freenet.carleton.ca>
Source record: 196406

When I log on to most local BBSs, the NON-CAPTURE buffer collects all the screen text (up to 2000 lines) without having to switch to Capture mode. When I log on to Carleton U. FreeNet, the NON-CAPTURE mode collects only about a screenful, so I can't scroll back very far to read something I've missed. The same thing happens with the Ottawa Public Library. Does it have something to do with the VT100 protocol (used at FreeNet) or the ANSI protocol (used with the Library). My 1040ST with STalker 3.0 and the GVC 2400 modem usually runs with VT52. Is there some adjustment I can make to the software or hardware to get the NON-CAPTURE buffer to collect text from the screen? Thanks.

--
Walter A. Cole
ai063@freenet.carleton.ca

3852. Re: Elite 2

Newsgroup: comp.sys.atari.st
Date: 1993-12-20 12:56:23 UTC
From: eberl@Informatik.TU-Muenchen.DE
Message-ID: <1993Dec20.125623.25558@Informatik.TU-Muenchen.DE>
Source record: 196407

In article <CI1uFx.AIB@cix.compulink.co.uk>, kebab@cix.compulink.co.uk ("Kevin Donovan") writes:
|> everything, can we 8-) and away you go. It does hang if you have NVDI
|> enabled though, so I generally rename my auto folder and reboot before
|> loading it.
There is no need for that. If you don't want the AUTO-folder to be executed, press CONTROL during booting, if you just want to leave out NVDI press both SHIFT keys!

|>
|> Kev
|> ---

Michael

3853. Disk Backup

Newsgroup: comp.sys.atari.st
Date: 1993-12-20 13:14:53 UTC
From: psurge@cs.utexas.edu
Message-ID: <2f48gd$65s@muleshoe.cs.utexas.edu>
Source record: 196408

I am moving in the next few days and I need a good utility to back up my hard disks before I transport them. I have a Mega4 STe with a high density floppy drive. Are there any backup utilities that will use the high density disks? Most of the ones I have tried seem to have a hang up somewhere along the line or assume the disk is a certain size. Elfback seems nice but it always tells me I don't have enough memory for the ram disk (even though I still have over 3 megs free), uses the hard disk, then fails to copy the LZH file over to the disk.

I have a sneaky suspicion that it may be my disks, they are preformatted IBM, but I didn't think that was a problem...

Thanks,
Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<<

3854. Which version of GCC

Newsgroup: comp.sys.atari.st
Date: 1993-12-20 13:28:11 UTC
From: mkite@lincoln.gpsemi.com
Message-ID: <CIC5F0.Etn@lincoln.gpsemi.com>
Source record: 196421

Ok, I've been watching the discussion about gcc for a while and I'm still confused. I have a Mega STe with 2 Mb of memory. Firstly, is that enough to run gcc ? Secondly, which version of gcc should I get ? what about if I want to run with MiNT (when I get round to getting that sorted) ?

Thanks in advance for any guidance offered (e-mail or postings, not too bothered).

Later,

Martin
--

```
========================================================================
== Martin Kite == G.E.C. Plessey Semiconductors, Lincoln, England ==
== ------------------------------------------------------------------ ==
== Internet e-mail - mkite@lincoln.gpsemi.com ======================
=========================== (from Janet - mkite@com.gpsemi.lincoln) ==
========================================================================
```

I just work for G.P.S., I ain't got no authority - you know how it goes ...

3855. Re: Piracy (was: Re: Anyone cracked Cubase

Newsgroup: comp.sys.atari.st
Date: 1993-12-20 13:35:20 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.LrKrAA2R&OU@semprini.waterloo-rdp.on.ca>
Source record: 196395

In <CI15I1.Iou@liverpool.ac.uk>, Mr. J. Boyes writes:
> I do not understand why people hate dongles so much. When I got my
> Cubase 3.01 I plugged the dongle into my computer and there it has
> stayed ever since. I no longer even think about it.

I bet you'd think about it a bit more if you had three programs that
used dongles... or five... or a dozen.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3856. Mega STe DIP Switches

Newsgroup: comp.sys.atari.st
Date: 1993-12-20 13:50:08 UTC
From: psurge@cs.utexas.edu
Message-ID: <2f4aig$67f@muleshoe.cs.utexas.edu>
Source record: 196422

What do each of the DIP switches do on the Mega STe? I have asked this before but nobody seems to know. What settings are "normal"? I have a high density disk drive, which DIP switch is that and where should it be set?

Does anybody know what the DIP switches control? I have moved them around with no noticable difference.

Thanks,
Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<<

3857. Chips: GLUE, Shifter

Newsgroup: comp.sys.atari.st
Date: 1993-12-20 14:08:26 UTC
From: alexpp@rbg.informatik.th-darmstadt.de
Message-ID: <2f4bkqINNn49@rs18.hrz.th-darmstadt.de>
Source record: 196423

Hallo!
Hello!

Biete: GLUE und Shifter fuer Atari ST, PREIS: DM 90,-.
Zwei 1MBit*1 DIL-RAMs sind inclusive. (SIEMENS HYB511000A-70 W-GERMANY)

forsale: GLUE and Shifter for Atari ST, PRICE: DM 90.-
Two 1MBit*1 DIL-RAMs are inclusive. (SIEMENS HYB511000A-70 W-GERMANY)

^ \/
/-\LE/\

3858. ATARI KORG 01/03/05RW/X3 & ROLAND GS - Editors !

Newsgroup: comp.sys.atari.st
Date: 1993-12-20 14:18:20 UTC
From: huber@cs.tu-berlin.de
Message-ID: <2f4c7f$1uc@news.cs.tu-berlin.de>
Source record: 196424

Hello everybody,

if you are interested in ATARI(ST,TT,Falcon) - Midi
- Editors for
KORG 01/W, 03R/W, 05R/W, X3 and
ROLAND GS-Instruments like Sound Canvas,
JV30, Boss Dr.Synth etc.
you can get some demos via ftp-site of 'tu-berlin.de'.
The path is
ftp/pub/atari/Music/qledidem.zip

Bye

Michael

3859. Re: Mega STe DIP Switches

Newsgroup: comp.sys.atari.st
Date: 1993-12-20 14:19:05 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <CIC7ru.JBx@hermes.hrz.uni-bielefeld.de>
Source record: 196436

In article <...>, psurge@cs.utexas.edu (Troy Carpenter) writes:

|> What do each of the DIP switches do on the Mega STe? I have asked this before
|> but nobody seems to know. What settings are "normal"? I have a high density
|> disk drive, which DIP switch is that and where should it be set?

One of them is to disable the DMA sound capabilities and one of them is
to enable a `high-density' button in the desktop's format routine, but
don't ask me which one! :-(

TeSche
--
PS: If the above written looks weird, then that's probably because it _IS_.
Torsten Scherer (Schiller, TeSche...), University of Bielefeld, Germany
==> itschere@techfak.uni-bielefeld.de / tesche@hrz.uni-bielefeld.de <==

'If you have enjoyed the experience of this drink,' continued the machine,
'why not share it with your friends?'
'Because,' said Arthur tartly, 'I want to keep them.'

3860. Re: Jaguar advertisement

Newsgroup: comp.sys.atari.st
Date: 1993-12-20 14:19:35 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.1412.2D15B476@dhhalden.no>
Source record: 196425

In article <2f2ka8$9hm@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:

>Atari only is reported to be selling 20,000 Jaguars this year. I heard a
>report that it is 100,000 but it was not announced publicly by an
>Atari representative.

Make that 50,000 - 30,000 in the US and 20,000 in Europe.

>The sales target for next year (worldwide I believe) is 500,000 units.
>This is nothing. Nintendo sold 4 million of the SNES in the United States
>in the first 6-7 months!

I believe they are aiming at 1 mill. units. And, don't forget that the SNES
is a 2nd generation unit. They had already done well in the market with the
first gen. console. If Atari hits with the Jag, just wait and see the sales
figures for the first 6-7 months for the 128-bit JagII... :-)

Jon

E-Mail: jonal@dhhalden.no | Life is a lemon and I want my
jonal@gyda.dhhalden.no | money back!
Finger: jonal@sofus.dhhalden.no | - Jim Steinman

3861. Re: STraight FAX 2.0

Newsgroup: comp.sys.atari.st
Date: 1993-12-20 16:31:00 UTC
From: jesper_kock@kockens.ct.se
Message-ID: <2d15d383@kockens.ct.se>
Source record: 196359

In a strange ;-) little letter Rickard Troedsson wrote:

JK>> RT> Supra is based on the Rockwell chipset - avoid.
JK>>
JK>> Thats alot of bull ;D
JK>> Since the 1.7Rom -----> Supra now is working 100%!
RT>
RT> Well, they had to work around Rockwell's bugs, maybe they did a good job
RT> .. maybe they didn't ... sofar Supra is the ONLY modem built on the
RT> Rockwell chipsets that works ...

Thanx.. Thats all i wanted to hear..

Grtz from Sweden:


```
_____________________________________________________________________
/______ | \
|( ST ) jesper_kock@kockens.ct.se | "Old women should not |
| |____| | seek to be perfumed" |
|< oo > Wizard on -*-Kockens BBS-*- | |
| |\__/| | - Archilochus |
| \____/ ATARI ONLY +46-46-250256 | |
\_____________________________________|_____________________________/
```

3862. SPX/SPC/SP.. pictures on a PC????

Newsgroup: comp.sys.atari.st
Date: 1993-12-20 17:17:01 UTC
From: walbeehm@cc.ruu.nl
Message-ID: <walbeehm.756407821@accucx>
Source record: 196438

Hi everybody,

I am not sure if this is the correct newsgroup, but I got no replies in the newsgroup that I thought was most appropriate (some PC graphics newsgroup). Well, I have a number of Spectrum pictures (extensions .SPX and .SPC), and I only have a PC (sorry to invade your newsgroup). Does anybody know if there are programs for a PC that can display these kinds of pictures. If the answer is yes, what are they called, and where (FTP) can I get them?

Thank you very much,
Cheers,
Ben Jos.

Ben Jos Walbeehm
E-mail: Walbeehm@fsw.ruu.nl

3863. Re: Piracy (was: Re: Anyone cracked Cubase

Newsgroup: comp.sys.atari.st
Date: 1993-12-20 18:12:46 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Dec20.181246.24737@newshost.lanl.gov>
Source record: 196439

In article 4zF@cix.compulink.co.uk, ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>I wonder if computer manufacturers actually want to stop piracy. A simple
>solution, very simple in the case of Atari because TOS is in ROM, would be
>to plant a serial number in each computer.

Good idea, but can we talk Atari into doing this? :)

Of course, this doesn't prevent the user from making a copy of the software
first and using the copy to install on the hardware.

Seriously though, isn't such a scheme possible with PC's (reading the BIOS set)
and didn't they try this awhile back. I seem to remember something about it.

-Hutch- @ Fair Dinkum Tech

3864. Re: Piracy (was: Re: Anyone cracked Cubase

Newsgroup: comp.sys.atari.st
Date: 1993-12-20 18:26:09 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Dec20.182609.27820@newshost.lanl.gov>
Source record: 196440

In article Iou@liverpool.ac.uk, em09@liverpool.ac.uk (Mr. J. Boyes) writes:
>
>I do not understand why people hate dongles so much. When I got my
>Cubase 3.01 I plugged the dongle into my computer and there it has
>stayed ever since. I no longer even think about it.

Other than a minor inconvenience, I'd say the chief complaint is one of cost. Dongles are hardware which adds significantly to the cost of the software package. Minor in relation to the cost of major packages like Cubase, perhaps, but prohibitive for less expensive items like games. And who wants a drawer full of dongles that you have to swap all the time?

-Hutch- @ Fair Dinkum Tech

3865. Re: Atari & CD-ROMs (Was: Re: Piracy (was: Re:

Newsgroup: comp.sys.atari.st
Date: 1993-12-20 18:45:13 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Dec20.184513.899@newshost.lanl.gov>
Source record: 196441

In article 2D0F31E5@dhhalden.no, jonal@dhhalden.no (JON ARVID LOVSTAD) writes:
>
> Has anyone seen the Dev CD Atari was supposed to present at a fair this fall?

The Developer's CD is still "under development" according to Atari. Personally, I'm glad I didn't pay in advance for a copy at the Glendale show. I've been burned by the "RSN" philosophy once too many times. :) I think it will be eventually produced, but I can't say when.

-Hutch- @ Fair Dinkum Tech

3866. Re: SCSI 2 hard disks ...

Newsgroup: comp.sys.atari.st
Date: 1993-12-20 18:53:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A60701@M4.maus.de>
Source record: 196324

>>For "real world" GEMDOS read/write tests, use HOW-FAST.PRG.
>So where do I find this program?

It's on a German public domain disk (from ST-Computer magazine), dunno how
to get it in other parts of the world :-)

3867. John Marra please read this

Newsgroup: comp.sys.atari.st
Date: 1993-12-20 18:57:59 UTC
From: dmk@air16.larc.nasa.gov
Message-ID: <2f4sjn$6j8@reznor.larc.nasa.gov>
Source record: 196442

Hi John,
I have recieved your request, but your eMail address is garbled so
I can not return mail to you. Please respond by eMailing me again
and include your correct eMail address in the body of your message.
Thanks,
Daniel Koppen
dmk@air16.larc.nasa.gov

3868. Re: atari archive and things...

Newsgroup: comp.sys.atari.st
Date: 1993-12-20 19:12:19 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2f4tej$k5n@golem.wcc.govt.nz>
Source record: 196443

```
The email address to atari-archive is:/

atari@atari.archive.umich.edu

send a message with 'help' in it to get more info!
get 0new0 will give you the weeks new files. get 0index will give you
a complete list!

/------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, O O |
| you can be 100% sure that it will! o |
| WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/
```

3869. Re: Wav player at A.A....

Newsgroup: comp.sys.atari.st
Date: 1993-12-20 20:17:44 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <2f5198Emhq@uni-erlangen.de>
Source record: 196343

mbaffoni@flute.aix.calpoly.edu (Juxtaposer) writes:

> Does anyone know what happened to the WAV player up on A.A? I can't
>find the package - I had it a while back and then deleted it knowing I could
>download it later....

Sorry, I don't either. But just take '525' from a.a to convert WAV
to AVR or any other format.
--
Harald Schoenfeld (IRC Nick: Equinoxe) | If he's your friend
Harald.Schoenfeld@rzmail.uni-erlangen.de | you don't need enemies

3870. Re: STraight FAX 2.0

Newsgroup: comp.sys.atari.st
Date: 1993-12-20 23:16:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d16324a@troed.ct.se>
Source record: 196360

In a message of 20 Dec 93 08:57:11, Ralph Sobek wrote:

RS> But I have been told that many modems use the Rockwell chipset! And
RS> that this is the *only* really good chipset!

That's the problem, since many modems use it people think that it can't be
THEIR modem that's faulty ... as the owner of a USRobotics 16.8 DUAL STANDARD I
have v32bis following the specs ... many Rockwell based modems has problems
connecting to my modem. (Although the newest ROM for the Supra seems to work
flawlessly!)

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

3871. Re: Disk Backup

Newsgroup: comp.sys.atari.st
Date: 1993-12-21 00:53:46 UTC
From: ai063@FreeNet.Carleton.CA
Message-ID: <CID15n.3r@freenet.carleton.ca>
Source record: 196444

In a previous article, psurge@cs.utexas.edu (Troy Carpenter) says:

>I am moving in the next few days and I need a good utility to back up my
>hard disks before I transport them. I have a Mega4 STe with a high density
>floppy drive. Are there any backup utilities that will use the high density
>disks? Most of the ones I have tried seem to have a hang up somewhere along
>the line or assume the disk is a certain size. Elfback seems nice but it
>always tells me I don't have enough memory for the ram disk (even though I
>still have over 3 megs free), uses the hard disk, then fails to copy the LZH
>file over to the disk.
>
>I have a sneaky suspicion that it may be my disks, they are preformatted IBM,
>but I didn't think that was a problem...
>
>Thanks,
> Troy Carpenter
> Department of Computer Sciences
> THE University of Texas, Austin
> psurge@cs.utexas.edu
>
>"You're so open minded that your brain leaked out" - Steve Taylor
>
>*>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<*
>
I've used a shareware prg called VAULT v3.00 that works very well. But I
have no idea from where it might be available.

>

--
Walter A. Cole
ai063@freenet.carleton.ca

3872. Wanted: Stacy

Newsgroup: comp.sys.atari.st
Date: 1993-12-21 01:05:03 UTC
From: Dirk Vanoucek <dirk@music.en.open.de>
Message-ID: <2f5i3v$ss@music.en.open.de>
Source record: 196445

I am looking for a Stacy.
Please be so kind and mail me your offer.

Dirk

3873. GDOS driver for Epson inkjet

Newsgroup: comp.sys.atari.st
Date: 1993-12-21 01:41:25 UTC
From: jwatkins@cix.compulink.co.uk
Message-ID: <CID3D1.2rs@cix.compulink.co.uk>
Source record: 196351

I am thinking of getting one of these inkjets after xmas. Is the Epson LQ570 driver an ESC/P2 driver? Will it drive the inkjet at a full 360dpi (ie: printing adjacent pixels)?

John W.

jwatkins@cix.compulink.co.uk

3874. Re: Piracy (was: Re: Anyone cracked Cubase

Newsgroup: comp.sys.atari.st
Date: 1993-12-21 02:05:22 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2f5ll2$nuo@golem.wcc.govt.nz>
Source record: 196448

One think about piracy, is the price. With CD's only being maybe about
$10US each, they are affordable. But when software is $50US for something
'not-worth-it', it'll be cracked and copied within minutes of being
released!

People have to make a living, but companies should study economics a bit,
high-price=low-demand and low-price=high-demand. Get somewhere
in the middle rather than in the former, and they'd be okay!
(Mind-you, usually high-price doesn't change demand, just sales!)

Less individual profit would lead to greater overall profit!

```
/-------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, O O |
| you can be 100% sure that it will! o |
| WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/
```

3875. Author of Diamond Back, are you here?

Newsgroup: comp.sys.atari.st
Date: 1993-12-21 02:30:36 UTC
From: psurge@cs.utexas.edu
Message-ID: <2f5n4c$9kh@muleshoe.cs.utexas.edu>
Source record: 196446

If the author of Diamond Back is out there, could you please contact me via email at the below address before Wednesday afternoon, December 22?

Thanks
Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<

3876. Anything new for old STs?

Newsgroup: comp.sys.atari.st
Date: 1993-12-21 02:48:41 UTC
From: an938@cleveland.Freenet.Edu
Message-ID: <2f5o69$hjf@usenet.INS.CWRU.Edu>
Source record: 196447

Hi,
I've been off the net for a while and was wondering if
anything new has come around to give the ST some new life? What
is OS9? What is GEMBench? Is there a new LZH ttp? 9Beyond
(oops) I meant: Beyond Quester's LZH 2.01i? Are there any new
PD do it all de-arcing shells? Has anyone released any new
software based emulators for the ST. (Hopefully someday someone
will release something like PC Ditto in PD! :-)) Has anyone
seen anything that really knocked their socks off lately? And...
Has anyone heard of any new programs from David Becker. (The
ZEST and DBWriter guy. Excellent stuff.)
If you can answer any or all of the above questions,
I would appreciate some E-mail.
Thanx in ADVNC,
G. II. L.
--
Generation X is a LIE! Don't believe the hype!
Life still exists in the 20-something crowd.

-Sensible-

3877. Re: Gauntlet II Problems!

Newsgroup: comp.sys.atari.st
Date: 1993-12-21 03:45:04 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2f5rg0$qcv@news.dmpe.CSIRO.AU>
Source record: 196449

Just nit-picking, but shouldn't that reference to 'serial-port' be 'parallel port'? I know that's where my 4-player adaptor goes .... ;^)

Karl.
--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| Work: +61 3 252 6222 Fax: +61 3 252 6244 Home: +61 3 853 9622 |

3878. Re: MiNT and Minix XFS and software

Newsgroup: comp.sys.atari.st
Date: 1993-12-21 04:38:31 UTC
From: mbaffoni@flute.aix.calpoly.edu
Message-ID: <1993Dec21.043831.195605@zeus.aix.calpoly.edu>
Source record: 196450
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1993Dec17.031133.14731@mnemosyne.cs.du.edu>,
Stephen Henson <shenson@nyx10.cs.du.edu> wrote:
[stuff deleted]
>Sorry to hear about the problems, but alas until I get some more cash I have
>to rely on my old STE to develop Minixfs (donations of hardware would of
>course help :-) You can up the cache sizes by editing 'config.h' (the place
>should be obvious) and recompiling. If I ever release the binary config program
>you wont need to recompile.

I'll try that...when I have gotten GCC up to snuff.

>Steve.
>PS This is a bit odd, it's the first time I've heard of such problems, are you
>using MiNT 1.09, 1.04 had a few problems as I recall.

I'm using plain ol' MTOS. I believe that is MiNT 1.04. Guess I should
get get that compiler working on the latest MiNT...

-MikeB

3879. Re: TT and LaserBrain Epson Em

Newsgroup: comp.sys.atari.st
Date: 1993-12-21 05:25:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A10275@MS.maus.de>
Source record: 196252

In article <2em258$187@vulcan.nrlssc.navy.mil>, Dan Fox
(fox@vulcan.nrlssc.navy.mil) wrote:
>There have been some recent posts referring to a more recent
>version of the Diablo emulator (it's version 1.4 at atari.archive)
>and also a LaserBrain version which works with the TT. Could
>someone perhaps upload these to atari.archive or suggest
>a site where they might be available?

I think I *have* uploaded Diablo 1.6 to a.a.u.e. Anyway: it's on
ftp.uni-muenster.de in pub/atari/Atari.

3880. Re: TT and LaserBrain Epson Em

Newsgroup: comp.sys.atari.st
Date: 1993-12-21 05:25:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A10274@MS.maus.de>
Source record: 196253

```
In article <2elfrk$1td@crchh610.bnr.ca>, Randy Hoekstra
(renfro@bnr.ca) wrote:
>|> There are newer versions that work with the TT. You can't connect an
>|> SLM to a Falcon unless you use the new interface from R.O.M. Software
>|> (which comes with custom Diablo and GDOS drivers).
>|>
>
>What's this? Is this interface available yet. Did I miss something?
>Please more details...

Sorry, dunno when it will be shipped.
```

3881. What is happening to Atari stock (since October):

Newsgroup: comp.sys.atari.st
Date: 1993-12-21 06:55:57 UTC
From: klasmekj@ucunix.san.uc.edu
Message-ID: <2f66lt$jd3@ucunix.san.uc.edu>
Source record: 196357

I have gotten several requests about Atari stock so I decided to just post
publicly the daily stock dump from October 1, 1993 to today.

Compiled by month:

-- --

Daily Stock Dump

Atari Corp. October 1993-

SYMB:TN PRICE-P CHANGE PCTCHG HIGH LOW LAST VOLUME-V P*V VALUE
==October
1 ATC:S 4.938 -0.188 -3.66% 5.125 4.875 5.125 129.2K 0.6379M

4 ATC:S 4.812 -0.188 -3.75% 5.000 4.750 5.00 76.4K 0.3677M
5 *** M-I-S-S-I-N-G ***
6 ATC:S+ 4.750 0.250 5.56% 4.750 4.500 4.50 97.4K 0.4627M
7 ATC:S+ 4.750 0.000 0.00% 4.750 4.688 4.75 101.1K 0.4802M
8 ATC:S 5.000 0.125 2.56% 5.250 4.875 4.875 320K 1.6000M

11 ATC:S- 5.000 0.000 0.00% 5.375 5.000 5.00 181.2K 0.9060M
12 ATC:S= 5.000 0.000 0.00% 5.125 4.875 5.00 94.3K 0.4715M
13 ATC:S+ 5.000 0.062 1.27% 5.000 4.750 4.9375 204K 1.0200M
14 ATC:S 6.750 1.625 31.71% 6.875 5.250 5.125 1430.7K 9.6572M
15 ATC:S 7.625 0.875 12.96% 8.375 6.875 6.75 2230.6K 17.0083M

18 ATC:S 8.000 0.375 4.92% 8.750 7.750 7.625 1262.6K 10.1008M
19 ATC:S 7.250 -0.750 -9.38% 8.250 7.000 8.00 952.7K 6.9071M
20 ATC:S 8.000 0.625 8.47% 8.250 7.500 7.375 626K 5.0080M
21 ATC:S= 8.000 0.000 0.00% 8.375 7.750 8.00 452.4K 3.6192M
22 ATC:S- 7.875 0.000 0.00% 8.125 7.875 7.875 218.7K 1.7223M

25 ATC:S* 8.250 0.375 4.76% 8.500 8.000 7.875 593.2K 4.8939M
26 ATC:S 7.750 -0.375 -4.62% 8.250 7.625 8.125 297.6K 2.3064M
27 ATC:S+ 8.000 0.250 3.23% 8.000 7.750 7.75 267.4K 2.1392M
28 ATC:S* 8.375 0.375 4.69% 8.500 8.125 8.00 529.6K 4.4354M
29 ATC:S+ 8.500 0.125 1.49% 8.500 8.375 8.375 326.1K 2.7719M

SYMB:TN PRICE-P CHANGE PCTCHG HIGH LOW LAST VOLUME-V P*V VALUE
==November
01 ATC:S 9.875 1.375 16.18% 10.000 8.500 8.50 887.9K 8.7680M
02 ATC:S 11.625 1.000 9.41% 12.250 10.750 10.625 1940.5K 22.5583M
03 ATC:S 10.625 0.625 6.25% 10.750 9.875 10.00 1529.9K 16.2552M
04 ATC:S* 10.250 -1.375 -11.83% 12.750 10.000 11.625 2927.2K 30.0038M
05 ATC:S* 11.375 1.125 10.98% 11.500 10.375 10.25 1631.6K 18.5594M

```
08 ATC:S 10.625 0.375 3.66% 10.875 10.125 10.25 948.6K 10.0789M
09 ATC:S 9.625 -1.000 -9.41% 10.750 9.000 10.625 1782.8K 17.1594M
10 ATC:S 9.250 -0.375 -3.90% 9.375 8.250 9.625 1603.2K 14.8296M
11 ATC:S* 9.625 0.375 4.05% 10.125 9.500 9.25 815.9K 7.8530M
12 ATC:S 9.500 -0.125 -1.30% 9.750 9.125 9.625 407.3K 3.8000M

15 ATC:S 9.625 0.250 2.67% 9.875 9.500 9.375 197.3K 1.8990M
16 ATC:S 9.000 -0.625 -6.49% 9.375 8.875 9.625 349.3K 3.1437M
17 ATC:2 8.625 -0.375 -4.17% 9.000 8.375 9.00 591.9K 5.1051M18
18 ATC:S 8.125 -0.500 -5.80% 8.375 7.625 8.625 1108.3K 9.0049M
19 ATC:S 7.500 -0.625 -7.69% 7.750 7.000 8.125 1101.6K 8.2620M

22 ATC:S 7.875 0.375 5.00% 8.125 7.500 7.50 537.8K 4.2352M
23 ATC:S+ 9.000 1.125 14.29% 9.000 8.000 7.875 733.7K 6.6033M
24 ATC:S* 8.750 -0.250 -2.78% 9.750 8.250 9.00 1196.6K 10.4703M
25 *** T-H-A-N-K-S-G-I-V-I-N-G ***
26 ATC:S- 8.500 -0.250 -2.86% 8.750 8.500 8.75 141.4K 1.2019M

29 ATC:S* 9.000 0.500 5.88% 9.125 8.625 8.50 474.5K 4.2705M
30 ATC:S= 9.000 0.000 0.00% 9.375 8.500 9.00 642.6K 5.7834M

SYMB:TN PRICE-P CHANGE PCTCHG HIGH LOW LAST VOLUME-V P*V VALUE
==December
1 ATC:S* 8.000 -1.000 -11.11% 9.125 7.750 9.00 1222.8K 9.7824M
2 ATC:S 7.750 -0.250 -3.12% 8.000 7.500 8.00 767.5K 5.9481M
3 ATC:S* 7.750 0.000 0.00% 7.875 7.625 7.75 377.1K 2.9225M

6 ATC:S- 7.500 -0.250 -3.23% 7.875 7.500 7.75 308.2K 2.3115M
7 ATC:S- 7.125 -0.375 -5.00% 7.500 7.125 7.50 557.9K 3.9750M
8 ATC:S+ 7.250 0.125 1.75% 7.250 6.500 7.125 1092.5K 7.9206M
9 ATC:S* 7.250 0.000 0.00% 7.500 6.500 7.25 741.2K 5.3737M
10 ATC:S 7.000 -0.250 -3.45% 7.250 6.875 7.25 260.7K 1.8249M

13 ATC:S 6.875 -0.125 -1.79% 7.125 6.625 7.00 363.6K 2.4998M
14 ATC:S- 6.500 -0.375 -5.45% 6.875 6.500 6.875 469.2K 3.0498M
15 ATC:S 6.125 -0.375 -5.77% 6.375 6.000 6.50 626.1K 3.8349M
16 ATC:S+ 6.500 0.375 6.12% 6.500 6.000 6.125 504.5K 3.2793M
17 ATC:S 6.375 -0.125 -1.92% 6.625 5.375 6.50 276.5K 1.7627M

20 ATC:S= 6.375 0.000 0.00% 6.500 6.250 6.375 186.3K 1.1877M

-- -- -- -- -- -- -- -- -- -- -- -- -- -- -- -- -- -- -- -- -- -- -- -- --

I apologize if there are ASCII carriage returns showing...

I hope this makes it a little easier to those don't follow Atari stock every
day.
```


```
+-------------------------------------+_
| *> Kevin Klasmeier | |
| *> NET: klasmekj@ucunix.san.uc.edu | |
| *> GEnie: K.KLASMEIER | |
| [Cincinnati, Ohio in the US of A] | |
+-------------------------------------+ |
'-------------------------------------'
```

3882. Re: Need info on Atari Computers

Newsgroup: comp.sys.atari.st
Date: 1993-12-21 07:36:21 UTC
From: stvj@pan.com
Message-ID: <9312210236434.stvj@pan.com>
Source record: 196358

Scott Tirrell,

If you know of Mega 4 STe(s) available for 'under $500' please let me know! (Not sarcastic & not kiddin!)

Thanks!

SteveV

3883. Re: ftp (solution)

Newsgroup: comp.sys.atari.st
Date: 1993-12-21 08:28:57 UTC
From: petep@info.isbiel.ch
Message-ID: <2f6c49$hoc@vega.info.isbiel.ch>
Source record: 196361

some days ago i posted the following problem:

> i need a program (tcsh-script) for ftp (i call it listdir).
> now listdir should log me automatically in an ftp site, make a listing of
> all files in the directories and subdirectoris, put them in one local file
> and finally logoff.

i was surpriesed, how many answers i got. some of the writers asked me why
i need that, because almost every ftp-site has their NEWFILES and INDEXFILES.
well, i became the moderator of the Atari archive on our school. unfortuna-
tely it runs on a novell server. i prefer working on our suns, so the only
way to access to the ftp archive is via ftp. thats why i'm writing now some
tools to create the index and news files automatically.

many thanks to everyone how replied to me, specially to:
Ate Brink, Georg Thimm, Girardin Luc, Georg Kraemer, Stampf Nicolas,
Ken Yap, Christian Masopust, Konstantinos XONIS, Robert Anisko,
Wolfgang Ley, Thomas Gusset, Richard Czech,

here also some of the solutions i got:

Try using ncftp. I know you can get a file directly from the command
line. You may be able to feed it from a script. Ask archie where
ncftp 1.6 is kept.

---
define a macro in your .netrc called 'init' (executed after connection
establishment) which does the dir command.

---
ftp can use a inline script like
```
#! bin/tcsh
ftp [ftpsite] <<END
dir * [localfilename]
bye
END
```

---
i got even some programs which creates a whatsnew-file i don't post them
here because they are to big or because i don't know if the author would
be pleased to see his program published.

To capture your session, you may want to redirect the output to a file.
Something like this:

```
ftp 128.252.135.4 > ftplog
-OR-
ftp 128.252.135.4 | tee ftplog
```

The first form should redirect everything to "ftplog" (but unfortunately not to the screen).
The second form should redirect everything to "ftplog" AND to the screen (I say should as I've had variable results on different systems, but I usually pipe my "archie" sessions to a file this way so it should work).

A complete description (incl. example) is included in the file /pub/README on ftp.tu-clausthal.de (139.174.2.10). Access via FTP, FSP (port 21) or email ("mail-server@ftp.tu-clausthal.de").

```
#! bin/tcsh

ftp -n <<ftpcmds >output
open ftp.isbiel.ch
user anonymous password petep@info.isbiel.ch
cd atari
verbose
dir sound
dir unix
dir grafik
:
:
:
quit
ftpcmds
```

3884. Re: Piracy (was: Re: Anyone cracked Cubase

Newsgroup: comp.sys.atari.st
Date: 1993-12-21 13:07:35 UTC
From: sys1@exnet.com
Message-ID: <CIDz4p.GIz@exnet.com>
Source record: 196365

In article <1993Dec20.182609.27820@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>In article Iou@liverpool.ac.uk, em09@liverpool.ac.uk (Mr. J. Boyes) writes:
>>
>>I do not understand why people hate dongles so much. When I got my
>>Cubase 3.01 I plugged the dongle into my computer and there it has
>>stayed ever since. I no longer even think about it.
>
>Other than a minor inconvenience, I'd say the chief complaint is one of
>cost. Dongles are hardware which adds significantly to the cost of the
>software package. Minor in relation to the cost of major packages like
>Cubase, perhaps, but prohibitive for less expensive items like games.
>And who wants a drawer full of dongles that you have to swap all the time?

These are good points, though I must admit that I would always go for
an additional bit of hardware to provide security rather than some clever
software (though clever hardware and software would be ideal) because
of the relative costs of duplicating hardware compared to software.

The answer might be to have security based around a magnetic card reader or
something similar which could provide some physical security, coupled with
some encryption/decryption software. The initial hardware would be a bit
costly but the resulting savings in `dongle' manufactuing costs might be
significant. Of course, magnetic cards are quite easy to duplicate
as it is.

>
>-Hutch- @ Fair Dinkum Tech
>
>

XG

3885. Re: Utopos

Newsgroup: comp.sys.atari.st
Date: 1993-12-21 13:33:13 UTC
From: paetau@mits.mdata.fi
Message-ID: <2f6tup$kp0@mits.mdata.fi>
Source record: 196362

In article <H.eg.kT5VKhBu2GM@semprini.waterloo-rdp.on.ca>,
Chris Herborth <cherborth@semprini.waterloo-rdp.on.ca> wrote:
>In <1993Dec14.140339.10110@dmu.ac.uk>, SG Yardley writes:
>> I received version 1.50 of the game a few days ago and have uploaded it
>> to ftp.uni-kl.de, its in /games. (I can't get onto atari.archive as its
>> continaully in use .... :-( )

The demoversion of Utopos 1.50 is at atari.archive.umich.edu, and it
is actually in two copies. One of them, uto_demo.zip, I uploaded a
long time ago. The other is utopus15.zip which seems to be the same
thing, although the length of the latter is a few bytes shorter. Great
game anyway.

--

| Rasmus Paetau (paetau@mits.mdata.fi) | Seeing is believing |

3886. 6 or 12 meg STe ????

Newsgroup: comp.sys.atari.st
Date: 1993-12-21 14:10:24 UTC
From: vctec@westminster.ac.uk
Message-ID: <CIE20r.MvF@westminster.ac.uk>
Source record: 196363
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Dear friends,

Hi again. :-)

I recently saw in a magazine.....ST Doormat...sorry ST Format (Just what David Encil from Titan Designs said...stuck with me), an advert by Marpet, the memory upgrade specialist !!! and of Forget Me Clock fame.

It said that the Xtra RAM board was now available for the STe, and required TOS2.06....support for earlier versions being available soon. And only 60 pounds for the unpopulated board. Not bad I thought, and gave them a call to find out more.....

My main query was about where the board would fit....and this was what is sad for me. It is supposed to sit on the 68000.

Now my 2.06 installed in my STe, is via a switcher board by Compo, which itself sits on the 68000. The only other expansion being for a PC emulator, which I was considering buying. Otherwise the board is a dead end for any other expansions onto the 68000.

I was told that the 2.06 would have to be socketed onto the motherboard and my 1.06 ROMs removed. Great, I thought.....the 1.06 are actually soldered onto the motherboard. and I am no genius at soldering :-(

Is anyone familiar with this board by Compo? Is there any way that I can keep the board as well as the install the Xtra RAM board? Marpet told me that they were incompatible. If so, then how would I install any PC emulator, as they require an adaptor to fit over the 68000? I can chuck the existing switcher board and go for a seperate adaptor for an emulator, but I thought that they too fit over the 68000.

What about accelerators.....don't they too fit over the 68000?

Any ideas on this topic would be helpful.

Danny.

--
<==>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

3887. Re: Elite 2

Newsgroup: comp.sys.atari.st
Date: 1993-12-21 14:33:26 UTC
From: cadp95@ccsun.strath.ac.uk
Message-ID: <2f71fm$34t@loch2.cc.strath.ac.uk>
Source record: 196364

In article <CI1uFx.AIB@cix.compulink.co.uk> kebab@cix.compulink.co.uk ("Kevin Donovan") writes:
>Just in case anyone wasn't aware, Elite 2 runs quite happily on the Falcon,
>without the need for Backward or similar compatibility enhancers. Just copy
>it to your hard disk and run in ST low res mode (well, can't have
>everything, can we 8-) and away you go. It does hang if you have NVDI

Dunno,about your system,but it runs fine from ANY resolution on my Falcon.

>loading it.
>
>Kev
>---
>Kevin O'Donovan | If nobody wants war, why are there
>kebab@cix.compulink.co.uk | so many wars?
>abaddon@nasoftwr.demon.co.uk | Hail Eris, All Hail Discordia.
>

Does anyone know what the second disk is for? I admit I haven`t gone very far in the game,but the other disk just doesn't seem to serve any purpose.

If anyone's interested, the game runs exceptionally well with the 16mhz and the data cache on the Falcon :)

Brian.

3888. Re: 6 or 12 meg STe ????

Newsgroup: comp.sys.atari.st
Date: 1993-12-21 14:48:23 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CIE3so.9Bs@barclays.co.uk>
Source record: 196366
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <CIE20r.MvF@westminster.ac.uk>, vctec@westminster.ac.uk (Denesh Bhabuta) writes:
|> It said that the Xtra RAM board was now available for the STe, and required
|> TOS2.06....support for earlier versions being available soon. And only 60
|> pounds for the unpopulated board. Not bad I thought, and gave them a call to
|> find out more.....
|> Now my 2.06 installed in my STe, is via a switcher board by Compo, which itself
|> sits on the 68000. The only other expansion being for a PC emulator, which I
|> was considering buying. Otherwise the board is a dead end for any other
|> expansions onto the 68000.
|> I was told that the 2.06 would have to be socketed onto the motherboard and my
|> 1.06 ROMs removed. Great, I thought.....the 1.06 are actually soldered onto the
|> motherboard. and I am no genius at soldering
|> What about accelerators.....don't they too fit over the 68000?
It sounds like you need to put your ST in a tower case to help expand it. call System Solutions and discuss options with them.
--
+---------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies
	Replies to ilaskey@cix.compulink.co.uk
+---------------+---+

3889. CoNNect problems

Newsgroup: comp.sys.atari.st
Date: 1993-12-21 14:52:00 UTC
From: Jan_Willekens
Message-ID: <2d171d31@p12.f202.n281.z2.fidonet>
Source record: 196350

Hello All!

18 Dec 93 08:40, Michael Baffoni wrote to All:

MB> And of course, the reason for the additional charge: The %#@^%#$
MB> hackers who broke his encryption code forced Wolfgang to spend
MB> time making better encryption algorythms.

Ridiculous reason to increase the amount of money registered users have to pay. Now the registered users become the victims of hackers. This is no way to go.

If features would have been added (features, not bug removal, that always should come for free) which justify the increase in registration fees, I wouldn't be complaining. I don't see these in 2.40, so I think the increase isn't justified.

Greetings... - Jan -

--- GEcho 1.00
* Origin: Fidonet: 2:281/202.12 Internet: jan@nextjk.wlink.nl (2:281/202.12)

3890. Midi Software Wanted

Newsgroup: comp.sys.atari.st
Date: 1993-12-21 16:13:49 UTC
From: aw@caesun6.epg.harris.com
Message-ID: <1993Dec21.161349.23453@mlb.semi.harris.com>
Source record: 196368

I am interesting in buying midi software to:

Write music
Teach my children the keyboard
Drum patterns, generate sheet music, general sequencer

Nothing too fancy - I understand Tiger Cub is a good option.

Anyone out there interesting in selling theirs or know of a good place to
buy it in please respond by E-Mail if possible.

Thanks
Alex

Alex Walton, GaTech '79\\ INTERNET : aw@epg.harris.com
Engr. Productivity Group \\ CCMAIL : AWalto01
1025 W. Nasa Blvd., MS 300\\ VOICE : (407) 724-3102
Melbourne, FL 32919 \\ FAX : (407) 724-3399

3891. Re: 6 or 12 meg STe ????

Newsgroup: comp.sys.atari.st
Date: 1993-12-21 16:19:31 UTC
From: vctec@westminster.ac.uk
Message-ID: <CIE80M.134@westminster.ac.uk>
Source record: 196367
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

To: Iain.Laskey@barclays.co.uk
Subject: Re: 6 or 12 meg STe ????
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.st
In-Reply-To: <CIE3so.9Bs@barclays.co.uk>
References: <CIE20r.MvF@westminster.ac.uk>
Organization: University of Westminster
Cc:
Bcc:

In article <CIE3so.9Bs@barclays.co.uk> you write:
>In article <CIE20r.MvF@westminster.ac.uk>, vctec@westminster.ac.uk (Denesh Bhabuta)
writes:
>|> It said that the Xtra RAM board was now available for the STe, and required
>|> TOS2.06....support for earlier versions being available soon. And only 60
>|> pounds for the unpopulated board. Not bad I thought, and gave them a call to
>|> find out more.....
>|> Now my 2.06 installed in my STe, is via a switcher board by Compo, which itself
>|> sits on the 68000. The only other expansion being for a PC emulator, which I
>|> was considering buying. Otherwise the board is a dead end for any other
>|> expansions onto the 68000.
>|> I was told that the 2.06 would have to be socketed onto the motherboard and my
>|> 1.06 ROMs removed. Great, I thought.....the 1.06 are actually soldered onto the
>|> motherboard. and I am no genius at soldering
>|> What about accelerators.....don't they too fit over the 68000?
>It sounds like you need to put your ST in a tower case to help expand it. call
>System Solutions and discuss options with them.

I already have a tower case Iain.

The problem is not one of space, but of where the things go... After installing
a Xtra RAM board on top of the 68000, there is no provison of installing
anything else onto the 68000, hence no Compo TOS Switcher, PC emulator, or even
accelerator.

Danny.

--
<===>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >
<===>
--
<===>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >

< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

3892. Re: Piracy (was: Re: Anyone cracked Cubase

Newsgroup: comp.sys.atari.st
Date: 1993-12-21 16:48:42 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Dec21.164842.1295@newshost.lanl.gov>
Source record: 196370

In article nrq@golem.wcc.govt.nz, wells_s@ix.wcc.govt.nz (Steve Wells) writes:
>A way to make more people happy, but not change the situation, would be
>to make everything hard-drive installable, but make a floppy with the
>protection on it required to be in the disk drive. (e.g. a 'key' disk).
>
>After installation, they could devote almost an entire disk to
>'protection' even with 10k or so worth, that'd be a real pig for those
>characters to crack! (What with most being 1k or smaller!)
>
>I'm amazed no-one has done this on the ST (That I've seen...)

Oh, but it _has_ been done before. And verily, such a cry of anguish and
despair arose from the people that the developers heard their plea and
discontinued the use of such torturous anti-piracy schemes lest they be
bereft of the last of their paying customers, few though they may be. :)

And this method STILL doesn't prevent multiple installations from a COPY
of the original diskette. Back to the drawing board...

-Hutch- @ Fair Dinkum Tech

3893. Re: Canada

Newsgroup: comp.sys.atari.st
Date: 1993-12-21 16:57:39 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Dec21.165739.2915@newshost.lanl.gov>
Source record: 196372

In article 13811@jupiter.sun.csd.unb.ca, d3hq@jupiter.sun.csd.unb.ca (GREEN P) writes:
>Could some one please email me a listing of Atari dealers in Canada, better yet could some body email a listing of Atari dealers in the Atlantic prov?

Heck, why not just ask for a list of ALL Atari dealers in North America? Should easily be able to fit them on a sinlge postcard! <sorry, couldn't resist> :)

Seriously, it really would be nice to have a listing of all Atari dealers but would you believe that Atari will NOT provide that information anymore? Why???

-Hutch- @ Fair Dinkum Tech

3894. Atari Emulator for Macintosh

Newsgroup: comp.sys.atari.st
Date: 1993-12-21 17:18:34 UTC
From: jagman@lakes.trenton.sc.us
Message-ID: <NL5wec2w165w@lakes.trenton.sc.us>
Source record: 196397

I had heard that there is an atari emulator for the macintosh, is there any truth to this,and if so, where can the software/hardware be purchased/downloaded. Thanks in advance.

ken

3895. MIDI o/p expanders (Was Re: Piracy (was: Re: Anyone cracked Cubase)

Newsgroup: comp.sys.atari.st
Date: 1993-12-21 17:22:19 UTC
From: tjl@siva.bris.ac.uk
Message-ID: <CIEAx7.AGs@info.bris.ac.uk>
Source record: 196371

```
In article <CI20ML.Cnu@cix.compulink.co.uk>, ogal@cix.compulink.co.uk ("Ofir
Gal") writes:
|>
|>*In message <CI1BKJ.71L@info.bris.ac.uk>, tjl@siva.bris.ac.uk said:
|>
|>>Thats OK assuming you are using your program in one machine and one machine
|>>only. When I was commuting between Eng and Germany I was using my Notator
|>>in both places. Man I was P**sed the time I forgot the dongle! Back to the
|>>stone age sequencing with PRO12 for a fortnite!
|>>
|>>The Notator Logic dongle is even less portable (and hence less nickable?)
|>>but at least u get 3 output ports so I think I'm gonna upgrade...
|>
|>The cartridge port is a *bad* choice for extra MIDI outputs and
|>synchronisation. That's why the Midex will not work with Cubase Audio.
|>

Ofir, would you care to expand some more? As far as I am aware the
options for extra MIDI outputs on the Atari are (1) cartridge port based
(eg Unitor, Midex, the Log3 box) (2) serial port based. Are you saying the
serial port option is better? Or has someone made a Centronics to Midi
or even DMA to Midi box? Lots of people are using Unitor out there...

Why doesn't the Midex work with Cubase Audio? And will the same be true
of Log3 and Notator Logic Audio, or is it just Steinberg's problem?

I am really interested in the issues as both myself and a friend are
considering upgrades from Notator on the ST.

Cheers

|>>|>I think it is a better system than the one Ofir suggests as at least
|>>|>I can lend or sell my software without any hassle. (I wouldn't dream
|>>|>of doing so of course).
|>>|>
|>
|>>Ever had your program crash due to dirty dongle connections...?
|>
|>Many times.
|>
|>Ofir ogal@cix.compulink.co.uk
|>
|>
|>
--
-----------------------------------------------------+---------------+
```

```
Tim Llewellyn - OpenVMS, Soukous and Cricket Addict | Read at your |
Physicist Programmer, Bristol Uni Particle Physics. | own risk. |
HEPNET/SPAN 19716::TJL Internet tjl@siva.bris.ac.uk | Std disclaimer|
Pet Hates: Case Sensitivity! Unix. Tremolo systems. | implicit |
-----------------------------------------------------+---------------+
```

3896. Re: No Support from Gribnif...??

Newsgroup: comp.sys.atari.st
Date: 1993-12-21 17:28:31 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2f7bnv$142@darkstar.UCSC.EDU>
Source record: 196369
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <2f3vh3$gsf@golem.wcc.govt.nz> sheppard_r@ix.wcc.govt.nz (roger sheppard) writes:
Well, I think the betatesting of Geneva was on for quite a while, plus it is
hard for small companies to contintually ship beta copies in the mail at
airmail rates to New Zealand. They would probably prefer to do it via Email,
since that would be easiest, and you cannot semd binary files from Genie to
Internet. Gribnif does fantastic support of their products; it's not just
a New Zealand attitude (except the cost of postage)

>This is so simple, no Atari support = no Atari..........

True, which is why I'm thankful that there _IS_ such great support for it!

~Chris

3897. Spectrum or Unispec on Mega STE?

Newsgroup: comp.sys.atari.st
Date: 1993-12-21 18:00:12 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <756515133.AA02265@byte.bbs.no>
Source record: 196382

>Does anyone know if the program Spectrum 512 or the accessory Unispec
>work on a Mega STE? I am unable to get UNISPEC.ACC to allow

Spectrum 512 crashes on my MEGA STE (in 8 Mhz without cache)
The picture display is OK, but some other functions crash...
Vidi-ST work (also VidiChrome with 4096 color Spectrum format)

>keyboard presses without bombing, despite running at 8 MHz no cache.

I have tried my keyboard patch (works for most games) but Spectrum
still crashes so there has to be something else they have done wrong

Lars-Erik 0sterud / E-mail: Lars-Erik.Osterud@byte.bbs.no
Atari Developer / ABK-BBS: +47 67132659 V.32bis Data+Fax
SysOp ABK-BBS /

-- ReadMail ST

3898. STraight FAX 2.0

Newsgroup: comp.sys.atari.st
Date: 1993-12-21 18:00:16 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <756515133.AA02266@byte.bbs.no>
Source record: 196381

>Well, STraight FAX v2.0 *DOES* work with Class 1 FAXmodems like the Sp
>or the 16.8DS, something just HAS to be wrong with your setup, sorry.

BTW: Software like TeleOffice (very good) work only with class 2
modems (and beware that not all faxmodems has class 2 !!!!)

Lars-Erik 0sterud / E-mail: Lars-Erik.Osterud@byte.bbs.no
Atari Developer / ABK-BBS: +47 67132659 V.32bis Data+Fax
SysOp ABK-BBS /

3899. STraight FAX 2.0

Newsgroup: comp.sys.atari.st
Date: 1993-12-21 18:00:20 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <756515133.AA02267@byte.bbs.no>
Source record: 196383

>Well, they had to work around Rockwell's bugs, maybe they did a good j
>maybe they didn't ... sofar Supra is the ONLY modem built on the Rockw
>chipsets that works ...

Maybe in the states, but over in Europe there are more modems...

The latest version of Lasat Unique 144 works ok (w/14400 class2 fax)
(I've got one on my BBS and both data and fax calls comes through ok).
I myself use a norwegian Semafor 1496A modem (with Rockwell chips).

But, both of these modem HAD great problems in earlier versions...

Lars-Erik 0sterud / E-mail: Lars-Erik.Osterud@byte.bbs.no
Atari Developer / ABK-BBS: +47 67132659 V.32bis Data+Fax
SysOp ABK-BBS /

-- ReadMail ST

3900. Mega STe DIP Switches

Newsgroup: comp.sys.atari.st
Date: 1993-12-21 18:00:26 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <756515133.AA02268@byte.bbs.no>
Source record: 196384

```
>to enable a `high-density' button in the desktop's format routine, but
>don't ask me which one! :-(

6 or 7 (it's one on the MEGA STE and the other on the TT :-)
But then you need AJAX, HD-drive and a strap next to the 68882 socket
(my oldest MEGA STE didn't have this strap -> no 1.44 drive option..)

Lars-Erik 0sterud / E-mail: Lars-Erik.Osterud@byte.bbs.no
Atari Developer / ABK-BBS: +47 67132659 V.32bis Data+Fax
SysOp ABK-BBS /

-- ReadMail ST
```

3901. Lilli Croan please read this

Newsgroup: comp.sys.atari.st
Date: 1993-12-21 18:18:49 UTC
From: dmk@air16.larc.nasa.gov
Message-ID: <2f7em9$6kk@reznor.larc.nasa.gov>
Source record: 196373

```
Hi Lilli,
I can not mail to the address that came on your eMail message.
- uswnvg!lacroan@uunet.uu.net -
Is there some other address I could mail too.
Thanks,
Daniel Koppen
dmk@air16.larc.nasa.gov
```

3902. ST Games for Sale Revision 3

Newsgroup: comp.sys.atari.st
Date: 1993-12-21 18:32:25 UTC
From: dmk@air16.larc.nasa.gov
Message-ID: <2f7ffp$6ti@reznor.larc.nasa.gov>
Source record: 196374

Hi netters,
Revision 3 Message -
Even more games added, ALOT have been sold
There will probably be a revision 4 but not 5.
Revision 2 Message -
Even more games get added to the list.
Revision 1 Message -
Since posting yesterday, there have been additional
revisions to this sale. First if you want to ship to
Canada, I will charge 5 dollars more for shipping.
Second, if you want COD, I will charge 5 dollars more
for shipping. Finally, new games have been added to the
top of the list and games that have been spoken for
have been removed.
Original Post Message -
I have the following games for sale. Each one sells for
5 dollars and that includes shipping in the continental
USA. There is NO warranty with these games. If you want
me to try them on my Atari STe v1.62 TOS before sending
them out, please let me know. Please be advised that if
you do ask me to check them out, I may not be able to
ship this month (Christmas is a VERY busy time for me).

Dragon's Breath
Xenon 2
Breach (no box)
Cyberball (no box)
Shanghai (no box)
Vindicators (no box)
Winter Games (no box)
Goldrunner II
Shuffleboard
Kill a Happy Face - MidiMaze
Carrier Command (no box)
Hole in One MiniGolf (no box)
Lords of Conquest (no box)
Buffalo Bill's Rodeo Games (no box)
Iron Lord (no box)

Pirates (no box)
Toobin' (no box)
Silent Service (no box)
World Games (no box)
Summer Challenge (no box)
Test Drive (no box)

Western Games
Zany Golf (no box)
Championship Wrestling
Magic Fly
Super Cars
Blasteroids

Thanks,
Daniel Koppen
dmk@air16.larc.nasa.gov

3903. Re: Hardcore

Newsgroup: comp.sys.atari.st
Date: 1993-12-21 18:39:50 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2f7ftn$k79@mailer.fsu.edu>
Source record: 196375

Steve Wells (wells_s@ix.wcc.govt.nz) wrote:
> I had a look at this demo, what are you supposed to do? Just move the
> mouse up & down? Looks & sounds fancy, but the game.....

It is classic Minter (ie. shoot the shit out of everything). The mouse controls your four wall guns. The left button fires a "fence" gun, to get bad guys that slip through your fields of fire. Sometimes, the mouse reverts to controlling your bouncing gun in the middle (which is computer controlled most of the time). At these times, your wall guns will disappear.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3904. Re: New GEMBench release

Newsgroup: comp.sys.atari.st
Date: 1993-12-21 18:46:00 UTC
From: patrik_sanfridsson@p2.stacken.ct.se
Message-ID: <2d174f04@p2.stacken.ct.se>
Source record: 196301

> From: ogal@cix.compulink.co.uk ("Ofir Gal")
>
> I was very happy to see that GEMBench 3.25 was number 2 on the GENIE
> downloads chart in September. So I figured out of over 100 downloads in
> a single month there must be a few people out there that actually liked
> the program. However, I got *no* US registration so far. The UK
> response has been much better and I even got a few German shareware
> contribution. I have a few other projects on the go, but going by the
> response so far I am reluctant to spend too much time on them.

Not that I wish to critisize your program in any way (in fact, I think it's excellent), but I don't regard programs such as GEM-Bench to be very suitable as shareware. Why is that so? Well, the first time I run it was when I bought my Falcon to discover how well it compared with my older computers. The next time I ever looked at it again was when I bought NVDI and I guess it will be until I buy a hardware accelerator before I load it again. So, for a program that is maybe only going to be used once or twice ever, I'm not too willing to fork out my money compared to programs like Connect that I use almost every day. While I understand and appreciate the work that has been involved in making GEM-Bench, I really can't be bothered to go to the trouble and expense of paying a shareware fee in a foreign currency, since this will immediately bring the costs up another five pounds. I really wish there were some easier and less expensive way to handle shareware registrations!

This is not in any way intended to suggest that you shouldn't pay for shareware. I strongly advice everyone to pay for the programs they use and enjoy. Programs like GEM-Bench however, rank low on my personal priority list. I'm very sorry Ofir, but if I ever release a shareware program, I hereby promise you a free registration!

patrik@p2.stacken.ct.se

```
\ | / * \ | / * + \ | / ( * \ | /
--*-- God Jul! --*-- Merry Christmas! --*-- Froehliche Weihnachten! --*--
/ | \ + / | \ + * / | \ * + / | \
```

3905. Re: SPX/SPC/SP.. pictures on a PC????

Newsgroup: comp.sys.atari.st
Date: 1993-12-21 18:48:55 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2f7gen$k79@mailer.fsu.edu>
Source record: 196376

b.j.walbeehm (walbeehm@cc.ruu.nl) wrote:
> Hi everybody,

> I am not sure if this is the correct newsgroup, but I got no replies in the
> newsgroup that I thought was most appropriate (some PC graphics newsgroup).
> Well, I have a number of Spectrum pictures (extensions .SPX and .SPC), and
> I only have a PC (sorry to invade your newsgroup). Does anybody know if there
> are programs for a PC that can display these kinds of pictures. If the answer
> is yes, what are they called, and where (FTP) can I get them?

I remember seeing a PC picture viewing program that supports some Atari
formats, but I cannot remember which formats. To check, ftp to
wuarchive.wustl.edu, cd to /mirrors/msdos/graphics and get the Index (then
grep for "atari" or "SPC"). It should be in there somewhere.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3906. Re: Mega STe DIP Switches

Newsgroup: comp.sys.atari.st
Date: 1993-12-21 19:34:33 UTC
From: richie@imtired.itm.com
Message-ID: <richie.03640AB6@imtired.itm.com>
Source record: 196393

Dip switch #7 on the MSTE controls whether the built-in floppy is 'seen' as a 720k or 1.44 meg. One of the other switches alows a second SCSI drive to run from the internal HA.
:
--
Atari computers, inexpensive and fun to boot!

3907. True Paint demo uploaded to atari.archive.umich.edu

Newsgroup: comp.sys.atari.st
Date: 1993-12-21 20:22:00 UTC
From: patrik_sanfridsson@p2.stacken.ct.se
Message-ID: <2d175d3c@p2.stacken.ct.se>
Source record: 196400

```
Filename: tp_demo.zip

Location: atari.archive.umich.edu
ftp.uni-kl.de

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Demo version of True Paint
--------------------------
version 1.01 9th March 93

This version of True Paint works like the full version
except:

* there are no facilities to Save files, Palettes, Fill Patterns or Setups
* there are no animation facilities
* you can only load JPEG (JPG) and TPI (True Paint Image) files whereas the
full versions supports many file formats - see the File Formats item on
the File menu for the currently supported formats. These are disk loaded
so that the full version gives you more free RAM than this version.
* you are reminded that you are using the demo version every so often.

Note that importing JPEG files is much slower than importing other
file formats because of the high degree of compression involved.
It is also very memory intensive; particularly for large images.
Loading and Saving True Paint Image files is very quick.

Note also that use of Bezier Curves requires Font, FSM or Speedo GDOS.

If you have purchased this on disk directly from HiSoft you can
return the labelled demo disk for a .5 credit towards the purchase
price of .39-95 inc (U.K).

Note that this demonstration version is freely distributable but
that naturally the rebate is not applicable if you haven't purchased it.

TruePaint costs .39-95 inc VAT in the EC and .36 outside the EC.
Postage is free inside the U.K, please add .6 postage for other European
countries and .8 if outside Europe.

In North America contact:

Oregon Research Associates
16200 SW Pacific Highway
Suite 162
Tigard
OR 97224
U.S.A
```

Phone (503) 620 4919
Fax (503) 624 2940
GEnie: ORA.TECH

In the rest of the world:

HiSoft
The Old School
Greenfield
BEDFORD
MK45 5DE
U.K.

Phone +44 (0)525 718181
Fax +44 (0)525 713716
Email hisoft@cix.compulink.co.uk

----------8<----------

patrik@p2.stacken.ct.se

\ | / * \ | / * + \ | / (* \ | /
--*-- God Jul! --*-- Merry Christmas! --*-- Froehliche Weihnachten! --*--
/ | \ + / | \ + * / | \ * + / | \

3908. Re: Piracy (was: Re: Anyone cracked Cubase

Newsgroup: comp.sys.atari.st
Date: 1993-12-21 20:32:35 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2f7mh3$15n@golem.wcc.govt.nz>
Source record: 196377

A key disk doesn't prevent multiple installations from a copy of the
original diskette? Of course not, but these installations are going
to be of naff-all use if the key-disk doesn't exist to verify the
protection!

The protection would need to be checked upon every bootup of the software.

Whilst this would be pointless with software such as Pagestream, which
is basically Hard-Drive only. Games, (Elite-II for example), would
benefit from this, as the users could install them on Hard-drive, and
due to the enhanced protection available on a key-disk, there would
be (marginally) less people able to crack it, and as the disk check
would maybe only take a couple of seconds, (give or take disk location
time). It's no *real* problem (I wouldn't mind....). And any less
number of copies benefits everyone, maybe.... As most people that
copied it would never buy it anyway, simply because they can't afford it
or be bothered to buy it, so they just copy it! But, the company might
make a couple of extra sales from those people who aren't crackers and
can't copy it..... (There's even *some* disks which can't be copied
with the Discovery-Cartridge.... without a fair bit of work....)

Hopefully this all makes sense..... :)

```
/-------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, O O |
| you can be 100% sure that it will! o |
| WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/
```

3909. Re: Piracy

Newsgroup: comp.sys.atari.st
Date: 1993-12-21 21:12:00 UTC
From: MIS0160@MVS.UDEL.EDU
Message-ID: <19931221161239MIS0160@MVS.UDEL.EDU>
Source record: 196378

>
If I remember correctly, back in the last days of the 8-bit Atari,
games were released on bank-selected ROM cartridges. Because of the
bank-selection technique, I believe these cartridges were pretty-much
copy-proof. Could this protection be used in the ST series?

3910. Re: TOS 2.06 and slider click bug

Newsgroup: comp.sys.atari.st
Date: 1993-12-21 21:39:35 UTC
From: vij@vnet.ibm.com
Message-ID: <2f7qen$nqd@tornews.torolab.ibm.com>
Source record: 196379
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,fr.comp.sys.atari

In <RALPH.93Dec20052237@hal.cerfacs.fr>, ralph@cerfacs.fr (Ralph Sobek) writes:
>I am sure that this has been discussed here before, but is there a
>patch which corrects that a single click is taken as two clicks? This
>happens to me now that I have upgraded to TOS 2.06. Are there any
>other patchs out for 2.06?
>
>Thanks folks,
>

I believe the patch you're looking for is called BUTFIX (or BUTTFIX,
or maybe BFIX). Anyway you should be able to find it on A.A.

Another option is the ACC extender (I also forgot what it's called,
MAXIFILE or something???) It has the button fix built in and you
can toggle it on or off...

VIJ...

3911. Re: Cant get MSDOS to read or format SS disks

Newsgroup: comp.sys.atari.st
Date: 1993-12-21 21:41:07 UTC
From: roba@nutmeg.ntu.edu.au
Message-ID: <2f7qhj$mq3@pellew.ntu.edu.au>
Source record: 196396
Cross-posted to: comp.sys.ibm.pc.misc,comp.sys.mac.misc,comp.sys.atari.st,comp.os.msdos.misc

Dan Coleman (dc25@cornell.edu) wrote:
: Help!

: I've been trying to transfer files off my ancient Atari 520st to a MacSE
: via MSDOS. Because the 3.5" 360k drives on my ST won't read an MS-DOS
: formatted 720k disk, I can't start the process. Does anyone know how I can
: get MS-DOS to

: 1) format a 3.5" disk single-sidedly? or
: 2) read single-sided atari disks?
:
: Thanks an awful lot--especially to those of you who have helped me reach
: this deeper level of more knowledgable confusion,
: Dan

No it will not work Atari in their wisdom used the 'wrong' side of the disk for the single sided system....

Cheers,

Rob.

3912. Compute Your Roots

Newsgroup: comp.sys.atari.st
Date: 1993-12-21 22:06:41 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Dec21.220641.24168@newshost.lanl.gov>
Source record: 196385

G'day!

Someone recently wrote me in email looking for the address to Wasatch Software, distributors of 'Computer Your Roots' genealogy software. Embarassingly, I lost the sender's name and address but here is the info:

Wasatch Software
2899 W. 7550 South
West Jordan, UT 84084
USA

ph. 801-483-3357

Hope whoever needed it reads this. :)

Cheers and Happy Holidays!

-Hutch- @ Fair Dinkum Tech

3913. STACY SPEED

Newsgroup: comp.sys.atari.st
Date: 1993-12-21 22:23:31 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <2f7t13$4sm@charm.magnus.acs.ohio-state.edu>
Source record: 196380
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Any of you STacy owners out there have an AdSpeed in it? I'm curious as to what you did (or what was done) to get it to fit.

_
--
Vice | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
President | P.O.BOX 29103 | 8-bit
of: | COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *

3914. Merry Christmas!

Newsgroup: comp.sys.atari.st
Date: 1993-12-21 22:31:15 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1993Dec21.223115.28110@newshost.lanl.gov>
Source record: 196386

To everyone reading comp.sys.atari.st ...

Here's wishing you and yours a

VERY MERRY CHRISTMAS

and the happiest of new years!

-Hutch- @ Fair Dinkum Tech

P.S. And try to remember... "Jesus is the reason for the season."

3915. Re: Which version of GCC

Newsgroup: comp.sys.atari.st
Date: 1993-12-21 22:47:06 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.HezIupZ3Lr2@semprini.waterloo-rdp.on.ca>
Source record: 196327

In <CIC5F0.Etn@lincoln.gpsemi.com>, Martin Kite writes:
> Ok, I've been watching the discussion about gcc for a while and I'm still
> confused. I have a Mega STe with 2 Mb of memory. Firstly, is that enough to run
> gcc ? Secondly, which version of gcc should I get ? what about if I want to run
> with MiNT (when I get round to getting that sorted) ?

2M may be enough to compile small modules with gcc; 4M is much nicer
(and I've _still_ run out of memory compiling a few things). 2M
certainly won't be enough for compiling C++ code if you get into that
(and you should, even if you don't know C too well!).

2.4.5 was the last version that produced reliable 68000 code; the 2.5.x
versions are broken (they include some 68030 instructions when building
a 68000 binary... whoops!).

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3916. Re: Piracy (was: Re: Anyone cracked Cubase

Newsgroup: comp.sys.atari.st
Date: 1993-12-21 23:56:32 UTC
From: Laurent_Zimmerli@temptation.alphanet.ch
Message-ID: <Laurent_Zimmerli.08kb@temptation.alphanet.ch>
Source record: 196346

```
In a message dated Tue 21 Dec 93 21:38, Sys1@exnet.com (xavier Gallagher)
wrote:

SG> The answer might be to have security based around a magnetic card
SG> reader or
SG> something similar which could provide some physical security, coupled
^^^^^^^^^^^^^^^^^

do you mean electrodes,humain physical hardware??
Will we soon have a registred copy by sending a sample of our brain??

some haven't enough brain...!!

SG> significant. Of course, magnetic cards are quite easy to duplicate
SG> as it is.

and humain brain too?!

serious: isn't it HERE the solution?
a DNA reader will read your DNA,comparing with the memorized one...and so
on!

SG> XG

Laurent

-- Via DLG Pro v0.995

--------------------------------------------------------------------------
Laurent Zimmerli | E-Mail: paw-pp@alphanet.ch (Mails)
Jacob-Brandt 81 | paw-pp@cultnet.ch (UUCode)
CH-2300 La Chaux-de-Fonds | Fido: 2:301/331
(+41) (0) 39.26.70.37 | CH-VTX: 039.267037
"""""""""""""""""""""""""""|_____________________________________________
There's no shuffle here on the north pole,on this quiet dome. (F242]
--------------------------------------------------------------------------
```

3917. Re: Atari Lynx

Newsgroup: comp.sys.atari.st
Date: 1993-12-22 00:17:46 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Dec22.001746.23500@bradford.ac.uk>
Source record: 196388

Don Labutay (don@vestek.com) wrote:

: Are there any ftp sites that has any Atari Lynx related stuff?
: I just bought one for $30 and I want to know more about it.

You could try searching the Internet Gopher with Veronica. I just did, and at least some of the loads of titles which appear (searching for Lynx) are related to the Atari Lynx.

I hope you weren't expecting free games though! :-)

Steve Taylor.

3918. Re: atari archive and things...

Newsgroup: comp.sys.atari.st
Date: 1993-12-22 00:21:07 UTC
From: Ley@rz.tu-clausthal.de
Message-ID: <1993Dec22.002107.26214@solaris.rz.tu-clausthal.de>
Source record: 196392

```
-----BEGIN PGP SIGNED MESSAGE-----

Don Maple (Don_Maple@kr.maus.de) wrote:
> Speaking of atari archive... does it have a mailer? (I don't have ftp
> here.)

Use atari@atari.archive.umich.edu

[...]
> Any other archives you lot can suggest would also be appreciated?
> I know about Paderborn and McGill (the latter seems to have problems...)

Try ftp.tu-clausthal.de (139.174.2.10). Access via FTP, FSP (port 21) and
email "mail-server@ftp.tu-clausthal.de". There are several other good
german sites but i don't know who else is running a mail-server.

> While I'm at it: How do I do batch PINE and NN/TIN message retrieval? What
> I mean is, I don't want to read messages "live" but put them in a file
> and then DL them to be read later. (The suggestion: "keep pressing 's'
> after each message is (fx: Buzzzzzzzzz!) the *wrong* answer! ;-))

Read the manpage of tin. I'm using 'tin -r -S -s /working/dir -c'

> And finally, does anyone know the "raw" message format description (I
> think
> it's called "RFC" standard of some such...) so I can just do stuff
> directly
> without mucking about with ELM/PINE/TIN/NN et al...

News: RFC977
Mail: RFC821 (and perhaps RFC822)

On ftp.tu-clausthal.de get the follwing files:
/pub/docs/rfc/rfc/rfc977.txt
/pub/docs/rfc/rfc/rfc821.txt
/pub/docs/rfc/rfc/rfc822.txt (Updated by rfc1327 and rfc1148)

Bye,
Wolfgang.
- --
- ---------------------------------------------------------------------------
Wolfgang Ley email: Ley@rz.tu-clausthal.de
Teichstrasse 9
D-38678 Clausthal-Zellerfeld "With workstations you can do a lot of
(Germany) nonsense. With PC's not even that..."
Phone: +49 5323 82132
- ---------------------------------------------------------------------------
```

To obtain public-pgp-key use 'finger bwwl@sun.rz.tu-clausthal.de'
or query a public-key-server for 'Ley@rz.tu-clausthal.de'.

-----BEGIN PGP SIGNATURE-----
Version: 2.3a

iQCVAgUBLReS3/YBdBEQoy/9AQHn/gP+KoqX9poSuLCfdnH3ReGGNdSFPi7VAda/
XXU0Lhc2c3FzIk8L+tDv5zzezavDRE3V/cLPxCjDK9y25LNo9dfDbZUsBI3KkWfW
4K9DRacqBBm2YohL5uk+FrmqJeKztLD5CMsXEACaFD6fkLktWtQHDP7549tmsEKT
n7sQKgmIefE=
=j0XP
-----END PGP SIGNATURE-----

3919. Re: Merry Christmas!

Newsgroup: comp.sys.atari.st
Date: 1993-12-22 00:38:21 UTC
From: Lexicor@world.std.com
Message-ID: <CIEv3y.CBs@world.std.com>
Source record: 196387

In article <1993Dec21.223115.28110@newshost.lanl.gov>,
John Hutchinson <hutch@bellman.lanl.gov> wrote:
>To everyone reading comp.sys.atari.st ...
>
> Here's wishing you and yours a
>
> VERY MERRY CHRISTMAS
>
> and the happiest of new years!
>
>
>-Hutch- @ Fair Dinkum Tech
>
>
>P.S. And try to remember... "Jesus is the reason for the season."
>

A Merry Christmas and a Happy New Year to you too and of course everyone at
c.s.a.s and tech ;)

Have a Great Vacation to! All of you

Yat @ Lexicor Software

3920. Re: STORM don't work

Newsgroup: comp.sys.atari.st
Date: 1993-12-22 01:09:07 UTC
From: stvj@pan.com
Message-ID: <9312212010191.stvj@pan.com>
Source record: 196389

Paul & John,

<<<Well theres always FzDT (not very Falcon/MultiTOS friendly so I hear),
<<<The only thing with Storm is the VT100 is a bit jerky, or perhaps that
<<<was me not being used to 1200, from 14.4k these days. ;-)

Word on the AtariNet is that Aaron Hopkins (wunderkind or swindler...?)
who created FreezeDriedTerminal, is on the AtariNet in the Falcon area with
a new v. that is most Falcon-friendly.

Also, there is a 'v1.02' Storm fix available (almost everywhere, it
seems) that is fixes the high-speed problems. We have it on our little BBS,
but it came from the Atari library on GEnie.

Happy Holodaze

SteveV

3921. Re: 520st to Mac file transfer

Newsgroup: comp.sys.atari.st
Date: 1993-12-22 01:09:38 UTC
From: stvj@pan.com
Message-ID: <9312212010192.stvj@pan.com>
Source record: 196390

Hi, Paul,

<<<What exactly is RTF (I know what it stands for), and how does <<<it
differ from ASCII?

I'm newly a Mac-ster in addition to being an Atarian, and the
Mac mavens told me that RTF is (supposed to be) a format for allowing the
Macsters to translate and share files of other flavors... (I _don't_
remember what it stands for...<G>).

SteveV

3922. Re: Mega STe DIP Switches

Newsgroup: comp.sys.atari.st
Date: 1993-12-22 01:21:45 UTC
From: ianm@lsupoz.apana.org.au
Message-ID: <2f87f9$seb@lsupoz.apana.org.au>
Source record: 196391

Troy Carpenter (psurge@cs.utexas.edu) wrote:
: What do each of the DIP switches do on the Mega STe? I have asked this before
: but nobody seems to know. What settings are "normal"? I have a high density
: disk drive, which DIP switch is that and where should it be set?

DIP 7 is the one you want for the HD floppy, and it should be set towards the
back of the case (i.e. different to all the others)

As to the rest of them... I look forward to more knowlegable replies!

--
Ian Mackereth | His .sig bore this strange device:
ianm@lsupoz.apana.org.au |
or Fido 3:712/520 | "Excelsior!"

3923. MegaPaint

Newsgroup: comp.sys.atari.st
Date: 1993-12-22 01:52:11 UTC
From: trojan@spuddy.uucp
Message-ID: <CIEyHJ.4E3@spuddy.uucp>
Source record: 196270

Does anyone have the Large Screen extension for MegaPaint 2??

Can someone give me the latest version of the PD-OverScan Fix software??

Thanks in Advance.

trojan@spuddy.uucp
David Williams

P.S. Please respond though UseNet Mail. Greatly Appreciated!

--

* Meeeow ! Call Spuddy on (0203) 364436/362560 for FREE mail & Usenet access *

3924. FreeZe Dried Terminal 3.0

Newsgroup: comp.sys.atari.st
Date: 1993-12-22 02:52:28 UTC
From: ewj8218@u.cc.utah.edu
Message-ID: <2f8cpc$aoq@u.cc.utah.edu>
Source record: 196394

I had heard FreeZe Dried Terminal 3.0 was going to be released and distributed by Atari United. Does anyone know the status of this?

--
\ Eric Jolley \ Eric.Jolley@m.cc.utah.edu \
\ Film Studies Major, U. of U. \ GEnie: E.JOLLEY \
\ For PGP Public Key, finger Eric.Jolley@u.cc.utah.edu \

3925. GNU Fax

Newsgroup: comp.sys.atari.st
Date: 1993-12-22 06:00:32 UTC
From: timg@ccwf.cc.utexas.edu
Message-ID: <2f8nq0$n45@geraldo.cc.utexas.edu>
Source record: 196398

Hi,

With all of this talk about fax software, I am curious whether anyone has considered porting GNU fax. Strangely, I found out that this exists while reading the Ghostscript newsgroup, since GNU fax works in conjunction with GS. I downloaded the source from prep.ai.mit.edu and had a look at it. It appears that a port might be possible, although MiNT would certainly be required.

I don't have the time to try the port myself, nor do I have a fax modem. But it looks like a fun project form someone who wants some cheap fax software.

-Tim Gallivan
timg@landau.ph.utexas.edu

3926. Re: Piracy (was: Re: Anyone cracked CubasUSENET

Newsgroup: comp.sys.atari.st
Date: 1993-12-22 06:49:57 UTC
From: stvj@pan.com
Message-ID: <9312220151101.stvj@pan.com>
Source record: 196399

Hutch 'n' all...

Do any of you know of a cart-port expander? I want to keep my
Avalon (sample editor) dongle connected as well as the Unitor dongle/smpte
module/expander for Notator.

I've heard rumors of such things, but not solid info...

Thanks,

steveV

3927. Re: Mega STe DIP Switches

Newsgroup: comp.sys.atari.st
Date: 1993-12-22 07:43:06 UTC
From: pt91js@yngve.pt.hk-r.se
Message-ID: <PT91JS.93Dec22084306@yngve.pt.hk-r.se>
Source record: 196305

Is there anyone out there having a complete list of the dip switches in
the MSTE?

/Johan

--

Johan Svanstrom email: pt91js@pt.hk-r.se
Tranbarsvagen 23
S-372 38 Ronneby
SWEDEN "Laugh at your problems; everybody else does."

3928. Re: Anything new for old STs?

Newsgroup: comp.sys.atari.st
Date: 1993-12-22 08:30:30 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Dec22.083030.15732@bradford.ac.uk>
Source record: 196306

George II Lenzer (an938@cleveland.Freenet.Edu) wrote:

: What is OS9? What is GEMBench? Is there a new LZH ttp?
OS9 is an alternative Operating System. That's all I know. GEMBench is a v.good Benchmark program by Ofir Gal (tests speed and performance of system). The latest version of LHarc is 2.32, although 3.00 is said to be imminnent....

: Are there any PD do it all de-arcing shells?
Well, DC-xtract is probably the nearest you will come to this. Shame it doesn't work. (correct me if I am wrong - I would love it to work). Also I belive New Depack by Mike Watson does what you want as well, although I have not tested that yet.
Has anyone released any new : software based emulators for the ST.

Well, I don't know about new, but the Software emulators I know of are for the BBC, the ZX81, the Spectrum, and the 6502 chip (e.g. old ataris) whichh is called ST-Xformer. There is also a _joke_ Amiga emulator out there somewhere. Two if I am not mistaken!

Ok then byebye

Steve Taylor.

3929. Re: Atari Emulator for Macintosh

Newsgroup: comp.sys.atari.st
Date: 1993-12-22 08:38:28 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Dec22.083828.15849@bradford.ac.uk>
Source record: 196308

```
: I had heard that there is an atari emulator for the macintosh, is
: there any truth to this,and if so, where can the software/hardware
: be purchased/downloaded. Thanks in advance.

Yes there is. Its called Spectre GCR and is made by Dave Small / Gadgets
by Small.

That was just to put you out of your misery, and its all I know. I'm sure
you can expect leauds of responses though, as this is a much used and
loved add-on.

Steve Taylor.
```

3930. Re: Piracy

Newsgroup: comp.sys.atari.st
Date: 1993-12-22 09:08:55 UTC
From: haines@minotaur.dra.hmg.gb
Message-ID: <1993Dec22.090855.29545@ajax.rsre.mod.uk>
Source record: 196307

Roger Cole (MIS0160@MVS.UDEL.EDU) wrote:
: >
: If I remember correctly, back in the last days of the 8-bit Atari,
: games were released on bank-selected ROM cartridges. Because of the
: bank-selection technique, I believe these cartridges were pretty-much
: copy-proof. Could this protection be used in the ST series?

I remember a ROM cartridge for the VIC-20 which I copied (because no one would sell them :-( ). It was quite trivial. The ST is harder, but not impossible.

The main problem is cost - floppies are much cheaper to produce/duplicate.

Little John

--
%SYSTEM-W-TMNYFNGRS, too many fingers on keyboard
%SYSTEM-W-MONDYMRNG, monday morning
%SYSTEM-F-GETACLUE, user doesn't know what he's doing

These ramblings are mine - all mine! Little John haines@ccint1.rsre.mod.uk

3931. Re: 6 or 12 meg STe ????

Newsgroup: comp.sys.atari.st
Date: 1993-12-22 09:44:21 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CIFKE0.M7u@barclays.co.uk>
Source record: 196309
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <CIE80M.134@westminster.ac.uk>, vctec@westminster.ac.uk (Denesh Bhabuta) writes:

|> >|> What about accelerators.....don't they too fit over the 68000?
|> >It sounds like you need to put your ST in a tower case to help expand it. call
|> >System Solutions and discuss options with them.
|>
|>
|> I already have a tower case Iain.
|>
|> The problem is not one of space, but of where the things go... After installing
|> a Xtra RAM board on top of the 68000, there is no provison of installing
|> anything else onto the 68000, hence no Compo TOS Switcher, PC emulator, or even
|> accelerator.
|>

Understood. I thought System Solutions may be able to produce some kind of processor slot expander to daisy chain the devices.

--

+---------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies
	Replies to ilaskey@cix.compulink.co.uk
+---------------+---+

3932. Re: Cant get MSDOS to read or format SS disks

Newsgroup: comp.sys.atari.st
Date: 1993-12-22 09:47:48 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CIFKJo.MCo@barclays.co.uk>
Source record: 196311
Cross-posted to: comp.sys.ibm.pc.misc,comp.sys.mac.misc,comp.sys.atari.st,comp.os.msdos.misc

In article <2f7qhj$mq3@pellew.ntu.edu.au>, roba@nutmeg.ntu.edu.au (Rob Adams TopFM)
writes:
|> Dan Coleman (dc25@cornell.edu) wrote:
|> : Help!
|>
|> : I've been trying to transfer files off my ancient Atari 520st to a MacSE
|> : via MSDOS. Because the 3.5" 360k drives on my ST won't read an MS-DOS
|> : formatted 720k disk, I can't start the process. Does anyone know how I can
|> : get MS-DOS to
|>
|> : 1) format a 3.5" disk single-sidedly? or
|> : 2) read single-sided atari disks?
|> :
|> : Thanks an awful lot--especially to those of you who have helped me reach
|> : this deeper level of more knowledgable confusion,
|> : Dan
|>
|> No it will not work Atari in their wisdom used the 'wrong' side of the disk for the
single sided system....
Are you sure about that? I used to have a single sided drive and PC Ditto and I'm
sure from memory I used to be able to read/write PC single sided disks -how
else would I have got the software for the emulator to run? It was all stuff from
work (PD, downloaded at work..).

--
+---------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies
	Replies to ilaskey@cix.compulink.co.uk
+---------------+---+

3933. Re: New GEMBench release

Newsgroup: comp.sys.atari.st
Date: 1993-12-22 09:52:57 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CIFKsA.MLu@barclays.co.uk>
Source record: 196310

In article <2d174f04@p2.stacken.ct.se>, patrik_sanfridsson@p2.stacken.ct.se (Patrik Sanfridsson) writes:
|> Not that I wish to critisize your program in any way (in fact, I think it's
|> excellent), but I don't regard programs such as GEM-Bench to be very suitable
|> as shareware. Why is that so? Well, the first time I run it was when I bought
|> my Falcon to discover how well it compared with my older computers. The next
|> time I ever looked at it again was when I bought NVDI and I guess it will be
|> until I buy a hardware accelerator before I load it again. So, for a program
|> that is maybe only going to be used once or twice ever, I'm not too willing to
|> fork out my money compared to programs like Connect that I use almost every
|> day. While I understand and appreciate the work that has been involved in
I use GEMbench a lot. Everytime something new comes along to help speed up either GEM or VDI or system, whatever, I install it and run GEMBench to see what the effect is. ST Review (I think) had about 5-6 progs on this months cover disk to improve system efficiancy and it was fun juggling all the different parameters with GEMbench testing the result. For the peace of mind regarding system tuning, I'd say it's worth it.
--

+---------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies
	Replies to ilaskey@cix.compulink.co.uk
+---------------+---+

3934. Re: Disk Backup

Newsgroup: comp.sys.atari.st
Date: 1993-12-22 10:06:03 UTC
From: Ley@rz.tu-clausthal.de
Message-ID: <1993Dec22.100603.4624@solaris.rz.tu-clausthal.de>
Source record: 196312

Walter A. Cole (ai063@FreeNet.Carleton.CA) wrote:
[...]
> I've used a shareware prg called VAULT v3.00 that works very well. But I
> have no idea from where it might be available.

ftp.tu-clausthal.de /pub/atari/disktools/backup/vault30.lzh
Access via FTP, FSP (port 21) or email ("mail-server@ftp.tu-clausthal.de").

Bye,
Wolfgang.
--
Wolfgang Ley email: Ley@rz.tu-clausthal.de
Teichstrasse 9
D-38678 Clausthal-Zellerfeld "With workstations you can do a lot of
(Germany) nonsense. With PC's not even that..."
Phone: +49 5323 82132
To obtain public-pgp-key use 'finger bwwl@sun.rz.tu-clausthal.de'
or query a public-key-server for 'Ley@rz.tu-clausthal.de'.

3935. Got an RLL HD--now need controller, Host Adaptor, specs!

Newsgroup: comp.sys.atari.st
Date: 1993-12-22 10:34:49 UTC
From: metalhed@kaiwan.com
Message-ID: <CIFMq1.F3G@kaiwan.com>
Source record: 196314
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

The Odyssey continues...

Picked up an RLL HD--70 megs after factory-bad sectors, $50 US, pretty good deal. What I need now is this...

What host adaptor and controller should I get? I have heard ICD's host and Adaptec controllers are best, but I'd like options...

Where can I get them, and for how much? Used is FINE, I need *cheap*, hoping to get controller/host adaptor/software/power supply for under $100 total.

Plus, I assume that some of the software will be loaded into RAM--I'm still on a 520ST, and don't want to sink money into any RAM upgrades that I can't take with me to my Falcon (which I should be getting next year some time)...

Also, will need the specs on the drive I have--cyl, heads, sectors/track, et al... Here's the make/model:

Fujitsu Limited drive, 86 megabytes.

Part #B03B-4805-B003A#NT
Serial #209224
Revision #B9

On the side is what looks like a UPC bar code, with the #001350 209224

If anyone has the specs for this drive so I can format it and check it out, I'd appreciate it, or the # for Fujitsu so I can call them and find out.

Lastly, I'm assuming that I can plug the controller and drive into the Falcon's SCSI-2 port, correct? This is important, so that I can take the drive(s) with me when I move up...

Thanks!

<---===The /\/\etal]-[ead===--->

3936. Looking for Gemar 2.01

Newsgroup: comp.sys.atari.st
Date: 1993-12-22 11:11:15 UTC
From: njdc@newcastle.ac.uk
Message-ID: <CIFoEr.Duy@newcastle.ac.uk>
Source record: 196315

Can anyone tell me where to get Gemar 2.01 via ftp? I've looked via Archie
and on several sites but can only find versions 1.01, 1.22 and 1.23.

Thanks in advance,

J

--
-- Julian Coleman, Computing Service, | j.d.coleman@newcastle.ac.uk
-- Claremont Tower, University of Newcastle, | as967@cleveland.freenet.edu
-- Newcastle upon Tyne, NE1 7RU, England. | - - - - - - - - - - - - - - -
-- Phone +44-91-222-8068 Fax +44-91-222-8765 | "Curiouser and curiouser"

3937. Re: Cant get MSDOS to read or format SS disks

Newsgroup: comp.sys.atari.st
Date: 1993-12-22 11:34:02 UTC
From: wijkstra@fwi.uva.nl
Message-ID: <2f9bba$i1g@mail.fwi.uva.nl>
Source record: 196313
Cross-posted to: comp.sys.ibm.pc.misc,comp.sys.mac.misc,comp.sys.atari.st,comp.os.msdos.misc

dc25@cornell.edu (Dan Coleman) writes:
#
#I've been trying to transfer files off my ancient Atari 520st to a MacSE
#via MSDOS. Because the 3.5" 360k drives on my ST won't read an MS-DOS
#formatted 720k disk, I can't start the process. Does anyone know how I can
#get MS-DOS to
#
1) format a 3.5" disk single-sidedly? or
2) read single-sided atari disks?

franks@hpuamsa.neth.hp.com (Frank Slootweg at CRC) writes:
#
#> ...I found out, that just modifying
#> byte #22 (the media descriptor) from $F8 to $F9 did the job!! ...
#
Note that the "I" was not me, so I am only passing on what someone
#told me. I have no real experience with this.

The "I" was me. And I still use this trick to transfer files between an
MSX (3.5" SSDD) and a 386 (3.5" DSHD). On my MSX, diskettes are formatted
with media descriptor byte 0xF8, but MSdos 3.3 and above don't recognise
them properly. If I set it to 0xF9 (the "default" value (for 720k and 1.44M
diskettes (?))), it works well on both MSX and PC.

If you want to format SSDD disks on your PC, you can use fdformat (look
for FDFORM18.ZIP at SimTel). But beware: if you have a HD (1.44) drive,
DD (360/72) formatted diskettes (either HD or DD!) cannot be reliably
used in a DD drive. Formatting at DD must always be done in a DD drive!

mcovingt@aisun3.ai.uga.edu (Michael Covington) writes:
#
#DOS should read single-sided disks with no trouble. I used to do it all
#the time in DOS 2.1 days...

Unfortunately, MSdos does not support SS disks any more since 3.2...

#To format a disk under DOS as single-sided, use the single-sided option
#(I think it's "/1").

Some versions of MSdos' FORMAT command indeed have the /1 switch. But if
you try it, you get a message like "Drive does not support this".
Just like "FORMAT /T:80 /N:18" in a DD drive won't give you a HD diskette ;-)

Marcel.
--
X drs. Marcel Wijkstra (AIO Visualization) wijkstra@fwi.uva.nl

|X| Faculty of Mathematics and Computer Science ph: +31 20 525 7522
X University of Amsterdam The Netherlands fx: +31 20 525 7490
========== Life stinks. Fortunately, I've got a cold.==================

3938. Re: STORM don't work

Newsgroup: comp.sys.atari.st
Date: 1993-12-22 11:39:54 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <H.eg.oFSWvCvQqJ_@albemuth.equinox.gen.nz>
Source record: 196317

Paul.Civati@mettav.royle.org (Paul Civati) writes:
> On 14 Dec 93 at 17:05:10 (John Collis) wrote the following:
> > Having just tried it and having got it patched to 1.02, it seems
> > really interesting. Good enough to use so far anyway. It's nice to have
> > another usable option apart from Uniterm or CoNnect, which are the only
> > other two Atari Terminal Programs, I have ever found usable.
>
> Well theres always FzDT (not very Falcon/MultiTOS friendly so I hear), the only
> thing with Storm is the VT100 is a bit jerky, or perhaps that was me not being
> used to 1200, from 14.4k these days. ;-)

Well I don't find FzDT so useful. I'm running on a Monochrome monitor
and it really doesn't handle colour escapes adequately in Hi-res. Black
text on a black background is _not_ very useful!!

> Christmas Greetings, -Paul-

The same to you and all out there on c.s.a.s :-)

Cheers,
--
|John Collis
|Email to: john@albemuth.equinox.gen.nz
|or: John_Collis@equinox.gen.nz
|Phone: +64-3-379-8921

3939. COMA 150

Newsgroup: comp.sys.atari.st
Date: 1993-12-22 11:47:44 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2f9c50$5r0@golem.wcc.govt.nz>
Source record: 196316
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi, will COMA 150 work with Supra 144 Fax modem with 1.71 Roms...

I get no response from modem message..??

Are there any settings that I have to do, Modem/Software..??

Thanks.............

Roger.............. sheppard_r@kosmos.wcc.govt.nz

3940. Test

Newsgroup: comp.sys.atari.st
Date: 1993-12-22 12:05:21 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2f9d61$6p2@golem.wcc.govt.nz>
Source record: 196319

```
Just a Test....
```

3941. TEST2

Newsgroup: comp.sys.atari.st
Date: 1993-12-22 12:16:17 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2f9dqh$6pp@golem.wcc.govt.nz>
Source record: 196320

```
Just a TEST....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5
```

3942. Re: GENEVA QUESTIONS

Newsgroup: comp.sys.atari.st
Date: 1993-12-22 12:31:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A58850@SL.maus.de>
Source record: 196268

In article 199312152034.PAA23772@magnusug.magnus.acs.ohio-state.edu
Pandemonium writes:

P>Gemini says it "cant make Trash Directory",
Did You create a file named 'MUPFEL.MUP'? There you can set Environment-
variables. Try:

setenv TRASHDIR "${GDISTDIR}trashdir\"

MUPFEL.MUP should be in the same directory as GEMINI.APP

P>it says: can't find Runner.app).
This program is required if You don't alway want to have Gemini in RAM.
If You want Gemini to be 'exited' before starting another program Gemini
need RUNNER.APP to start after exiting this program. Disable this button
(You find it under 'Extra-Programmende'):

Programmstart

--
| | als Overlay
--

Bye
Stefan

===
Stefan_Damerau@sl.maus.de
!!No Mail >16kB please!!

3943. How do I transfere data to an IBM PC ????

Newsgroup: comp.sys.atari.st
Date: 1993-12-22 12:47:56 UTC
From: buehl@hugo.rz.fh-ulm.de
Message-ID: <buehl.40.2D1841FC@hugo.rz.fh-ulm.de>
Source record: 196318

I've an ATARI 1040 ST and i need a way to transfer data (maybe via disks)
to a PC. I tried to save in ASCII-format but the PC couldn't read the disks.

Reiner.

Reiner Buehl e-mail: buehl@hugo.rz.fh-ulm.de
P.O. Box 100324
70747 Leinfelden-Echterdingen
Germany

3944. Re: Piracy (was: Re: Anyone cr

Newsgroup: comp.sys.atari.st
Date: 1993-12-22 12:54:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A58851@SL.maus.de>
Source record: 196267

In article 2erjp0$nrq@golem.wcc.govt.nz Steve Wells writes:

SW>but make a floppy with the protection on it required to be in the disk
SW>drive. (e.g. a 'key' disk).
What happens if You use 3 programs using this kind of protection at the
same time (with Geneva, MTOS or Mag!X)? DJ's favourite?

Bye
Stefan

===
Stefan_Damerau@sl.maus.de
!!No Mail >16kB please!!

3945. Re: How do I transfere data to an IBM PC ????

Newsgroup: comp.sys.atari.st
Date: 1993-12-22 13:12:01 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CIFu02.BMo@barclays.co.uk>
Source record: 196321

In article <buehl.40.2D1841FC@hugo.rz.fh-ulm.de>, buehl@hugo.rz.fh-ulm.de (N1 Rainer B&#65533;hl) writes:
|> I've an ATARI 1040 ST and i need a way to transfer data (maybe via disks)
|> to a PC. I tried to save in ASCII-format but the PC couldn't read the disks.
|>
format the floppies to 720K on the PC. You'll have no problems then.

```
--
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon - The best upgrade I ever made! |
| | Laserdisc & Pro-Logic - The only way to watch movies |
| | Replies to ilaskey@cix.compulink.co.uk |
+---------------+-----------------------------------------------------------+
```

3946. Merry Christmas and A Happy Prosperous New Year

Newsgroup: comp.sys.atari.st
Date: 1993-12-22 13:17:15 UTC
From: vctec@westminster.ac.uk
Message-ID: <CIFu39.G3z@westminster.ac.uk>
Source record: 196332
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,alt.atari.2600,comp.sys.atari.advocacy

Dear Netters,

Here's wishing you all the best in the festive season, and for the coming New Year.

Christmas means different things to different people.....presents for some..... religion for others.......and party time for the rest.

I am not a Christian, but do believe in God. As this is a celebration for the birth of Jesus, I too celebrate Christmas. I believe that all the religions teach the same thing, and so there should be no difference between people of different religions.

Basically, all religious teachings come from the one great power, so all religions must be the same....just preach it differently.

So, let's celebrate Christmas, with love and goodwill for one another.

Peace.

Danny.
--
<==>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

3947. Re: CoNnect 2.xx registration help!

Newsgroup: comp.sys.atari.st
Date: 1993-12-22 14:09:12 UTC
From: lannie@ins.infonet.net
Message-ID: <2f9ke8$ocl@insosf1.infonet.net>
Source record: 196322

In article <2elq9o$4fo@olivaw.apanix.apana.org.au>, miff@apanix.apana.org.au (Michael Smith) writes:
>lannie@ins.infonet/net writes:
>
>> I have dialed into the VAX at my place of work and the VT emulation
>>is pretty good. It doesn't handle the verticle lines very well.
>>We have menus that have a box around them and they are all
>>garbled up. I think it is a tabing problem. I have never
>>gotten Connect to dial. It is a nice program, but it is
>>useless without the dialer IMHO.
>
>Well, as a very happy CoNnect user, I can assure you it dials _just_fine_ 8)
>
>How about you tell us how you've configured your dialler so perhaps someone
>can help you?
>
>--
># mike smith : miff@apanix.apana.org.au - Silicon grease monkey #
># "The question 'why are the fundamental laws of nature mathematical' #
># then invites the trivial response 'because we define as fundamental #
># those laws which are mathematical'". Paul Davies, _The_Mind_of_God_. #

I got the dialer to work. It was because of my stupidity! :) It works fine. The only complaint I have, is that all BOLD items on the VT emulation blink!! This is very annoying. It still doesn't emulate the lines, but that can be ignored. The blinking can't!
Connect is a very nive program. I just want a perfect one! :)
Connect is a blessing to the Atari platform, keep it up!!!!
Later,

Lannie Schafroth / Any opinions expressed herein are not \
INS / WYSE 9000i Admin. / necessarily those of Iowa Network Services \
Lannie@ins.infonet.net

Lannie Schafroth / Any opinions expressed herein are not \
INS / WYSE 9000i Admin. / necessarily those of Iowa Network Services \
Lannie@ins.infonet.net

3948. Re: Atari Emulator for Macintosh

Newsgroup: comp.sys.atari.st
Date: 1993-12-22 14:10:43 UTC
From: lannie@ins.infonet.net
Message-ID: <2f9kh3$ocl@insosf1.infonet.net>
Source record: 196323

In article <1993Dec22.083828.15849@bradford.ac.uk>, S.P.Taylor@bradford.ac.uk (Steve Taylor) writes:
>: I had heard that there is an atari emulator for the macintosh, is
>: there any truth to this,and if so, where can the software/hardware
>: be purchased/downloaded. Thanks in advance.
>
>Yes there is. Its called Spectre GCR and is made by Dave Small / Gadgets
>by Small.
>
>That was just to put you out of your misery, and its all I know. I'm sure
>you can expect leauds of responses though, as this is a much used and
>loved add-on.
>
>Steve Taylor.
>

Steve,
He wants to know if there is an Atari emulator, not a MAC emulator. :)

Lannie Schafroth / Any opinions expressed herein are not \
INS / WYSE 9000i Admin. / necessarily those of Iowa Network Services \
Lannie@ins.infonet.net

Lannie Schafroth / Any opinions expressed herein are not \
INS / WYSE 9000i Admin. / necessarily those of Iowa Network Services \
Lannie@ins.infonet.net

3949. Falcon as a Speccy :-)

Newsgroup: comp.sys.atari.st
Date: 1993-12-22 14:27:37 UTC
From: roymcp@garbo.uwasa.fi
Message-ID: <1993Dec22.142737.6734@uwasa.fi>
Source record: 196325

Seeing as the Falcon has a built in microphone socket, have any of the programmers of the 8 bit machine emulators (like the Spectrum one, or the C64 emulator) considered updating their software to take account of this feature? Being able to load a game like "Monty on the Run" on the Falcon from the original cassette may not be the cutting edge of game playing technology, but I for one would find it an amusing scenario! :-)

Keep smilin'

Roy McPartland

--
^ /-/	roymcp@garbo.uwasa.fi	Roy McPartland - From Liverpool
<;\///	ag948@freenet.hsc.colorado.edu	+-----------------------------+
___\	roymcp@freenet.fsu.edu		Your Name Here 051 709 6010	
___/ ___	ag891@freenet.carleton.ca	+-----------------------------+

3950. Re: Cant get MSDOS to read or format SS disks

Newsgroup: comp.sys.atari.st
Date: 1993-12-22 14:43:47 UTC
From: ps@ocisgi7
Message-ID: <1993Dec22.144347.29811@rzu-news.unizh.ch>
Source record: 196328
Cross-posted to: comp.sys.ibm.pc.misc,comp.sys.mac.misc,comp.sys.atari.st,comp.os.msdos.misc

Marcel Wijkstra (AIO) (wijkstra@fwi.uva.nl) wrote:

: If you want to format SSDD disks on your PC, you can use fdformat (look
: for FDFORM18.ZIP at SimTel). But beware: if you have a HD (1.44) drive,
: DD (360/72) formatted diskettes (either HD or DD!) cannot be reliably
: used in a DD drive. Formatting at DD must always be done in a DD drive!

This is true for 5" drives, and definitly false for 3" ones. The difference
is simple: 5" HD drives have tracks twice as small as DD drives do, while
both types of 3" drives have the same track width.

Cheese,

/Serge.P

--

Russian guy from the Zurich university...

3951. Re: Cant get MSDOS to read or format SS disks

Newsgroup: comp.sys.atari.st
Date: 1993-12-22 15:19:43 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CIFzww.JG1@barclays.co.uk>
Source record: 196326
Cross-posted to: comp.sys.ibm.pc.misc,comp.sys.mac.misc,comp.sys.atari.st,comp.os.msdos.misc

```
In article <1993Dec22.144347.29811@rzu-news.unizh.ch>, ps@ocisgi7 () writes:
|> Marcel Wijkstra (AIO) (wijkstra@fwi.uva.nl) wrote:
|>
|> : If you want to format SSDD disks on your PC, you can use fdformat (look
|> : for FDFORM18.ZIP at SimTel). But beware: if you have a HD (1.44) drive,
|> : DD (360/72) formatted diskettes (either HD or DD!) cannot be reliably
|> : used in a DD drive. Formatting at DD must always be done in a DD drive!
|>
|> This is true for 5" drives, and definitly false for 3" ones. The difference
|> is simple: 5" HD drives have tracks twice as small as DD drives do, while
|> both types of 3" drives have the same track
Wrong I'm afraid. HD disks have a different coating with different magnetic
properties. Most modern floppy drives can generate enough flux to use an HD disk
at 720K but an older drive may well have problems ie work intermitently, get
read errors etc.

--
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon - The best upgrade I ever made! |
| | Laserdisc & Pro-Logic - The only way to watch movies |
| | Replies to ilaskey@cix.compulink.co.uk |
+---------------+-----------------------------------------------------------+
```

3952. Re: None

Newsgroup: comp.sys.atari.st
Date: 1993-12-22 15:20:53 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CIFzyt.D49@cix.compulink.co.uk>
Source record: 196335

In message <CIEAx7.AGs@info.bris.ac.uk>, tjl@siva.bris.ac.uk said:
>
>Ofir, would you care to expand some more? As far as I am aware the
>options for extra MIDI outputs on the Atari are (1) cartridge port based
>(eg Unitor, Midex, the Log3 box) (2) serial port based. Are you saying the
>serial port option is better? Or has someone made a Centronics to Midi
>or even DMA to Midi box? Lots of people are using Unitor out there...
>
>Why doesn't the Midex work with Cubase Audio? And will the same be true
>of Log3 and Notator Logic Audio, or is it just Steinberg's problem?
>
>I am really interested in the issues as both myself and a friend are
>considering upgrades from Notator on the ST.
>
>Cheers

Steinberg have made a centronics to MIDI interface. The old model is
called SMP24 and the new one SMP2. Both are extremely reliable, provide 4
MIDI outs and 2 mergable inputs and of course sync via MTC.

I wouldn't trust the serial port for more than one, maybe 2 midi outputs.
According to Steinberg there is not enough CPU bandwidth to drive the
extra MIDI ports on the MIDEX while handling audio. Some hardware wizards
around here will probably be able to shed some more light on this.

Ofir ogal@cix.compulink.co.uk

3953. Re: Cant get MSDOS to read or format SS disks

Newsgroup: comp.sys.atari.st
Date: 1993-12-22 15:45:13 UTC
From: wijkstra@fwi.uva.nl
Message-ID: <2f9q29$m01@mail.fwi.uva.nl>
Source record: 196329
Cross-posted to: comp.sys.ibm.pc.misc,comp.sys.mac.misc,comp.sys.atari.st,comp.os.msdos.misc

ps@ocisgi7 () writes:

#Marcel Wijkstra (AIO) (wijkstra@fwi.uva.nl) wrote:
#
#: ... beware: if you have a HD (1.44) drive,
#: DD (360/72) formatted diskettes (either HD or DD!) cannot be reliably
#: used in a DD drive. Formatting at DD must always be done in a DD drive!

#This is true for 5" drives, and definitly false for 3" ones. The difference
#is simple: 5" HD drives have tracks twice as small as DD drives do, while
#both types of 3" drives have the same track width.

Try it, and find out, I'd say...

5.25"HD has 80 tracks, while 5.25"DD has only 40 tracks.
So the tracks are closer together, needing a narrower head. When
formatting a DD disk in a HD drive, only half the width of the track is
covered by the head, which leaves plenty of noise for a DD head. So, you
are correct about the 5.25" part of the story.

3.5"HD has 18 sectors/track, while 3.5"DD has only 9 sectors/track.
So the sectors are closer together, needing a shorter head. When
formatting a DD disk in a HD drive, only half the length of the sector is
covered by the head, which leaves plenty of noise for a DD head. So, you
are wrong about the 3.5" part of the story.

(I don't know whether my statements are completely right either; but one
thing I know for sure: formatting a 3.5" diskette at DD in a HD drive,
sometimes results in a COMPLETELY UNREADABLE diskette for a DD drive!)

Marcel.
--
X drs. Marcel Wijkstra (AIO Visualization) wijkstra@fwi.uva.nl
|X| Faculty of Mathematics and Computer Science ph: +31 20 525 7522
X University of Amsterdam The Netherlands fx: +31 20 525 7490
========== Life stinks. Fortunately, I've got a cold.==================

3954. ICD ADSCSI Question (UK)

Newsgroup: comp.sys.atari.st
Date: 1993-12-22 16:05:18 UTC
From: cf580@city.ac.uk
Message-ID: <1993Dec22.160518.28790@city.ac.uk>
Source record: 196330

Hi all. I've got a hard drive based around an ICD interface which I bought from a friend, sans manual. He's now moved, so I don't have his phone number, and I'm suddenly getting an awful lot of sense errors; readin, writing etc. and I guess the drive is finally going down the tubes.
The problem? Well, without a manual, I don't have a clue as to how to add another drive to the interface. Space isn't a problem; it's all in a tower case. So, could some kind soul lend or photocopy me their ADSCSI interface manual? (Yes, I realise it's questionably legal, but I can't see why it'd be any use without the board itself)
I'm living in London, BTW.
E-mail rather than post, preferably, since the university is closing for the next fortnight and any messages will expire before I read them.

TIA -

Tim Wright - T.J.Wright@city.ac.uk

3955. Re: None

Newsgroup: comp.sys.atari.st
Date: 1993-12-22 16:06:26 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CIG22q.EEM@cix.compulink.co.uk>
Source record: 196336

In message <2d174f04@p2.stacken.ct.se>, patrik_sanfridsson@p2.stacken.ct.se said:
>
>Not that I wish to critisize your program in any way (in fact, I think it's
>excellent), but I don't regard programs such as GEM-Bench to be very suitable
>as shareware. Why is that so? Well, the first time I run it was when I bought
>my Falcon to discover how well it compared with my older computers. The next
>time I ever looked at it again was when I bought NVDI and I guess it will be
>until I buy a hardware accelerator before I load it again. So, for a program
>that is maybe only going to be used once or twice ever, I'm not too willing to
>fork out my money compared to programs like Connect that I use almost every
>day. While I understand and appreciate the work that has been involved in
>making GEM-Bench, I really can't be bothered to go to the trouble and expense
>of paying a shareware fee in a foreign currency, since this will immediately
>bring the costs up another five pounds. I really wish there were some easier
>and less expensive way to handle shareware registrations!
>

I realise this, which is why the shareware fee is so low.

If you want, send me your own currency. 15DM or $10 or whatever your
currency is. I'll use it to pay for shareware that comes from your
country.

Ofir ogal@cix.compulink.co.uk

3956. Re: Atari Emulator for Macintosh

Newsgroup: comp.sys.atari.st
Date: 1993-12-22 16:13:03 UTC
From: jkreth@lonestar.utsa.edu
Message-ID: <1993Dec22.161303.11505@ringer.cs.utsa.edu>
Source record: 196334

In article <1993Dec22.083828.15849@bradford.ac.uk> S.P.Taylor@bradford.ac.uk (Steve Taylor) writes:
>: I had heard that there is an atari emulator for the macintosh, is
>: there any truth to this,and if so, where can the software/hardware
>: be purchased/downloaded. Thanks in advance.
>
>Yes there is. Its called Spectre GCR and is made by Dave Small / Gadgets
>by Small.
>
>That was just to put you out of your misery, and its all I know. I'm sure
>you can expect leauds of responses though, as this is a much used and
>loved add-on.
>
>Steve Taylor.
>

I thought he was asking for an Atari emulator for the Macintosh, not a Mac emulator for the Atari???

--
*The best way to accelerate a PC is at 9.8 m/s*s!
** "We look for things...Things to make us go...We are SMART!"

jkreth@lonestar.utsa.edu

3957. Re: Atari Emulator for Macintosh

Newsgroup: comp.sys.atari.st
Date: 1993-12-22 16:23:52 UTC
From: gbennett@friendly.sim.es.com
Message-ID: <2f9sao$1dd@cnn.sim.es.com>
Source record: 196342

In article <1993Dec22.083828.15849@bradford.ac.uk>, S.P.Taylor@bradford.ac.uk (Steve Taylor) writes:
> : I had heard that there is an atari emulator for the macintosh, is
> : there any truth to this,and if so, where can the software/hardware
> : be purchased/downloaded. Thanks in advance.
>
> Yes there is. Its called Spectre GCR and is made by Dave Small / Gadgets
> by Small.
>
> That was just to put you out of your misery, and its all I know. I'm sure
> you can expect leauds of responses though, as this is a much used and
> loved add-on.
>
> Steve Taylor.
>
BZZZT! Wrong answer! He was asking if there is an Atari emulator for the Macintosh, NOT if there is a Mac emulator for the Atari.

To answer the question; to the best of my knowledge there is no emulator on the macintosh to emulate an Atari. However, if you have a PC, there is a very nice hardware/software emulator by Darek Mihoka (creater of the 8-bit emulator for the ST) call the Gemulator. (It works quite well)

--

Greg Bennett A.K.A. 'The Friendly User' (.).) { Belgium! *}
gbennett@friendly.sim.es.com ^ '
Evans & Sutherland Simulation Division ___/

3958. Re: Cant get MSDOS to read or format SS disks

Newsgroup: comp.sys.atari.st
Date: 1993-12-22 16:25:04 UTC
From: lannie@ins.infonet.net
Message-ID: <2f9sd0$pam@insosf1.infonet.net>
Source record: 196333
Cross-posted to: comp.sys.ibm.pc.misc,comp.sys.mac.misc,comp.sys.atari.st,comp.os.msdos.misc

```
In article <CIFzww.JG1@barclays.co.uk>, Iain.Laskey@barclays.co.uk writes:
>In article <1993Dec22.144347.29811@rzu-news.unizh.ch>, ps@ocisgi7 () writes:
>|> Marcel Wijkstra (AIO) (wijkstra@fwi.uva.nl) wrote:
>|>
>|> : If you want to format SSDD disks on your PC, you can use fdformat (look
>|> : for FDFORM18.ZIP at SimTel). But beware: if you have a HD (1.44) drive,
>|> : DD (360/72) formatted diskettes (either HD or DD!) cannot be reliably
>|> : used in a DD drive. Formatting at DD must always be done in a DD drive!
>|>
>|> This is true for 5" drives, and definitly false for 3" ones. The difference
>|> is simple: 5" HD drives have tracks twice as small as DD drives do, while
>|> both types of 3" drives have the same track
>Wrong I'm afraid. HD disks have a different coating with different magnetic
>properties. Most modern floppy drives can generate enough flux to use an HD disk
>at 720K but an older drive may well have problems ie work intermitently, get
>read errors etc.
>
>
>--
>+---------------+-----------------------------------------------------------+
>| Iain R Laskey | Atari Falcon - The best upgrade I ever made!              |
>|               | Laserdisc & Pro-Logic - The only way to watch movies      |
>|               | Replies to ilaskey@cix.compulink.co.uk                    |
>+---------------+-----------------------------------------------------------+
Cover the hole on the disk and the drive will assume 720K density and it
works just fine.
Later,

---

Lannie Schafroth / Any opinions expressed herein are not \
INS / WYSE 9000i Admin. / necessarily those of Iowa Network Services \
Lannie@ins.infonet.net
```

3959. GCC >=2.5.7 not for 68000 ST�s ?????

Newsgroup: comp.sys.atari.st
Date: 1993-12-22 16:29:52 UTC
From: gc85@hrz.uni-giessen.de
Message-ID: <CIG35t.7EL@muster.hrz.uni-giessen.de>
Source record: 196331

Hi all
I have heard some roumors saying that from GCC 2.5.7 the 68000
is no longer supported, and that there are plans to drop the 68k
out of the GCC.

Any comments in that roumor ???

I hope it is just a roumor !!!

When is a new "as bugfree as possible" GCC-release for the ST even
with a 68000 inside expected ??

-
Konstantinos XONIS
(XAKChaos of XAK-Design Wetzlar)

eMail:
Konstantinos.Xonis@math.uni-giessen.d400.de
gc85@vision.hrz.uni-giessen.de
gc85@sun2.hrz.uni-giessen.de
q4038908@bonsai.fernuni-hagen.de

Snail:
Konstantinos XONIS
Buderusstra�e 14
D35576 Wetzlar
FR Germany

FAX: +49-6441-42504

3960. Re: Disk Backup

Newsgroup: comp.sys.atari.st
Date: 1993-12-22 16:53:07 UTC
From: ae24@iamk4516.mathematik.uni-karlsruhe.de
Message-ID: <2f9u1k$7f@iamk4515.mathematik.uni-karlsruhe.de>
Source record: 196337

Troy Carpenter (psurge@cs.utexas.edu) wrote:
: I am moving in the next few days and I need a good utility to back up my
: hard disks before I transport them. I have a Mega4 STe with a high density
: floppy drive. Are there any backup utilities that will use the high density
: disks? Most of the ones I have tried seem to have a hang up somewhere along
: the line or assume the disk is a certain size. Elfback seems nice but it
: always tells me I don't have enough memory for the ram disk (even though I
: still have over 3 megs free), uses the hard disk, then fails to copy the LZH
: file over to the disk.

I tried several "freely" (in quotes because of shareware) available
backup programs for backing up my TT's harddisk, but none of them
works satisfactory. Here is a summary:

1. BACKUP (or STBACKUP):

- does not run on a TT, no matter what flags are set or not.

2. The VAULT:

- Works, but copies files one-to-one, i.e. there is no compression
you need at least size_of_harddisk / 1.44 MB HD-disks for a complete
backup.

3. Elfback:

- Doesn't work with a ram disk, even if it occupies the whole
memory.
- Needs LHARC which + slows down backup speed considerably when
there are a lot of small files on a partition
+ often leads to failure of the backup process
due to LHARC error messages
- LHARC archives are not removed after having been copied
to a floppy disk

Summary: There seems to be no useful backup program available on the net.

--
Peter Januschke Institute of Applied Mathematics
Internet: ae24@rz.uni-karlsruhe.de University of Karlsruhe, Germany

3961. Re: 520st to Mac file transfer

Newsgroup: comp.sys.atari.st
Date: 1993-12-22 17:06:45 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2f9ur5$id7@mailer.fsu.edu>
Source record: 196338

Paul Civati (Paul.Civati@mettav.royle.org) wrote:
> What exactly is RTF (I know what it stands for), and how does it differ from
> ASCII?

Rich Text Format. I believe it is an attempt at a standard way for document processing programs to export a file in such a way as to be imported elsewhere with a significant portion of the special formatting information (indentation, fonts, boldface and other text effects, etc.) preserved. Thus, it is mostly a text format, with agreed upon codes for various textual effects. Take a peek at a Microsoft Word manual for a more detailed explination (they are holding the doors of America open, and should be easy to find).

This is not a bad idea, but more folks will have to use RTF for it to fly. Also, it is not clear to me that RTF provides enough flexibility to allow transparent importation of files. I have always had to dink with things after they have been through an RTF ex/import (i.e. fix up spacing, choose better fonts in the new program, fix footnotes, etc.). On the other hand, it certainly does save a lot of work over importing as plain ASCII and having to add all the textual stuff in.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3962. Re: Tetris

Newsgroup: comp.sys.atari.st
Date: 1993-12-22 17:17:02 UTC
From: erkamp@titan.arc.ab.ca
Message-ID: <CIG5CF.49u@arc.ab.ca>
Source record: 196344

In article <2f2fbp$bp3@golem.wcc.govt.nz>, wells_s@ix.wcc.govt.nz (Steve Wells) writes:
>BTW - Is there a *color* version of an 'ACC-Tris' like program, that works
>in English!? (A game like that doesn't really matter as far as language
>is concerned, but why it had to be in mono... :(
>
There are many color versions of Tetris likes games for the Atari. I am sure I
have seen at least 1/2 a dozen. Check atari.archive for them. Unfortunately I
don't know of any that run as accessories.

Bob Erkamp A L B E R T A
--> It Could Happen <-- R E S E A R C H
erkamp@arc.ab.ca C O U N C I L

3963. Re: CoNnect 2.xx registration help!

Newsgroup: comp.sys.atari.st
Date: 1993-12-22 17:26:49 UTC
From: wwc@dxhrb3.cern.ch
Message-ID: <CIG5sq.1Kv@dscomsa.desy.de>
Source record: 196340

In article <2f9ke8$ocl@insosf1.infonet.net> lannie@ins.infonet.net writes:

> I got the dialer to work. It was because of my stupidity! :) It works
>fine. The only complaint I have, is that all BOLD items on the VT emulation
>blink!! This is very annoying. It still doesn't emulate the lines, but that
>can be ignored. The blinking can't!

Are you sure you have setup your termcap in a right way? Try to get
a copy of vttest and see that CoNnect does set the right attributes
to bold and blinking characters. I suppose the problem is one of your
local termcap.

>Connect is a very nive program. I just want a perfect one! :)
>Connect is a blessing to the Atari platform, keep it up!!!!

Thanx! I like this kind of x-mas presents :-)

Wolfgang

3964. Where is Ansiterm 1.9 ??

Newsgroup: comp.sys.atari.st
Date: 1993-12-22 17:28:00 UTC
From: advasque@araucaria.cec.uchile.cl
Message-ID: <1993Dec22.172800.31416@dcc.uchile.cl>
Source record: 196339

Hi,
Someone knows if shareware term prg Ansiterm 1.9 is in some host in InterNet ? I know that it's in Genie but i don't have access there :(
Maybe someone can upload it to InterNet... please!

Bye, Javier.

--

___
(o,o)
< . > InterNet : advasque@araucaria.cec.uchile.cl
---"-"---

3965. Re: STORM don't work

Newsgroup: comp.sys.atari.st
Date: 1993-12-22 17:48:31 UTC
From: stvj@pan.com
Message-ID: <9312221249282.stvj@pan.com>
Source record: 196341

John,
Have you tried changing the screen set-up? It's under the 'system
set-up' button on the main page. You can even save different settings for
different connects...

SteveV

3966. Mega STe DIP Switches

Newsgroup: comp.sys.atari.st
Date: 1993-12-22 19:22:02 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <756601365.AA02275@byte.bbs.no>
Source record: 196349

>720k or 1.44 meg. One of the other switches alows a second SCSI drive
>from the internal HA.

Tell me more - This sounds interesting....
I thought the SCSI interface only could handle one SCSI device ?
And I could have need for one more (CD-ROM or streamer)

Lars-Erik 0sterud / E-mail: Lars-Erik.Osterud@byte.bbs.no
Atari Developer / ABK-BBS: +47 67132659 V.32bis Data+Fax
SysOp ABK-BBS /

-- ReadMail ST

3967. Re: What is happening to Atari stock (since October):

Newsgroup: comp.sys.atari.st
Date: 1993-12-22 19:35:21 UTC
From: draeger@lcc1.nsc.com
Message-ID: <CIGBqy.KKp@nsc.nsc.com>
Source record: 196345

Kevin Klasmeier <klasmekj@ucunix.san.uc.edu> wrote:

(before here, risr from 4 to 10 steady)

> SYMB:TN PRICE-P CHANGE PCTCHG HIGH LOW LAST VOLUME-V P*V VALUE
>01 ATC:S 9.875 1.375 16.18% 10.000 8.500 8.50 887.9K 8.7680M
>02 ATC:S 11.625 1.000 9.41% 12.250 10.750 10.625 1940.5K 22.5583M
>03 ATC:S 10.625 0.625 6.25% 10.750 9.875 10.00 1529.9K 16.2552M
>04 ATC:S* 10.250 -1.375 -11.83% 12.750 10.000 11.625 2927.2K 30.0038M
>05 ATC:S* 11.375 1.125 10.98% 11.500 10.375 10.25 1631.6K 18.5594M

(after, fall to about 6 somenthing, also steadily)

Anyhow - for obvious reason I was very happy about getting $12.50 for
by Atari stock. Missed the all time high (for 5+ years) by $0.25,
but I guess you can't win them all.

I am just debating if I should buy more now that the price is in a
medium range.. The Jag. seems to be doing well, but we may not see
profits this quarter.... Who knows.

- mike

3968. Re: ST Mods!

Newsgroup: comp.sys.atari.st
Date: 1993-12-22 20:34:50 UTC
From: trojan@spuddy.uucp
Message-ID: <CIGEGH.M83@spuddy.uucp>
Source record: 196271

Hi! Merry Christmas Everybody who has a decent computer (ST/TT/Falcon etc.)

I have done the OverScan Mod to both my machines with great success, and I
am very interested in the 32,000 colour jobbie. I am interested in the
OTHER mods that you say you have done. Could you send me a mail, listing them?

Thanks In Advance

David Williams / trojan@spuddy.uucp

ST's FOREVER!

P.S. Never work on ST's when they are switched on. A lesson from experience.
It needed a new CPU!!!

--

* Meeeow ! Call Spuddy on (0203) 364436/362560 for FREE mail & Usenet access *

3969. Re: New GEMBench release

Newsgroup: comp.sys.atari.st
Date: 1993-12-22 22:05:59 UTC
From: Lexicor@world.std.com
Message-ID: <CIGIq1.nC@world.std.com>
Source record: 196347

In all seriousness...Ofir is asking what? 5-10 Pounds or so? Considering that is is useful and to be promoted I don't think that is asking for too much.

Merry Xmas

Yat

3970. Bolo on ST

Newsgroup: comp.sys.atari.st
Date: 1993-12-22 22:26:27 UTC
From: hellyer_richard@tandem.com
Message-ID: <hellyer_richard-221293142627@130.252.128.72>
Source record: 196348

?does anyone out there know of a PD version of Bolo
that runs on the ST and could network with a mac?
cheers - Richard

3971. CV

Newsgroup: comp.sys.atari.st
Date: 1993-12-23 00:45:59 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2fapo7$ahu@golem.wcc.govt.nz>
Source record: 196251

Is there a Public-Domain/Share-ware CV (Curriculum Vitae) creator for the ST? In English, and preferably runs in color....

I didn't do CV's at college.... Another year of typing would have driven me mad. (3-years in a row is bad enough of copying bits of paper onto other bits of paper... :) And CV's were part of the years course after I stopped taking typing, and I don't have any charts of layouts etc. (I want something that looks professional!)

I couldn't spot one on atari-archive, but there's plenty of other sites I haven't looked at.....

```
/------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, O O |
| you can be 100% sure that it will! o |
| WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/
```

3972. Re: What is happening to Atari stock (since October):

Newsgroup: comp.sys.atari.st
Date: 1993-12-23 03:00:09 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <2fb1jp$l0e@usenet.INS.CWRU.Edu>
Source record: 196254

In a previous article, draeger@lcc1.nsc.com (Mike Draeger) says:

>
>I am just debating if I should buy more now that the price is in a
>medium range.. The Jag. seems to be doing well, but we may not see
>profits this quarter.... Who knows.

So what if Atari does make a large profit? It isn't like the company
gives dividends or anything. :)

Len
>
> - mike
>
>

--

3973. Re: Vitamin Supplement Ad

Newsgroup: comp.sys.atari.st
Date: 1993-12-23 03:20:12 UTC
From: mrbadger@cris.com
Message-ID: <484.UUL1.3#25345@cris.com>
Source record: 196257

>Beta-Carotene* 25,000 IU
Ca> (*not vitamin A)

Ca> Okay, my Multi Vitamin says this:
Ca> Vitamin A (Acetate & Beta Carotene) 5,000 IU

Ca> What does *that* mean?

Beta-carotene is a precursor of vitamin A, the body can readily convert it to vitamin A. Active vitamin A is found in fish oils, eggs, and milk and Beta-carotene is found in vegetables (carrots, cantalope, etc.). The benefits of Beta-carotene are:

-it is non-toxic at even high doses. You can take so much of it that your skin turns orange with no known harm (this has happened to me when overdoing it with carrots and a juicer). Vitamin A is not so forgiving.

-Not only can Beta-carotene be converted into vitamin A as needed, in its own form it serves as an anti-oxidant.

I've found beta-carotene to be good for acne related problems. There is a (prescription) form of active vitamin A that was designed specifically so that users could take elevated amounts (in the 100,000 range, something you would be a fool to do with regular vitamin A). I tried Beta-carotene at elevated levels (again, in the 100,000 range), and found it works quite well with no side effects.

Vitamin A Acetate is, *I believe*, a water soluble form of vitamin A, which is normally fat soluble.

Vitamin A (whether converted from Beta-carotene or in active form) is used primarily in the body's epithelial tissues. These are the "lining" tissues in the body: the linings of the genitourinary tracts, the mucous membranes etc. The most common noticed deficiency is impaired night vision.
___ Blue Wave/QWK v2.12

3974. STORM DON'T WORK

Newsgroup: comp.sys.atari.st
Date: 1993-12-23 03:42:00 UTC
From: stacey.hoskin@canrem.com
Message-ID: <60.42304.4514.0N18F283@canrem.com>
Source record: 196279

```
PC> Well theres always FzDT (not very Falcon/MultiTOS friendly so I
PC> hear), the only thing with Storm is the VT100 is a bit jerky, or
PC> perhaps that was me not being used to 1200, from 14.4k these days.
PC> ;-)

I use FzDT and am a registered user. Any word on more updates?
Last one I have is 2.20.
It's over a year old now.
Later

---
* MMST 2.99|R: I am Popeye of Borg...prepare to be askgrimilgrated.
```

3975. Top Ten Progress

Newsgroup: comp.sys.atari.st
Date: 1993-12-23 04:26:53 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2fb6md$8kk@charm.magnus.acs.ohio-state.edu>
Source record: 196255

Well I have a few dozen votes for the Top 10 of 1993. But I really still need more time is ticking away.

At the moment it is more of a top 5 list, so come on and help me out.

Send the following about your favorite Atari games/applications.

Title
commercial/PD/shareware status
author (if you know who)
type of program (application, game, midi etc...)
why you like it (Not necessary but would be nice)

Please contribute and brow beat your friends ;)

Thanks for your time,

Dan Ackerman
ackerman.29@osu.edu

3976. Re: No Support from Gribnif...??

Newsgroup: comp.sys.atari.st
Date: 1993-12-23 04:56:59 UTC
From: dburns@world.std.com
Message-ID: <CIH1qz.C1D@world.std.com>
Source record: 196256
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

sheppard_r@ix.wcc.govt.nz (roger sheppard) writes:

>I keep reading about NEODESK 3.04, were does one get this version..??

>I have had a look on GEnie but no mention of this at all...

>I am a registered user of Neodesk but have never been contacted about this
>Upgrade or even about Geneva at all..

>I contacted Gribnif on GEnie about getting the Beta version of Geneva,
>but was more or less told to get lost and wait till October..

>But I am still waiting...!!

>You see I live in New Zealand, we don't count...!!!

>But think again Gribnif, my money counts..!!

>No wonder people are droping Atari by Storm, with support like this....

>Roger.............. sheppard_r@kosmos.wcc.govt.nz

>This is so simple, no Atari support = no Atari..........

Sheesh! Relax Rog. GENEVA comes with an upgrade patch to bring Neodesk
to v.3.04 so it works with *GENEVA*. If you don't have GENEVA, you don't
need the upgrade. If you buy GENEVA you GET the upgrade.

Gribnif support is excellent, and their products are top notch. Get the
facts before you get excited, ok?

3977. Re: 520st to Mac file transfer

Newsgroup: comp.sys.atari.st
Date: 1993-12-23 05:56:41 UTC
From: wells_s@jethro
Message-ID: <2fbbup$c63@golem.wcc.govt.nz>
Source record: 196258

RTF is 'Richfield Text Format' and is a pretty standard text transfer
form. Most PC word-processors support it. 'Word' does for starters,
(Which is actually probably the closest thing to a decent word-processor
on the IBM-clone's!).

Basically, it's just an alternative save method, which has become a
'standard' for text transferral between platforms & applications, which
will let you use most of the formatting etc. from whatever you type the
file into, on whatever machine you import the RTF file into!

/--\
| If there's a 50/50 chance of something going wrong, O O |
| you can be 100% sure that it will! o |
| WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand _/ |
\- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/

3978. Re: What is happening to Atari stock (since October):

Newsgroup: comp.sys.atari.st
Date: 1993-12-23 06:05:30 UTC
From: klasmekj@ucunix.san.uc.edu
Message-ID: <2fbcfa$aoq@ucunix.san.uc.edu>
Source record: 196259

In article <2fb1jp$l0e@usenet.ins.cwru.edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>
>In a previous article, draeger@lcc1.nsc.com (Mike Draeger) says:
>
>>I am just debating if I should buy more now that the price is in a
>>medium range.. The Jag. seems to be doing well, but we may not see
>>profits this quarter.... Who knows.
>
>So what if Atari does make a large profit? It isn't like the company
>gives dividends or anything. :)

Yeah, but you could have made a bundle just off of sheer value....Wow, could
have paid for my entire college education, and wouldn't have to work these two
jobs while attending....Oh Well.

+-------------------------------------+_
*> Kevin Klasmeier	
*> NET: klasmekj@ucunix.san.uc.edu	
*> GEnie: K.KLASMEIER	
[Cincinnati, Ohio in the US of A]	
+-------------------------------------+ |
'-------------------------------------'

3979. Wanted: FAX program info

Newsgroup: comp.sys.atari.st
Date: 1993-12-23 06:32:07 UTC
From: agrhayes@acs.eku.edu
Message-ID: <1993Dec23.013207.1051@acs.eku.edu>
Source record: 196292

I'm not sure if this is in the FAQ, but could someone maybe post
a summary of currently available FAX programs for the ST line.
PD, commercial, shareware, etc.. whatever, anything would help me.

thanks for your time
G Hayes

3980. Falcon running W!nx/GEMRAM & SAM

Newsgroup: comp.sys.atari.st
Date: 1993-12-23 07:17:02 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CIH88F.EIJ@cix.compulink.co.uk>
Source record: 196284

Has anyone found a method of getting SAM to work with W!nx and GEMRAM? I find that a lot of th system sounds (open window, file selector,etc) refuse to work with them installed.

Is there a solution?

3981. Re: Elite 2

Newsgroup: comp.sys.atari.st
Date: 1993-12-23 07:43:52 UTC
From: bili6745@mach1.wlu.ca
Message-ID: <CIH9H5.79B@mach1.wlu.ca>
Source record: 196261

While we are talking about this has anyone NDVI has anyone got the conbination of Stalker, NDVI, OverScan and Speedo to work? Specificly the problem seems to be a great hatred between NDVI and Overscan.

Any suggestion what this might be caused by,

keith

--
Mahler/Floyd/Jaguar/Hoff/Trudel/SCV/Molson/Yamaha/Lindberg/CSO/Wagner/Jazz/WLU
Solti/NYP/Mc Ewans/Unix/Dutch Boy/NBA Jam/Rush/Bernstein/Trombone/Shostakovich
California/OSM/Atari/Tolkien/Ozzy/Rickarts Red/Sibelius/Laruier/Internet/Bach
_/_/_/_/_/_/_/_/_/_/_/_/_/ Keith Bilinsky _______________

3982. Re: FreeZe Dried Terminal 3.0

Newsgroup: comp.sys.atari.st
Date: 1993-12-23 07:47:32 UTC
From: ABARBIERO@delphi.com
Message-ID: <931223.10052.ABARBIERO@delphi.com>
Source record: 196260

Atari United will be carrying version 2.30 of Freeze Dried Terminal,
Aaron Hopkins is working on version 3.0 as we speak, and hopefully early
next year he will have it done. I will post further info about this
as I hear it. If you want to talk to Atari United directly, just
send mail to me (My wife is the co-founder) or to BIBLINSKI@DELPHI.COM

I hope this helps.

Andreas@AEO
ABARBIERO@Delphi.com

3983. Re: CoNNect problems

Newsgroup: comp.sys.atari.st
Date: 1993-12-23 09:34:10 UTC
From: wwc@dxhrb1.cern.ch
Message-ID: <CIHEKy.GAy@dscomsa.desy.de>
Source record: 196262

In article <2d171d31@p12.f202.n281.z2.fidonet> Jan_Willekens writes:
>Hello All!
>
>18 Dec 93 08:40, Michael Baffoni wrote to All:
>
>If features would have been added (features, not bug removal, that always
>should come for free) which justify the increase in registration fees, I
>wouldn't be complaining. I don't see these in 2.40, so I think the increase
>isn't justified.

Think for all the new features since version 1.0 which didn't cost you
a penny of update fee and stop complaining...

;-)

Wolfgang

3984. Re: SCSI 2 hard disks ...

Newsgroup: comp.sys.atari.st
Date: 1993-12-23 10:19:52 UTC
From: c2sgy@dmu.ac.uk
Message-ID: <1993Dec23.101952.27779@dmu.ac.uk>
Source record: 196264

Someone said recently that although the Falcon has a SCSI 2 interface it can't physically reach the 10 Mb speed that SCSI 2's can achieve.
Is there anyway of changing the interface controller to a much faster one ??

Are there any companies doing this or has anyone changed it themselves ???

--
Simon
c2sgy@dmu.ac.uk

3985. MSDOS BACKUP command ...

Newsgroup: comp.sys.atari.st
Date: 1993-12-23 10:25:20 UTC
From: c2sgy@dmu.ac.uk
Message-ID: <1993Dec23.102520.27894@dmu.ac.uk>
Source record: 196263

Is there a little program that will unpack a disk which has been backed up on a PC using the BACKUP command.
Basically it uses all floppy disk space for saving all the necessary files and then when you unback the disk it will copy it back onto your hard disk in the same configuration.

The only way to download software is via a PC so backing up the directory and then unbacking it to my hard disk at home would save enormous amounts of time.

Any ideas ???

--
Simon
c2sgy@dmu.ac.uk

3986. Re: None

Newsgroup: comp.sys.atari.st
Date: 1993-12-23 10:29:09 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CIHH4L.I9G@cix.compulink.co.uk>
Source record: 196285

In message <484.UUL1.3#25345@cris.com>, mrbadger@cris.com said:
>
>Beta-carotene is a precursor of vitamin A, the body can readily convert it

[...]

This is all very interesting (seriously), but what has it got to do with
atari computers...

Ofir ogal@cix.compulink.co.uk

3987. Re: Cant get MSDOS to read or format SS disks

Newsgroup: comp.sys.atari.st
Date: 1993-12-23 11:21:48 UTC
From: ps@ocisgi7
Message-ID: <1993Dec23.112148.12724@rzu-news.unizh.ch>
Source record: 196265
Cross-posted to: comp.sys.ibm.pc.misc,comp.sys.mac.misc,comp.sys.atari.st,comp.os.msdos.misc

Marcel Wijkstra (AIO) (wijkstra@fwi.uva.nl) wrote:
: ps@ocisgi7 () writes:

: #This is true for 5" drives, and definitly false for 3" ones. The difference
: #is simple: 5" HD drives have tracks twice as small as DD drives do, while
: #both types of 3" drives have the same track width.

: Try it, and find out, I'd say...

I would not say it unless I tried it, or would I?

: 3.5"HD has 18 sectors/track, while 3.5"DD has only 9 sectors/track.
: So the sectors are closer together, needing a shorter head. When
: formatting a DD disk in a HD drive, only half the length of the sector is
: covered by the head, which leaves plenty of noise for a DD head. So, you
: are wrong about the 3.5" part of the story.

I am sorry, but this statement is a sad misconception. DD disks are written
by PC floppy disk controller (FDC) at the bit rate of 250,000bps (not 250K
bps!). HD disks are written at the bit rate of 500,000bps, so that each
sector occupies two times less than DD one. This could lead to read errors
if you are trying to connect DD _drive_ to HD controller and drive jams
high-frequency recording on HD disk to much, but this is absolutely irrelevant
for our particular problem, because _width_ of drive head is exactly the same
for 3"DD and 5"HD drives. You are probably not aware of the fact, but FDC
always record the _whole_ track during format operation, IAMs, GAPs, AMs,
data fiels and all. Therefore, recording along the track length is always
continous and can't leave any significant noise as long as recording signal
meets specification of magnetic coating (which it does) and width of read
head is the same on all drives (which is true).

: (I don't know whether my statements are completely right either; but one
: thing I know for sure: formatting a 3.5" diskette at DD in a HD drive,
: sometimes results in a COMPLETELY UNREADABLE diskette for a DD drive!)

Oh, it IS true, but due to a diffirent reason: In it's infinite wisdom,
IBM hardwired HD-media sense signal into AT FDC bit rate select login, so
that it will refuse to select a 250,000bps bit rate with HD media inserted
and 500,000bps with DD media. (Let me note that, curiously enough, it will
not refuse to select 125,000bps and 300,000bps rates on any of media types,
although these are even more alien for 3" disks). So, probably, your controller
just silently formatted your disk at the 500,000bps data rate with 9 sectors
per track, giving it the appearance of DD one, but making it unreadable in
by DD controllers anyway. Just make sure you always use the correct media, and
all your drives are properly adjusted, and you'll be fine with 3" DD disks

written in 3" HD drives...

Cheese,

/Serge.P

--

Russian guy from the Zurich university...

3988. Re: Cant get MSDOS to read or format SS disks

Newsgroup: comp.sys.atari.st
Date: 1993-12-23 11:23:27 UTC
From: ps@ocisgi7
Message-ID: <1993Dec23.112327.12791@rzu-news.unizh.ch>
Source record: 196266
Cross-posted to: comp.sys.ibm.pc.misc,comp.sys.mac.misc,comp.sys.atari.st,comp.os.msdos.misc

ps@ocisgi7 wrote:
: for our particular problem, because _width_ of drive head is exactly the same
: for 3"DD and 5"HD drives. You are probably not aware of the fact, but FDC

I am sorry, this should have been

"for 3"DD and 3"HD drives"

my apologies.

/Serge.P

--

Russian guy from the Zurich university...

3989. Re: None

Newsgroup: comp.sys.atari.st
Date: 1993-12-23 11:36:06 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CIHK87.JwM@cix.compulink.co.uk>
Source record: 196286

In message <CIH9H5.79B@mach1.wlu.ca>, bili6745@mach1.wlu.ca said:
>
>While we are talking about this has anyone NDVI has anyone got the
>conbination of Stalker, NDVI, OverScan and Speedo to work? Specificly the
>problem seems to be a great hatred between NDVI and Overscan.
>
>Any suggestion what this might be caused by,
>

No idea what's causing the problem. Are you using the latest versions?
NVDI and Overscan are fully compatible although one has to be run before
the other (I forget now). Stalker is res-independant anyway.

Ofir ogal@cix.compulink.co.uk

3990. Re: FreeZe Dried Terminal 3.0

Newsgroup: comp.sys.atari.st
Date: 1993-12-23 11:39:23 UTC
From: paetau@mits.mdata.fi
Message-ID: <2fc01b$1vb@mits.mdata.fi>
Source record: 196269

In article <2f8cpc$aoq@u.cc.utah.edu>,
Eric.Jolley <ewj8218@u.cc.utah.edu> wrote:

>I had heard FreeZe Dried Terminal 3.0 was going to be released and distributed
>by Atari United. Does anyone know the status of this?

I've heard that too, but I think the next FreeZe will be version 2.30
and not 3.0. Aaron has said that he doesn't have enough time to
provide users with proper support, so he has arranged for Atari United
to handle the support side of things while he does the programming.

--

| Rasmus Paetau (paetau@mits.mdata.fi) | Seeing is believing |

3991. gas...anybody listening?

Newsgroup: comp.sys.atari.st
Date: 1993-12-23 12:27:24 UTC
From: millsp@govonca.gov.on.ca
Message-ID: <1993Dec23.122724.28500@govonca.gov.on.ca>
Source record: 196272

Having posted five messages on various topics lately with 0 responses, I'm beginning to wonder whether they're only *seeming* to get out, or whether their content is too esoteric (or stupid) to be worth a reply.

As an attempt to quell my paranoia, here's a fairly straightforward request:
The GNU gas assembler says that it accepts Motorola syntax as well as MIT syntax and, in most cases, seems to do so. However, the statement

movel (a0)+, (a1)+

gives two instances of the error, "Missing operand value assumed absolute zero."

What is it trying to tell me, and what is the correct way to do address register post-increment?

(Using Motorola operator syntax, "move.l," gets me "Unknown operator...statement ignored.")

3992. Re: MiNT and Minix XFS and software

Newsgroup: comp.sys.atari.st
Date: 1993-12-23 12:33:12 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <H.eg.q5CNXTDMr5I@nasim.sta.sub.org>
Source record: 196299
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

>BTW, this is on an ST with memory protection explicitly turned off (via
>recompilation with no_mem_prot = 1 in one of the source files).

This makes no sense, you'll never get memory protection on an ATARI
without 68030 (with PMMU).

Bye,
Knarf
--
+---+
| Frank Bartels - knarf@nasim.sta.sub.org - Munich - West-Germany |
+---+

3993. Re: Disk Backup

Newsgroup: comp.sys.atari.st
Date: 1993-12-23 12:56:37 UTC
From: ai063@FreeNet.Carleton.CA
Message-ID: <CIHnyE.HsJ@freenet.carleton.ca>
Source record: 196273

In a previous article, ai063@FreeNet.Carleton.CA (Walter A. Cole) says:

>
>
>In a previous article, psurge@cs.utexas.edu (Troy Carpenter) says:
>
>>I am moving in the next few days and I need a good utility to back up my
>>hard disks before I transport them. I have a Mega4 STe with a high density
>>floppy drive. Are there any backup utilities that will use the high density
>>disks? Most of the ones I have tried seem to have a hang up somewhere along
>>the line or assume the disk is a certain size. Elfback seems nice but it
>>always tells me I don't have enough memory for the ram disk (even though I
>>still have over 3 megs free), uses the hard disk, then fails to copy the LZH
>>file over to the disk.
>>
>>I have a sneaky suspicion that it may be my disks, they are preformatted IBM,
>>but I didn't think that was a problem...
>>
>>Thanks,
>> Troy Carpenter
>> Department of Computer Sciences
>> THE University of Texas, Austin
>> psurge@cs.utexas.edu
>>
>>"You're so open minded that your brain leaked out" - Steve Taylor
>>
>>*>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<*
>>
>I've used a shareware prg called VAULT v3.00 that works very well. But I
>have no idea from where it might be available.
>
>>
>
>--
>Walter A. Cole
>ai063@freenet.carleton.ca
>

Hello again! I believe VAULT 3.0 may be available from the National
Capital Atari Users' Group: 526-0059, 526-5159.

--
Walter A. Cole
ai063@freenet.carleton.ca

3994. Re: Anything new for old STs?

Newsgroup: comp.sys.atari.st
Date: 1993-12-23 13:14:16 UTC
From: ai063@FreeNet.Carleton.CA
Message-ID: <CIHort.I5u@freenet.carleton.ca>
Source record: 196274

In a previous article, an938@cleveland.Freenet.Edu (George II Lenzer) says:

>
>Hi,
> I've been off the net for a while and was wondering if
>anything new has come around to give the ST some new life? What
>is OS9? What is GEMBench? Is there a new LZH ttp? 9Beyond
>(oops) I meant: Beyond Quester's LZH 2.01i? Are there any new
>PD do it all de-arcing shells? Has anyone released any new
>software based emulators for the ST. (Hopefully someday someone
>will release something like PC Ditto in PD! :-)) Has anyone
>seen anything that really knocked their socks off lately? And...
>Has anyone heard of any new programs from David Becker. (The
>ZEST and DBWriter guy. Excellent stuff.)
> If you can answer any or all of the above questions,
>I would appreciate some E-mail.
> Thanx in ADVNC,
> G. II. L.
>--
> Generation X is a LIE! Don't believe the hype!
> Life still exists in the 20-something crowd.
>
> -Sensible-
>

Hi! I offer a great full-featured WP program called PROTEXT. Produced by
Arnor Ltd. 611 Lincoln Rd., Peterborough PE1 3HA, England. This has all
the bell and whistles you could need, plus a script language called
PROMERGE. Good two-part manual, plus a separate users' magazine called
EXFILE. Full of great hints and helps. Should cost about $150 US. Very
large .PRG file, about 512 Kb.

Walter A. Cole ai063@freenet.carleton.ca

--
Walter A. Cole
ai063@freenet.carleton.ca

3995. Re: Atari Emulator for Macintosh

Newsgroup: comp.sys.atari.st
Date: 1993-12-23 14:37:51 UTC
From: oddjob@oz.plymouth.edu
Message-ID: <1993Dec23.143751.2187@oz.plymouth.edu>
Source record: 196275

In article <NL5wec2w165w@lakes.trenton.sc.us> jagman@lakes.trenton.sc.us (Ken Stevens) writes:
>I had heard that there is an atari emulator for the macintosh, is
>there any truth to this,and if so, where can the software/hardware
>be purchased/downloaded. Thanks in advance.
>
>ken

As numerous people have stated.. there is no known Atari (ST) emulator
for the Mac (how about 8bit though ? The question isn't too specific).

BUT... I have seen mention in assorted places that MiNT has been
ported to the Mac by a group of Mac fanatics.....

--
E-mail un*x :oddjob@oz.plymouth.edu	Any "end-user" software that provides
*penVMS :astoffel@psc.plymouth.edu	NO avenue for user modification or
ALL-IN-1:astoffel@a1.plymouth.edu	programmability is NOT user friendly.

3996. Re: ST Mods!

Newsgroup: comp.sys.atari.st
Date: 1993-12-23 14:50:37 UTC
From: lannie@ins.infonet.net
Message-ID: <2fcb7t$4nk@insosf1.infonet.net>
Source record: 196276

In article <CIGEGH.M83@spuddy.uucp>, trojan@spuddy.uucp (David Williams) writes:
>Hi! Merry Christmas Everybody who has a decent computer (ST/TT/Falcon etc.)
>
>
>I have done the OverScan Mod to both my machines with great success, and I
>am very interested in the 32,000 colour jobbie. I am interested in the
>OTHER mods that you say you have done. Could you send me a mail, listing them?
>
>Thanks In Advance
>
>David Williams / trojan@spuddy.uucp
>
>ST's FOREVER!
>
>P.S. Never work on ST's when they are switched on. A lesson from experience.
> It needed a new CPU!!!
>
>--
>
> * Meeeow ! Call Spuddy on (0203) 364436/362560 for FREE mail & Usenet access *
I would like to do the overscan. How do I do it and are there any docs
for it? Soldering is a breeze, so let me have it!
In mail that is! :)

Lannie Schafroth / Any opinions expressed herein are not \
INS / WYSE 9000i Admin. / necessarily those of Iowa Network Services \
Lannie@ins.infonet.net

Lannie Schafroth / Any opinions expressed herein are not \
INS / WYSE 9000i Admin. / necessarily those of Iowa Network Services \
Lannie@ins.infonet.net

3997. Atari ST Software for Sale-Make Offer

Newsgroup: comp.sys.atari.st
Date: 1993-12-23 15:48:41 UTC
From: CROWDER#M#_ELAINE@MSGATE.CORP.APPLE.COM
Message-ID: <CROWDER#M#_ELAINE-231293074831@17.1.7.47>
Source record: 196277
Cross-posted to: ba.market.computers,ba.forsale,comp.sys.atari.st,ca.forsale

My friend has the remaining Atari ST software for sale. The following prices include shipping and he's willing to consider any offers. All include original diskettes and documentation.

Print Master Plus & library 1&2 + fonb & bord $18.00
Flight Simulator II + extra books $18.00
Certficate Maker & library $18.00
VIP Prof. $13.00
Silent Service $13.00
Mean18 & Famous Course I & II $18.00
Balance of Power $13.00
Zork Trilogy $13.00
Pinball Wizard $13.00
Test Drive $13.00
Prof. Craps $13.00
SkyFox $13.00
A Mind Forever Voyaging $13.00
Borrowed Time $13.00
Mindshadow $13.00
Bartenders Guide $13.00
Thunder $13.00
DB Master $13.00
Black Cauldron $13.00
Math Talk $13.00
Shareware Disk $13.00

Please email me if interested.

--
Email Address: CROWDER#M#_ELAINE@MSGATE.CORP.APPLE.COM
Applelink Address: CROWDER1@APPLELINK.APPLE.COM

3998. Atari ST Software for Sale-Make Offer

Newsgroup: comp.sys.atari.st
Date: 1993-12-23 15:52:47 UTC
From: CROWDER#M#_ELAINE@MSGATE.CORP.APPLE.COM
Message-ID: <CROWDER#M#_ELAINE-231293075354@17.1.7.47>
Source record: 196278

My friend has the remaining Atari ST software for sale. The following prices include shipping and he's willing to consider any offers. All include original diskettes and documentation.

Print Master Plus & library 1&2 + fonb & bord $18.00
Flight Simulator II + extra books $18.00
Certficate Maker & library $18.00
VIP Prof. $13.00
Silent Service $13.00
Mean18 & Famous Course I & II $18.00
Balance of Power $13.00
Zork Trilogy $13.00
Test Drive $13.00
Prof. Craps $13.00
SkyFox $13.00
A Mind Forever Voyaging $13.00
Borrowed Time $13.00
Mindshadow $13.00
Bartenders Guide $13.00
Thunder $13.00
DB Master $13.00
Black Cauldron $13.00
Math Talk $13.00
Shareware Disk $13.00

Please email me if interested.
--
Email Address: CROWDER#M#_ELAINE@MSGATE.CORP.APPLE.COM
Applelink Address: CROWDER1@APPLELINK.APPLE.COM

3999. Atari's Stock--Plunge in $$ revealed...

Newsgroup: comp.sys.atari.st
Date: 1993-12-23 17:08:57 UTC
From: x91mikowski@gw.wmich.edu
Message-ID: <1993Dec23.120857.13650@gw.wmich.edu>
Source record: 196280

Hi,

A few folks were wondering why Atari's stock has plummeted in recent weeks, so I thought I'd shed some light on the subject with a few facts.

1. An anaylst on CNBC made the comments that "Atari stock is overvalued at $10/share, and should fall to ~$4.50 in a few months."

2. The next day, options trading opens on ATC for the AMEX which allows one to "bet" on the future price of ATC stock at $5, $10 and $15. That analyst probably bought quite a few options at $5 for herself and her clients and probably had prior knowledge of that announcement. In this type of trading a much larger margin can be made on a small move towards your option price.

Later,
Bernard

4000. How to deinstall Minix filesystem?

Newsgroup: comp.sys.atari.st
Date: 1993-12-23 17:56:40 UTC
From: jules@cs.ruu.nl
Message-ID: <CII1uG.7Iw@cs.ruu.nl>
Source record: 196281

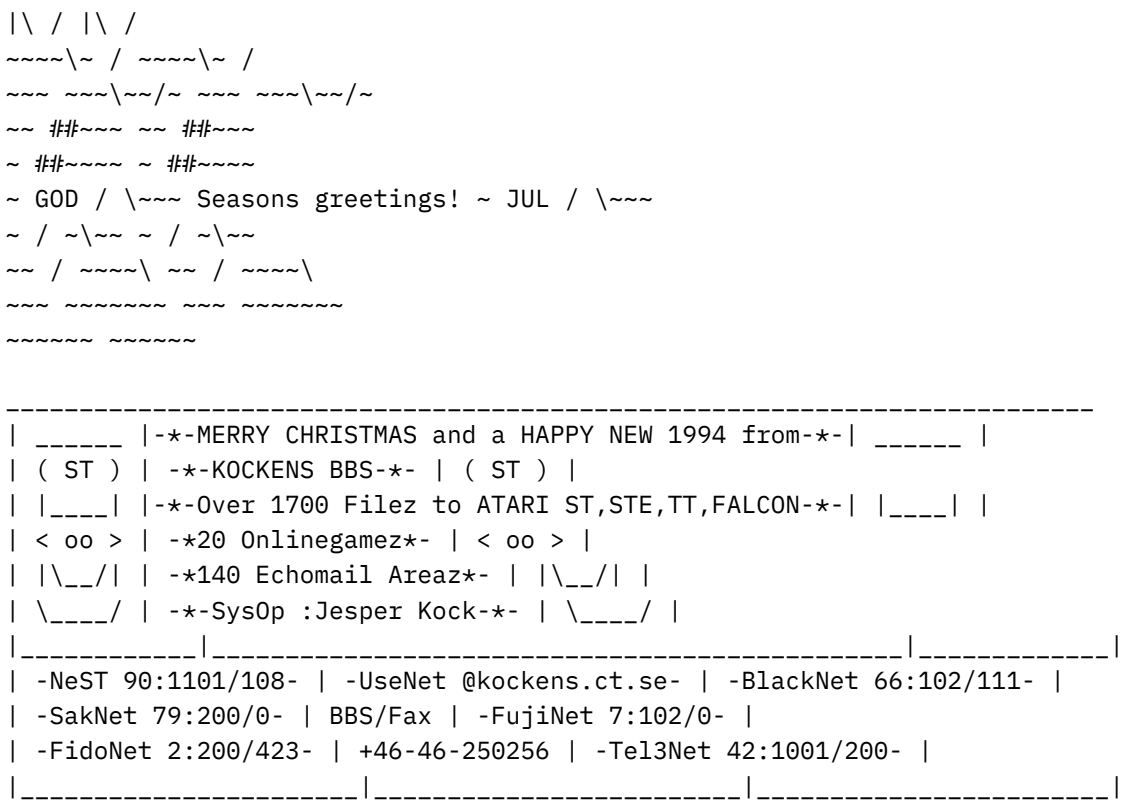
Recently I installed the Minix filesystem which comes with MiNT on a partition of my hard disk, just to try it. I decided that I don't want to keep it, but how do I get back to the regular filesystem without having to format the *whole* harddisk? I tried zeroing the partition and it seemed to work, but now 1.5 MB are used although the partition is completely empty?!

Thanks in advance,

-- Jules
--
Jules Vleugels, Department of Computer Science, Utrecht University,
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
Telephone: +31-(0)30-53-3922
Telefax: +31-(0)30-51-3791 Email: jules@cs.ruu.nl

4001. Merry Christmas!!

Newsgroup: comp.sys.atari.st
Date: 1993-12-23 18:31:00 UTC
From: jesper_kock@kockens.ct.se
Message-ID: <2d19e403@kockens.ct.se>
Source record: 196293



4002. High resolution color for the ST?

Newsgroup: comp.sys.atari.st
Date: 1993-12-23 19:13:27 UTC
From: PETERS@bdt.COM
Message-ID: <CII5EF.JDr@bdt.com>
Source record: 196282

Wouldn't it be great to be able to hook up a high resolution color monitor to your ST (that includes monochrome, of course)? Is there just no economical way to do this? There must be a few other ST owners out there besides me who would shell out a few bills for the hardware----as demonstrated by our delight in being able to upgrade TOS, RAM capacity, etc. (so that our beloved software [like Pagestream, etc] runs even better!]

4003. Re: GCC >=2.5.7 not for 68000 ST�s ?????

Newsgroup: comp.sys.atari.st
Date: 1993-12-23 19:26:54 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.Vsu_lq5soCE@semprini.waterloo-rdp.on.ca>
Source record: 196210

In <CIG35t.7EL@muster.hrz.uni-giessen.de>, Konstantinos Xonis writes:
> Hi all
> I have heard some roumors saying that from GCC 2.5.7 the 68000
> is no longer supported, and that there are plans to drop the 68k
> out of the GCC.
>
> Any comments in that roumor ???
>
> I hope it is just a roumor !!!

I've heard a similar rumour. Sounds like the Free Software Foundation's
been bitten by the Microsoft Bug -> upgrade or forget about it.

> When is a new "as bugfree as possible" GCC-release for the ST even
> with a 68000 inside expected ??

Well, 2.4.5 works pretty well, even for C++ programming...

--
------------------==----------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

4004. Re: Tetris

Newsgroup: comp.sys.atari.st
Date: 1993-12-23 19:39:34 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.HPiK3M63xmc@semprini.waterloo-rdp.on.ca>
Source record: 196211

In <2f2fbp$bp3@golem.wcc.govt.nz>, Steve Wells writes:
> BTW - Is there a *color* version of an 'ACC-Tris' like program, that works
> in English!? (A game like that doesn't really matter as far as language
> is concerned, but why it had to be in mono... :(

'cause all of us serious users (who need to play Tetris) have monochrome
monitors... :-)

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

4005. Re: Demo of Minter's Hardcore

Newsgroup: comp.sys.atari.st
Date: 1993-12-23 20:00:50 UTC
From: Paul.Civati@mettav.royle.org
Message-ID: <756706502.0@mettav.royle>
Source record: 196207

On 15 Dec 93 at 22:51:00 (Patrik Sanfridsson) wrote the
following:

>> Just don't play it if you're suceptable to epilepsy, it can
get
>> quite hard to see what's going on sometimes.
>> ;-)
>>
>> I quite like the bit where you get "RAVE!" in the middle of
the
>> screen and the different bit of music, plus the Wayne's
World
>> "Excellent!" sample.
>
> Will this game be Falcon compatible when released, as I understand
the
> demo version isn't?

IIRC the demo version runs fine on the falcon, not sure if there ever will be a
full version, the demo was released ages ago and nothing AFAIK has been heard
about it
since.

> And the very same to you and everyone else! May you all receive a
> Jaguar for Xmas! ;-)

I can dream... ;-)

Christmas Greetings, -Paul-

--
~=~
||| FidoNet 2:254/108.1 -=- AtariNet 51:502/102 -=- NeST 90:102/142 |||
/ | \ TurboNet 100:1011/0.1 - InterNet: paul.civati@mettav.royle.org / | \
~=~
Serious computing? Subscribe to ST Applications! (Mail me for more info...)

* Origin: Paul's Point, London/Surrey UK [InterNet/UseNet] (100:1011/0.1)

4006. Re: Next Atari Show in UK, and some thoughts....

Newsgroup: comp.sys.atari.st
Date: 1993-12-23 20:01:22 UTC
From: Paul.Civati@mettav.royle.org
Message-ID: <756706502.1@mettav.royle>
Source record: 196208

On 16 Dec 93 at 20:41:43 ("Ofir Gal") wrote the following:

>> og>But 200 pounds on the T28 might not be such a bad investment.
>> Unless you have an STe, of course!
>
> Why an STE? STEs run at 8MHz.

I think he meant because there aren't any versions of the T28 for the STE.

I hear SysSol may be getting some though.

Christmas Greetings, -Paul-

--
~=~=~=

4007. Re: FreeZe Dried Terminal 3.0

Newsgroup: comp.sys.atari.st
Date: 1993-12-23 20:17:21 UTC
From: rcollins@magnus.acs.ohio-state.edu
Message-ID: <2fcuch$a33@charm.magnus.acs.ohio-state.edu>
Source record: 196283

```
In article <2fc01b$1vb@mits.mdata.fi> paetau@mits.mdata.fi (Rasmus Paetau) writ
es:
>In article <2f8cpc$aoq@u.cc.utah.edu>,
>Eric.Jolley <ewj8218@u.cc.utah.edu> wrote:
>
>>I had heard FreeZe Dried Terminal 3.0 was going to be released and distribute
d
>>by Atari United. Does anyone know the status of this?
>
>I've heard that too, but I think the next FreeZe will be version 2.30
>and not 3.0. Aaron has said that he doesn't have enough time to
>provide users with proper support, so he has arranged for Atari United
>to handle the support side of things while he does the programming.
>
>--
>-------------------------------------------------------------------------
>| Rasmus Paetau (paetau@mits.mdata.fi) | Seeing is believing |
>-------------------------------------------------------------------------
>
This is reprint of an article on the net:

Article 65612 (21 more) in comp.sys.atari.st:
From: ABARBIERO@delphi.com
Subject: Re: FreeZe Dried Terminal 3.0
Date: Thu, 23 DEC 93 02:47:32 EST
Organization: Delphi Internet
Lines: 10
NNTP-Posting-Host: delphi.com

Atari United will be carrying version 2.30 of Freeze Dried Terminal,
Aaron Hopkins is working on version 3.0 as we speak, and hopefully early
next year he will have it done. I will post further info about this
as I hear it. If you want to talk to Atari United directly, just
send mail to me (My wife is the co-founder) or to BIBLINSKI@DELPHI.COM

I hope this helps.

Andreas@AEO
ABARBIERO@Delphi.com

Via Raymond Collins
rcollins@magnus.acs.ohio-state.edu
Atari TT030, 4/4Meg RAM, 245Meg HD
```

4008. Paul Tuijnman

Newsgroup: comp.sys.atari.st
Date: 1993-12-23 20:42:04 UTC
From: brusch@eslapion.sh.sub.org
Message-ID: <Up-DLXUEAUQ@eslapion.sh.sub.org>
Source record: 196213

I received both of your letters. But I'm unable to answer by mail, I get
always an mail error when I'm writing to you .... :-(

Stefan

--

-- --
** Stefan Brusch, Am Bast 15, 25335 Bokholt-Hanredder, Germany, Earth **
** email (UseNet / Subnet) : brusch@eslapion.sh.sub.org **
-- --

You can SEE it and it's there: It's REAL.
You cannot SEE it but it's there: It's VIRTUAL.
You can SEE it but it's not there: It's ARCHITECTURE.
You cannot SEE it and it's not there: It's GONE.

4009. Re: Anything new for old STs?

Newsgroup: comp.sys.atari.st
Date: 1993-12-23 21:35:49 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2fd2vl$hpn@golem.wcc.govt.nz>
Source record: 196287

BTW, if Lharc 2.32's author is reading this....

It doesn't seem to like lh1 archives with comments.
Archives created with 2.32 are not very friendly with earlier versions, and sometimes, not even with the same version on other machines (I have seen this happening... It works fine on my machine, but won't un-LZH after uploading it to a BBS. I can download it, and it un-LZH's, but even un-LZH'ing it locally refuses to work correctly!

Are the default settings made to produce the exact same headers as Questers Lharc - as otherwise, that may account for much of the problems...

/--\
| If there's a 50/50 chance of something going wrong, O O |
| you can be 100% sure that it will! o |
| WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand _/ |
\- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/

4010. Re: Atari Emulator for Macintosh

Newsgroup: comp.sys.atari.st
Date: 1993-12-23 21:37:41 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2fd335$hpn@golem.wcc.govt.nz>
Source record: 196288

The Spectre GCR is a mac' emulator for the ST. Not an ST emulator for
the mac'. AFAIK there is no hardware emulator for the mac', but with
use of a mac' version of MiNT, it can emulate bits 'n' pieces....

(No doubt, I will be proven wrong... :)

```
/------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, O O |
| you can be 100% sure that it will! o |
| WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/
```

4011. Re: Piracy (was: Re: Anyone cr

Newsgroup: comp.sys.atari.st
Date: 1993-12-23 21:40:35 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2fd38j$hpn@golem.wcc.govt.nz>
Source record: 196290

The protection is checked *ONCE* at loading of the program. So, running
it under M-task systems isn't a problem, just pop up an alert box 'Insert
[x program] key disk into drive' and then check it, and continue.

```
/-------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, O O |
| you can be 100% sure that it will! o |
| WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/
```

4012. Re: How do I transfere data to an IBM PC ????

Newsgroup: comp.sys.atari.st
Date: 1993-12-23 21:43:42 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2fd3ee$hpn@golem.wcc.govt.nz>
Source record: 196289

Format a disk on the PC:/

FORMAT /F:720 A:

(Replace A: whatever drive has a 3.25-inch drive attached).

This will format a disk readable by the PC, and the Atari, which you can
then copy any files from the ST onto, and then read them with the PC.
Saving the files as plain ASCII should make them importable into most
PC word-processors etc. (Some are fussy about certain characters such
as line-feeds/carriage returns being omitted etc.)

```
/-------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, O O |
| you can be 100% sure that it will! o |
| WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/
```

4013. Re: Anything new for old STs?

Newsgroup: comp.sys.atari.st
Date: 1993-12-23 21:44:52 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2fd3gk$hpn@golem.wcc.govt.nz>
Source record: 196291

```
Use Atari-Works, Protext is not GEM-friendly, and has a really terrible
color scheme! :)

/------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, O O |
| you can be 100% sure that it will! o |
| WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/
```

4014. Re: Atari Emulator for Macintosh

Newsgroup: comp.sys.atari.st
Date: 1993-12-23 23:25:36 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CIIH2p.I94@cix.compulink.co.uk>
Source record: 196298

>> : I had heard that there is an atari emulator for the macintosh, is
>> : there any truth to this,and if so, where can the software/hardware
>
>To answer the question; to the best of my knowledge there is no emulator
>on the macintosh to emulate an Atari. However, if you have a PC, there is

I have a French ST mag from a couple of years back which details such an emulator. It never surfaced in the UK and I really don't know if it was anything more than vapourware. The screen pics were convincing though, but my French wasn't up to it ;-)

I'll see if I can dig it out.

Roland.

Ps. This is my first USENET message - and if it works I'll be amazed! :-)

4015. Re: Cant get MSDOS to read or format SS disks

Newsgroup: comp.sys.atari.st
Date: 1993-12-23 23:57:48 UTC
From: leonard@qiclab.scn.rain.com
Message-ID: <1993Dec23.235748.22094@qiclab.scn.rain.com>
Source record: 196295
Cross-posted to: comp.sys.ibm.pc.misc,comp.sys.mac.misc,comp.sys.atari.st,comp.os.msdos.misc

dc25@cornell.edu (Dan Coleman) writes:

>I've been trying to transfer files off my ancient Atari 520st to a MacSE
>via MSDOS. Because the 3.5" 360k drives on my ST won't read an MS-DOS
>formatted 720k disk, I can't start the process. Does anyone know how I can
>get MS-DOS to

> 1) format a 3.5" disk single-sidedly? or
> 2) read single-sided atari disks?

In config.sys, use DRIVER.SYS to define a 3.5 single-sided drive:

device=driver.sys /d:0 /h:1

This defines the first physical drive as *also* being a new drive (the letter
will be after all drives defined/found previously) that is 360k 80 track,
single sided. Format disks on that drive and the ST will read write them with
no problem.

There's also a program floating around that'll let you make the ST format
disks so the PC can read them, and another that "corrects" the formatting
using the PC, but I find this approach the simplest.

Obviously, if your 3.5 drive is B:, then you change the /d:0 to /d:1.

--
Leonard Erickson leonard@qiclab.scn.rain.com
FIDO: 1:105/51 Leonard.Erickson@f51.n105.z1.fidonet.org (preferred)

4016. Re: Cant get MSDOS to read or format SS disks

Newsgroup: comp.sys.atari.st
Date: 1993-12-24 00:02:04 UTC
From: leonard@qiclab.scn.rain.com
Message-ID: <1993Dec24.000204.22399@qiclab.scn.rain.com>
Source record: 196296
Cross-posted to: comp.sys.ibm.pc.misc,comp.sys.mac.misc,comp.sys.atari.st,comp.os.msdos.misc

mcovingt@aisun3.ai.uga.edu (Michael Covington) writes:

>DOS should read single-sided disks with no trouble. I used to do it all
>the time in DOS 2.1 days...

>To format a disk under DOS as single-sided, use the single-sided option
>(I think it's "/1"). There is also an option to use 8 sectors per track
>instead of 9 (I think that's "/8"), which you might try using.

Won't work. The earlier version of the Atari OS did something weird
with the location of the first sector. They could read amd write disks
formatted on PCs but not the other way around.

/1 only works on 5.25" drives. You have to define a single-sided 3.5"
drive with driver.sys to make the kind of disks he needs.

--
Leonard Erickson leonard@qiclab.scn.rain.com
FIDO: 1:105/51 Leonard.Erickson@f51.n105.z1.fidonet.org (preferred)

4017. Re: Atari Emulator for Macintosh

Newsgroup: comp.sys.atari.st
Date: 1993-12-24 00:55:40 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2fdemc$aog@news.dmpe.CSIRO.AU>
Source record: 196205

In article <1993Dec22.083828.15849@bradford.ac.uk> S.P.Taylor@bradford.ac.uk (Steve Taylor) writes:
>: I had heard that there is an atari emulator for the macintosh, is
>: there any truth to this,and if so, where can the software/hardware
>: be purchased/downloaded. Thanks in advance.
>
>Yes there is. Its called Spectre GCR and is made by Dave Small / Gadgets
>by Small.
>

Urp! Slow down when readin Steve! What was posted was is there an ATARI Emulator for a MacIntosh! Not a Mac Emulator for the Atari!

Also emulators to note are:
Spectre 128 (Anyone wanna buy one with ROMs Installed!?)
Magic Sac (Very Old now ...) and
Alladin!

Best Regards,

Karl!
--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| Work: +61 3 252 6222 Fax: +61 3 252 6244 Home: +61 3 853 9622 |

4018. Re: Piracy (was: Re: Anyone cracked Cubase

Newsgroup: comp.sys.atari.st
Date: 1993-12-24 00:59:19 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2fdet7$aoj@news.dmpe.CSIRO.AU>
Source record: 196206

>I bet you'd think about it a bit more if you had three programs that
>used dongles... or five... or a dozen.
>
Here at work there are lots of dongles for programs, namely programs such as AutoCad, etc. They seem to daisy-chain together quite well, I know of one guy who has 3 dongles all linked together quite happily, and I think he can still even use his printer!

Anyway, even if a dongle is used, way back in the late '80s when there were one or two dongles for atari software, I did see some software which had the dongle check hacked out of it ....

Karl.
--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| Work: +61 3 252 6222 Fax: +61 3 252 6244 Home: +61 3 853 9622 |

4019. Re: Cant get MSDOS to read or format SS disks

Newsgroup: comp.sys.atari.st
Date: 1993-12-24 01:10:49 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2fdfip$gv8@mailer.fsu.edu>
Source record: 196294
Cross-posted to: comp.sys.ibm.pc.misc,comp.sys.mac.misc,comp.sys.atari.st,comp.os.msdos.misc

ps@ocisgi7 wrote:
>
> Oh, it IS true, but due to a diffirent reason: In it's infinite wisdom,
> IBM hardwired HD-media sense signal into AT FDC bit rate select login, so
> that it will refuse to select a 250,000bps bit rate with HD media inserted
> and 500,000bps with DD media. (Let me note that, curiously enough, it will
> _not_ refuse to select 125,000bps and 300,000bps rates on any of media types,
> although these are even more alien for 3" disks). So, probably, your controller
> just silently formatted your disk at the 500,000bps data rate with 9 sectors
> per track, giving it the appearance of DD one, but making it unreadable in
> by DD controllers anyway. Just make sure you always use the correct media, and
> all your drives are properly adjusted, and you'll be fine with 3" DD disks
> written in 3" HD drives...

This reminds me of a humorous experience I had while wearing my sysadmin hat. We had a visiting Japanese scholar who had brought with him a box of floppies containing a book he had written. His entire visit revolved around the files contained on those floppies, so imagine his dismay when none of them could be read in any PC tried (which was many). Finally, I am consulted. This poor Japanese guy, surrounded by various faculty members who were hosting him, explains his problem and asks if I can help. Feeling lucky, I nonchalantly grabbed a roll of electrician's tape, taped over the HD detect hole on one of the disks, and stuck it in the drive (getting some very funny looks in the process). Bingo, it read fine! I thought the guy was going to faint, he was so happy :-).

Of course, his problem was that he purchased a box of DSHD disks, but his PC had an old DSDD drive. The drive cheerfully ignored the HD detect hole and formatted them DSDD. However, when stuck in a HD drive, the HD detect hole (in conjunction with braindead MSDOS) would not allow the disks to be read.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4020. Re: Wanted: FAX program info

Newsgroup: comp.sys.atari.st
Date: 1993-12-24 01:46:47 UTC
From: Lexicor@world.std.com
Message-ID: <CIInM0.DFB@world.std.com>
Source record: 196297

To my knowledge these programs support Fax:

Straight Fax, QFax, QFax Pro and soon Connect 2.50..

Yat

4021. Re: Bolo on ST

Newsgroup: comp.sys.atari.st
Date: 1993-12-24 02:38:28 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2fdkn4$l9j@golem.wcc.govt.nz>
Source record: 196300

There was a monochrome only version of bolo released into the PD a
few years back. try the atari/Games/ directory at atari.archive.umich.edu
or the pub/atari/games/ directory at cs.tu-berlin.de

(I can't remember clausthals' address... What is the mail-server address
for clausthal!?)

/--\
| If there's a 50/50 chance of something going wrong, O O |
| you can be 100% sure that it will! o |
| WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand _/ |
\- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/

4022. Re: STORM DON'T WORK

Newsgroup: comp.sys.atari.st
Date: 1993-12-24 03:30:27 UTC
From: Gordie Meyer ATARI UNITED cofounder <BIBLINSKI@delphi.com>
Message-ID: <931223.81027.BIBLINSKI@delphi.com>
Source record: 196201

Stacey,

Aaron has v2.30 in alpha test now, and should have it beta testing after Christmas. ATARI UNITED! will be handling all upgrades and new registrations, as well as doing some ongoing support via a bimonthly newsletter. Watch for our announcement when v2.30 is ready for public consumption.

(He's also working on v3.0... Which could be rather amazing, if he manages to do all the things he's thinking about.)

--
..|'''.| '|| || > Gordie Meyer
.|' ' .... || ... . > P.O. Box 1982
|| .... .| |. ||' '' .' '|| || || .|' > Ames, IA 50010-1982
'|. || || || || |. || || ||' > USA
''|...'| '|..|' .||. '|..'||. .||. '|..|' > biblinski@delphi.com
==> This sig idea flagrantly stolen. So sue me. > ATARI UNITED!

4023. Re: STORM don't work

Newsgroup: comp.sys.atari.st
Date: 1993-12-24 04:15:40 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <H.eg.AWX6Y7adfRk@albemuth.equinox.gen.nz>
Source record: 196203

stvj@pan.com (Steve V. Johnson) writes:
> John,
> Have you tried changing the screen set-up? It's under the 'system
> set-up' button on the main page. You can even save different settings for
> different connects...

I did try everything I could find, though it's a while since I looked at
it. I'll probably have another look.

Cheers,
--
|John Collis
|Email to: john@albemuth.equinox.gen.nz
|or: John_Collis@equinox.gen.nz
|Phone: +64-3-379-8921

4024. Is there still a binaries newsgroup??

Newsgroup: comp.sys.atari.st
Date: 1993-12-24 04:26:14 UTC
From: crubel@encore.com
Message-ID: <CIIuzs.9zK@encore.com>
Source record: 196202

Hi all-- and Happy Holidays,

Just wondering if there is still an Atari binaries
newsgroup, I haven't received any new listings in quite awhile
and well who knows if this old computer is working right or not.
Anyhow I'ld sure like to know, and I'ld also like to know
the best FTP site(s) for the ST.
Thanks in advance for the info. I've been out of touch with
the atari for awhile and am getting back into it again.

Curtis Rubel
crubel@encore.com

4025. slip for st

Newsgroup: comp.sys.atari.st
Date: 1993-12-24 06:38:34 UTC
From: ad717@yfn.ysu.edu
Message-ID: <2fe2pa$nps@news.ysu.edu>
Source record: 196204

Is there slip software for st ?
Please reply by Email to ecunning@heartland.bradley.edu
as I dont read this news group.
Thanks in advance

--
Edward Cunningham

4026. Re: STraight FAX 2.0

Newsgroup: comp.sys.atari.st
Date: 1993-12-24 12:50:04 UTC
From: miff@apanix.apana.org.au
Message-ID: <2feohs$slg@olivaw.apanix.apana.org.au>
Source record: 196224

rickard_troedsson@troed.ct.se (Rickard Troedsson) writes:

>In a message of 18 Dec 93 17:14:44, Jesper Kock wrote:

>JK> Since the 1.7Rom -----> Supra now is working 100%!

>Well, they had to work around Rockwell's bugs, maybe they did a good job ..
>maybe they didn't ... sofar Supra is the ONLY modem built on the Rockwell
>chipsets that works ...

That, my dear and sarcastic friend, is complete and utter _crap_.

>+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +

And that is, in part, why.

At least, if it's not, why does my Maestro 144FM work so well?

--
mike smith : miff@apanix.apana.org.au - Silicon grease monkey
"The question 'why are the fundamental laws of nature mathematical'
then invites the trivial response 'because we define as fundamental
those laws which are mathematical'". Paul Davies, _The_Mind_of_God_.

4027. Re: Is there still a binaries newsgroup??

Newsgroup: comp.sys.atari.st
Date: 1993-12-24 14:30:57 UTC
From: avg@cwi.nl
Message-ID: <CIJMzL.9p2@cwi.nl>
Source record: 196209

crubel@encore.com (Curtis Rubel) writes:

> Just wondering if there is still an Atari binaries
>newsgroup, I haven't received any new listings in quite awhile
>and well who knows if this old computer is working right or not.
> Anyhow I'ld sure like to know, and I'ld also like to know
>the best FTP site(s) for the ST.
> Thanks in advance for the info. I've been out of touch with
>the atari for awhile and am getting back into it again.

The comp.binaries.atari.st and comp.sources.atari.st are still there, and
are currently moderated by Steven Grimm. Mainly due to the popularity
of ftp archives (good ones are atari.archive.umich.edu,
src.doc.ic.ac.uk, ftp.uni-muenster.de and ftp.cs.ruu.nl and many
more), little is contributed to these groups.

Steven and I have been talking about transferring the moderatorship for
the groups. If everything goes well, I will start working on the groups
soon. Steven maintained an archive with all the binaries and sources posted
on the groups; those will probably go away.

I will investigate the possibilities to extend the purposes of the
groups to make them more useful. As most people have ftp access
nowadays, it should be useful if there is a newsgroup with
announcements of what new things are posted to the ftp archives, in a
consistent format, with a good description of what (binaries, sources
as a main distinguishing feature) is in the archive. A good example of
a well-documented ftp site is sol.cs.ruu.nl. In the INDEX file at this
archive, the files are classified using a system of letter codes.

I hope the archive maintainers will not mind my showing a short extract:

lhxarc.zoo 910705 de Unpack LHARC files. V1.04
pfx.zoo 901212 de LHARC compatible executable shrinker
stzip.tos 931202 de c PKZip archiver clone, V2.3
unarj.zoo 930119 des Unpacker for arj files, V2.30
unlzh.arc 900227 de Extract files from LHARC archive. V1.4
^^^^
where
d: documents included
e: contains executable
s: contains sources
c: software was checked and works at first view

I shall certainly include more detailed information, such as on what
computers it works, how much memory is required, etcetera. It should

be noted that the binaries and sources groups already follow a similar convention.

I would appreciate your thoughts about this issue; I should like to use the groups for both binaries/sources themselves and announcements, but still with the distinction between binaries and sources. There should also be regular postings containing descriptions of the archives and what can be found where. I shall also contact the maintainers of current ftp archives about proper communication of new uploads. For example, the file 'how.to.upload' at atari.archive could contain the urgent suggestion that after uploading, an announcement is sent to the maintainer of the proper group (comp.sources.atari.st or comp.binaries.atari.st).

Currently, the maintainer is koreth@hyperion.com. Sources should be sent to atari-sources@spud.hyperion.com, binaries to atari-binaries@spud.hyperion.com. In the near future, this will probably be changed to avg@cwi.nl for all purposes. More information will soon be posted on the relevant groups.

Comments and suggestions are welcome. (mail or post on comp.sys.atari.st).

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 799
1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740

4028. Re: Archiver Wars (was Re: GCC)

Newsgroup: comp.sys.atari.st
Date: 1993-12-24 15:13:00 UTC
From: Christian_Grunenberg@s2.maus.de
Message-ID: <A13623@S2.maus.de>
Source record: 196236

CH>There are also C versions of lharc (Japanese, but easy to build on a
CH>UNIX system)

The latest Unix-LHA (2.05) is written in C and in English! Seems to be very
portable...

CH>Feel free to whip this into the Software FAQ or your local archiver
CH>flame fest. No clear winners in any category, really... the
CH>differences between archivers in the same class (for compression and
CH>for time) are rather insignificant.

Ever tried to compress/decompress more than one big file, i.g. the source-code of the MiNT-library? You will recognize that the situation isn't the same as before because LHarc will take advantage of it. I could easily make
new statistics showing that LHarc compresses 10 times faster and better than
gzip or ST-Zip in some cases. ;-)

Criss

4029. How do I transfere data to an IBM PC ??

Newsgroup: comp.sys.atari.st
Date: 1993-12-24 16:05:56 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <756774168.AA02304@byte.bbs.no>
Source record: 196216

```
>Format a disk on the PC:/

>FORMAT /F:720 A:

If the PC has DOS version < 5.00 it doesn't have the /F option
and you have to use: FORMAT A: /N:9 /T:80 (9 sectors, 80 tracks)

Lars-Erik 0sterud / E-mail: Lars-Erik.Osterud@byte.bbs.no
Atari Developer / ABK-BBS: +47 67132659 V.32bis Data+Fax
SysOp ABK-BBS /

-- ReadMail ST
```

4030. Wanted: FAX program info

Newsgroup: comp.sys.atari.st
Date: 1993-12-24 16:06:02 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <756774168.AA02305@byte.bbs.no>
Source record: 196217

```
>a summary of currently available FAX programs for the ST line.
>PD, commercial, shareware, etc.. whatever, anything would help me.

TeleOffice from TKR in Germay is GREAT !!!!
Even bulid in mini-DTP to make faxes from pictures and text-files
Needs class2 fax-modem however

Lars-Erik 0sterud / E-mail: Lars-Erik.Osterud@byte.bbs.no
Atari Developer / ABK-BBS: +47 67132659 V.32bis Data+Fax
SysOp ABK-BBS /

-- ReadMail ST
```

4031. Re: gas...anybody listening?

Newsgroup: comp.sys.atari.st
Date: 1993-12-24 17:16:42 UTC
From: jhurwitz@access2.digex.net
Message-ID: <2ff85q$7bm@access2.digex.net>
Source record: 196212

In article <1993Dec23.122724.28500@govonca.gov.on.ca>,
Phil Mills <millsp@govonca.gov.on.ca> wrote:
>Having posted five messages on various topics lately with 0 responses,
>I'm beginning to wonder whether they're only *seeming* to get out, or
>whether their content is too esoteric (or stupid) to be worth a reply.
>
>As an attempt to quell my paranoia, here's a fairly straightforward
>request:
> The GNU gas assembler says that it accepts Motorola syntax as well
>as MIT syntax and, in most cases, seems to do so. However, the
>statement
>
> movel (a0)+, (a1)+
>
>gives two instances of the error, "Missing operand value assumed
>absolute zero."
>
>What is it trying to tell me, and what is the correct way to do
>address register post-increment?
>
>(Using Motorola operator syntax, "move.l," gets me "Unknown
>operator...statement ignored.")

It has nothing to do with any of that...Simply put, ATARI IS DEAD!!!

Those who think the Jaguar is going to revive thing are dreaming.

There is little to no press coverage after the initila minor blurbs that
popped up here and there....

ATARI IS A DEAD PLATFORM FACE THE FACTS!

```
__/ / . + .
_/__/_/\
_/____/ \/ J. Hurwitz ,
. / / \/| . *
/ / /|/ In DX7 Heaven . o
/_____/ / |
/____/\\/ / Roaming Cyberspace "Space is the place"
/ o \ || / .
| o o |// . -Sun Ra +
\o o// jhurwitz@access.digex.com
--^-- . *
+ ' +
```

4032. Re: gas...anybody listening?

Newsgroup: comp.sys.atari.st
Date: 1993-12-24 19:22:25 UTC
From: millsp@govonca.gov.on.ca
Message-ID: <1993Dec24.192225.11526@govonca.gov.on.ca>
Source record: 196214

In <2ff85q$7bm@access2.digex.net> jhurwitz@access2.digex.net (j. hurwitz) writes:

>In article <1993Dec23.122724.28500@govonca.gov.on.ca>,
>Phil Mills <millsp@govonca.gov.on.ca> wrote:
>>
>>What is it trying to tell me, and what is the correct way to do
>>address register post-increment?
>>
>>(Using Motorola operator syntax, "move.l," gets me "Unknown
>>operator...statement ignored.")

>It has nothing to do with any of that...Simply put, ATARI IS DEAD!!!

...

>ATARI IS A DEAD PLATFORM FACE THE FACTS!

Non sequitur: . . . 2) Any spoken or written comment marked by a
lack of relevance to what has preceded it.

(Oh, well. I wanted confirmation that my posts were getting out; I
guess I got it.)

> __/ / . + .
> _/__/_/\
> _/____/ \/ J. Hurwitz ,
> . / / \/| . *
> / / /|/ In DX7 Heaven . o
> /_____/ / |
> /____/\\/ / Roaming Cyberspace "Space is the place"
> / o \ || / .
> | o o |// . -Sun Ra +
> \o o// jhurwitz@access.digex.com
> --^-- . *
>+ ' +

4033. TC screen grabber & QWK reader

Newsgroup: comp.sys.atari.st
Date: 1993-12-24 19:58:00 UTC
From: Don_Maple@kr.maus.de
Message-ID: <A38538@KR.maus.de>
Source record: 196246

Hi guyz!

Two short Qs:

Is there already a True Color screen grabber for the Falcon out there?
(The graphic file format is of no consequence as long as it's not
lossy...)

Does anyone know of a QWK off-line reader for the ST?

Thanx muchly!

Don

P.S. ===> If answering by email please use: donm@ucon.gun.de

4034. CoNNect problems

Newsgroup: comp.sys.atari.st
Date: 1993-12-24 20:01:01 UTC
From: Jan_Willekens
Message-ID: <2d1b58e7@p12.f202.n281.z2.fidonet>
Source record: 196193

Hello All!

23 Dec 93 10:34, Wolfgang Wander wrote to All:

>> 18 Dec 93 08:40, Michael Baffoni wrote to All:

Well, actually I did write it...

>> If features would have been added (features, not bug removal,
>> that always should come for free) which justify the increase in
>> registration fees, I wouldn't be complaining. I don't see these
>> in 2.40, so I think the increase isn't justified.

WW> Think for all the new features since version 1.0 which didn't
WW> cost you a penny of update fee and stop complaining...

I have registered since version 2.20....

Greetings... - Jan -

--- GEcho 1.00
* Origin: Fidonet: 2:281/202.12 Internet: jan@nextjk.wlink.nl (2:281/202.12)

4035. Re: Elite 2

Newsgroup: comp.sys.atari.st
Date: 1993-12-24 20:01:58 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2ffhrm$pfn@golem.wcc.govt.nz>
Source record: 196215

AFAIK NVDI only supports resolutions that are handled by its NVDI.SYS files.

Of which Overscan isn't one....

Yes/No!?

```
/------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, O O |
| you can be 100% sure that it will! o |
| WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/
```

4036. Boot from drive B

Newsgroup: comp.sys.atari.st
Date: 1993-12-24 22:01:04 UTC
From: plouie@wet.COM
Message-ID: <5883@wet.UUCP>
Source record: 196219

I need to boot off of drive B on my ST and I've been seeing advertisements in UK magazines about a cable that allows you to boot off of drive A or B. I believe it's from Ladbroke Computing for five pounds. Has anyone tried this cable before? I need to know how well it works. Thanks.

-Phil
plouie@wet.com
p.louie1@genie.geis.com

4037. Re: Atari Emulator for Macintosh

Newsgroup: comp.sys.atari.st
Date: 1993-12-24 22:02:04 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1993Dec24.220204.5313@bradford.ac.uk>
Source record: 196218

lannie@ins.infonet.net wrote:
: Steve,
: He wants to know if there is an Atari emulator, not a MAC emulator. :)

Whoops soory everybody. When I am connected in by modem, I tend not to
read things properly.

Merry Xmas everybody,

Steve Taylor.

4038. Re: None

Newsgroup: comp.sys.atari.st
Date: 1993-12-24 22:07:40 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CIK84s.2I0@cix.compulink.co.uk>
Source record: 196221

In message <2ffhkh$pfn@golem.wcc.govt.nz>, wells_s@ix.wcc.govt.nz said:
>
>Overscan produces a screen-resolution that NVDI doesn't recognises, which
>confuses it no end. It has set res's in it's NVDI SYS files.
>

NVDI is res-independant. The drivers are for number of planes in use. It
has drivers for 1,2,4,8 and 16 bit displays. Warp 9 does not run in 16 bit
colour and is very slow at anything other than monochrome compared to NVDI.

Ofir ogal@cix.compulink.co.uk

4039. AVK

Newsgroup: comp.sys.atari.st
Date: 1993-12-24 23:18:22 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <756801155.AA02307@byte.bbs.no>
Source record: 196226

Does anyone know the newest version of AVK (Atari Virus Killer) ?
Richard - Are you still out there (forgot to write down your adress) ?

Lars-Erik 0sterud / E-mail: Lars-Erik.Osterud@byte.bbs.no
Atari Developer / ABK-BBS: +47 67132659 V.32bis Data+Fax
SysOp ABK-BBS /

4040. Re: MEDUSA T40

Newsgroup: comp.sys.atari.st
Date: 1993-12-24 23:22:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A61325@M4.maus.de>
Source record: 196244

>Why do Medusa (Swiss?) license Benelux ROMs? Surely it would be more
>sensible in the long term to license 4.04 ROMs which are
>internationalised.

...but require Falcon compatible hardware, which the Medusa doesn't have.

4041. Re: STraight FAX 2.0

Newsgroup: comp.sys.atari.st
Date: 1993-12-24 23:35:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A61326@M4.maus.de>
Source record: 196245

>Well, they had to work around Rockwell's bugs, maybe they did a good job
>.. maybe they didn't ... sofar Supra is the ONLY modem built on the
>Rockwell chipsets that works ...

Bare nonsense. There's several really cheap modems with Rockwell 144DP-21 chipset, they all work fine. I'm using two of them at work, an external one for data and a DOS internal one for FAXing. Both work flawlessly, and so does my private Supra V.32bis.

4042. Re: Boot from drive B

Newsgroup: comp.sys.atari.st
Date: 1993-12-25 00:09:22 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2fg0bi$q4h@golem.wcc.govt.nz>
Source record: 196220

Don't bother with cables. There is a PD program that will allow booting
from drive-B. (Looks at a.a index.....)

Hmmm... can't see the program on atari.archive, but there IS a program
that will put a boot-sector on drive a, to tell the computer to boot
from drive B: (re-reads boot sector etc.). I'm sure someone will
know the program I talking about & where it is....

If all else fails. 'DC-Bootit' will let you boot from alternate drives,
and will also let you boot with different seek-rates, and hertz-rates.
(It needs to be loaded from GEM however!)

DC-Bootit is on atari.archive.umich.edu in the atari/Utilities/Dc/
directory. dcbootit.???

I hope that's of some use!

```
/------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, O O |
| you can be 100% sure that it will! o |
| WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/
```

4043. Re: Bolo on ST

Newsgroup: comp.sys.atari.st
Date: 1993-12-25 02:07:01 UTC
From: dwallace@wam.umd.edu
Message-ID: <2fg785$gcn@cville-srv.wam.umd.edu>
Source record: 196222

In article <2fdkn4$l9j@golem.wcc.govt.nz>,
Steve Wells <wells_s@ix.wcc.govt.nz> wrote:
>There was a monochrome only version of bolo released into the PD a
>few years back. try the atari/Games/ directory at atari.archive.umich.edu
>or the pub/atari/games/ directory at cs.tu-berlin.de

The ST game "Bolo" is not the same as the Mac game Bolo; the ST game is
actually a really cool Breakout/Arkanoid clone which I highly recommend,
although it has nothing to do with the Mac game of the same name. If I
remember correctly, there is a bug that crashes the game at the very end
(after 25 screens or so), but other than that, it is a very fun game...

4044. Re: gas...anybody listening?

Newsgroup: comp.sys.atari.st
Date: 1993-12-25 02:33:12 UTC
From: winters@access2.digex.net
Message-ID: <2fg8p8$irn@access2.digex.net>
Source record: 196223

In article <2ff85q$7bm@access2.digex.net>,
j. hurwitz <jhurwitz@access2.digex.net> wrote:
>In article <1993Dec23.122724.28500@govonca.gov.on.ca>,
>Phil Mills <millsp@govonca.gov.on.ca> wrote:
>>Having posted five messages on various topics lately with 0 responses,
>>I'm beginning to wonder whether they're only *seeming* to get out, or
>>whether their content is too esoteric (or stupid) to be worth a reply.
>>
>>As an attempt to quell my paranoia, here's a fairly straightforward
>>request:
>> The GNU gas assembler says that it accepts Motorola syntax as well
>>as MIT syntax and, in most cases, seems to do so. However, the
>>statement
>>
>> movel (a0)+, (a1)+
>>
>>gives two instances of the error, "Missing operand value assumed
>>absolute zero."
>>
>>What is it trying to tell me, and what is the correct way to do
>>address register post-increment?
>>
>>(Using Motorola operator syntax, "move.l," gets me "Unknown
>>operator...statement ignored.")
>
>
>
>It has nothing to do with any of that...Simply put, ATARI IS DEAD!!!
>
>Those who think the Jaguar is going to revive thing are dreaming.
>
>There is little to no press coverage after the initila minor blurbs that
>popped up here and there....
>
>ATARI IS A DEAD PLATFORM FACE THE FACTS!
>
Waddaya mean Atari is dead? Timex Sinclari, now that's dead!!!! IBM 360 -
now that's dead (except for JCL, a long-living-never-ever-ever-ever-ever-die
cancer that is infecting the world, as we talk!!!) TI 99 is dead too (anyone
want to buy one cheap? I got one at a yard sale for $2! I also got a
Timex Sinclair, which I worship :-) plus a few manuals, sitting in a
box - I am the proud director of a computer graveyard!) My Atari gives me
much amusement that I don't find on the serious computers I use at work.
Also, it saves me much $$ on arcade games, since the Atari games blow away

most arcade games!!! Jack - you just don't appreciate 1985 technology -
you are getting bowled over by "Intel Inside" and Unix!! Let's face it -
Atari always was the best - you can still find their 2600 machines littering
flea markets from here to jessup, Md. I love my "jackiontosh" and will
use it until it can't be fixed by anyone or anyplace and until every
Atari dealer in the D.C. area closes down - then I will go mail order and
travel around the U.S. looking for Atari Sts lying in some beat up
box at a Ham Fest, in Finley, Ohio, looking for a kind owner to nurture and
care for this great being!!!!! You have to keep up the faith of Atari in
this season of Hanukah and Xmas!!!! Happy Holidays and New Year, ye
faithful Atarians!!! Never give up the hope - someday, Star Raiders will
come out in a Virtual Reality version, like Lawn Mower Man

----- Mike Winters

>
>
> __/ / . + .
> _/__/_/\
> _/____/ \/ J. Hurwitz ,
> . / / \/| . *
> / / /|/ In DX7 Heaven . o
> /_____/ / |
> /____/\\/ / Roaming Cyberspace "Space is the place"
> / o \ || / .
> | o o |// . -Sun Ra +
> \o o// jhurwitz@access.digex.com
> --^-- . *
>+ ' +
>
>
>
>
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>
>
>
>
>
>
>
>

4045. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1993-12-25 05:06:43 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <2fghp3$lq4@terminator.rs.itd.umich.edu>
Source record: 196225
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-r--r-- molin 651856 Dec 18 13:46 ./Falcon/birdshow.zip
-rw-r--r-- dpz 3675 Dec 20 00:01 ./Falcon/0index
-rw-r--r-- molin 200563 Dec 17 08:23 ./Graphics/pov20doc.zip
-rw-r--r-- molin 499735 Dec 17 08:26 ./Graphics/pov20scn.zip
-rw-r--r-- molin 31025 Dec 17 08:21 ./Graphics/pov21_atari_src.zip
-rw-r--r-- molin 224315 Dec 17 08:20 ./Graphics/pov21bin.zip
-rw-r--r-- molin 54199 Dec 17 08:20 ./Graphics/pov21dif.zip
-rw-r--r-- molin 187 Dec 17 08:17 ./Graphics/povsh111.txt
-rw-r--r-- molin 60802 Dec 17 08:18 ./Graphics/povsh111.zip
-rw-r--r-- molin 144833 Dec 17 10:46 ./Mint/mntscalc.zoo
-rw-rw-r-- entropy 7062 Dec 20 00:30 ./Mint/0index
-rw-r--r-- molin 83968 Dec 18 20:31 ./Mint/Lib/mnthlb39.zoo
-rw-r--r-- molin 63104 Dec 18 20:31 ./Programming/cpp105.zoo
-rw-r--r-- weiner 4503 Dec 20 00:21 ./Programming/0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

4046. Re: Wanted: FAX program info

Newsgroup: comp.sys.atari.st
Date: 1993-12-25 05:42:20 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.eg.Z6LAvlZVWgc@yonder.equinox.gen.nz>
Source record: 196227

In <CIInM0.DFB@world.std.com>, Yat W Siu writes:
>To my knowledge these programs support Fax:
>
>Straight Fax, QFax, QFax Pro and soon Connect 2.50..

Does anyone have any ideas where I could get more info on these,
and where I could mail order it on credit card from? (anywhere in
the world).

I've got a G3 Faxmodem, but no software for it. I think my chances
of finding some in this country will probably be something close
to nothing :-(

Craig.
--
:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::
:: (CraigS on IRC) *** Merry Xmas & Happy New Year *** ::

4047. Re: Boot from drive B

Newsgroup: comp.sys.atari.st
Date: 1993-12-25 09:58:46 UTC
From: Ley@rz.tu-clausthal.de
Message-ID: <1993Dec25.095846.9318@solaris.rz.tu-clausthal.de>
Source record: 196228

```
-----BEGIN PGP SIGNED MESSAGE-----

Phil Louie (plouie@wet.COM) wrote:
> I need to boot off of drive B on my ST and I've been seeing advertisements
> in UK magazines about a cable that allows you to boot off of drive A or B.
> I believe it's from Ladbroke Computing for five pounds. Has anyone tried
> this cable before? I need to know how well it works. Thanks.

If you are able to start your computer with GEM you can use dcbootit.
If you have a working a-drive you may want to use b_boot (boots from a
(only the bootsector, no AUTO-folder/Accs etc), makes all settings to
boot from B: and resets -> booting from B:).

Both are available on ftp.tu-clausthal.de (139.174.2.10)
/pub/atari/systools/boot/*. Access via FTP, FSP (port 21) or email
("mail-server@ftp.tu-clausthal.de").

Bye,
Wolfgang.
- --
- ------------------------------------------------------------------------
Wolfgang Ley email: Ley@rz.tu-clausthal.de
Teichstrasse 9
D-38678 Clausthal-Zellerfeld "With workstations you can do a lot of
(Germany) nonsense. With PC's not even that..."
Phone: +49 5323 82132
- ------------------------------------------------------------------------
To obtain public-pgp-key use 'finger bwwl@sun.rz.tu-clausthal.de'
or query a public-key-server for 'Ley@rz.tu-clausthal.de'.

-----BEGIN PGP SIGNATURE-----
Version: 2.3a

iQCVAgUBLRwOxfYBdBEQoy/9AQEVSwP+NMnAWQGj8dQNQFDTNVPj6/vvt4uPpfjd
OxA81EWAsy6JXLFqKnVtJ7FtqfqnMTNk0zRAzkWgoQ8E95lT0gtj4CkDcy4GhODM
CXtr1jna3bqpOAo+syIX0t/hKxHo7/VH/I2elQTK99LfkNRmT4DgY4tReA/5B0cw
Tq4RPEC/oYs=
=UFYY
-----END PGP SIGNATURE-----
```

4048. Re: Disk Backup

Newsgroup: comp.sys.atari.st
Date: 1993-12-25 10:55:52 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.eg.Rj1mwMm0Bjo@yonder.equinox.gen.nz>
Source record: 196234

In <2f9u1k$7f@iamk4515.mathematik.uni-karlsruhe.de>, Peter Januschke writes:
>Summary: There seems to be no useful backup program available on the net.

You're probably right, there is a commercial one that has all the
bells and whistles .. does 1.44mb discs too I think, Diamond Back II

I back up any files as I get them now, in their original archive...
that way i've always got a complete version as the author supplied it.
It only takes a minute to copy it to floppy when you receive it.

Craig.

--
:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::
:: (CraigS on IRC) *** Merry Xmas & Happy New Year *** ::

4049. Re: SCSI 2 hard disks ...

Newsgroup: comp.sys.atari.st
Date: 1993-12-25 11:52:21 UTC
From: d93rkr@t.hfb.se
Message-ID: <1993Dec25.115221.5293@t.hfb.se>
Source record: 196229

In article A60701@M4.maus.de, Peter_Missel@m4.maus.de (Peter Missel) writes:
>>>For "real world" GEMDOS read/write tests, use HOW-FAST.PRG.
>>So where do I find this program?
>
>It's on a German public domain disk (from ST-Computer magazine), dunno how
>to get it in other parts of the world :-)

Anybody know if it's on FTP somewere????

---
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
_/ _/ _/ _/ _/ _/ _/ _/ STm
University of Borlange, Sweden _/_/_/ _/ _/_/_/ _/_/ _/ STe
_/ _/ _/ _/ _/ _/ _/ _/ F-030

4050. Re: ICD ADSCSI Question (UK)

Newsgroup: comp.sys.atari.st
Date: 1993-12-25 11:59:05 UTC
From: d93rkr@t.hfb.se
Message-ID: <1993Dec25.115905.5414@t.hfb.se>
Source record: 196230

In article 28790@city.ac.uk, cf580@city.ac.uk (WRIGHT T J) writes:
>Hi all. I've got a hard drive based around an ICD interface which I
>bought from a friend, sans manual. He's now moved, so I don't have
>his phone number, and I'm suddenly getting an awful lot of sense
>errors; readin, writing etc. and I guess the drive is finally going
>down the tubes.
>The problem? Well, without a manual, I don't have a clue as to how
>to add another drive to the interface. Space isn't a problem; it's
>all in a tower case. So, could some kind soul lend or photocopy me
>their ADSCSI interface manual? (Yes, I realise it's questionably
>legal, but I can't see why it'd be any use without the board itself)
>I'm living in London, BTW.
>E-mail rather than post, preferably, since the university is closing
>for the next fortnight and any messages will expire before I read them.
>
>TIA -
>
>Tim Wright - T.J.Wright@city.ac.uk
>

Just get a new 50-way cable with 3 50-pins SCSI connectors on it...

To add more SCSI-HD's on the 50-way-ribboncable get a third 50-pin connector
and add it to the cable (If it's long enough!) just like the two old ones!!!

Then just change the SCSI-ID on one of the HD to be something else from the
first HD's address....

---
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
_/ _/ _/ _/ _/ _/ _/ _/ STm
University of Borlange, Sweden _/_/_/ _/ _/_/_/ _/_/ _/ STe
_/ _/ _/ _/ _/ _/ _/ _/ F-030

4051. Re: slip for st

Newsgroup: comp.sys.atari.st
Date: 1993-12-25 13:33:25 UTC
From: grahamb@garion.it.com.au
Message-ID: <2fhff5$6h8@garion.it.com.au>
Source record: 196231

Edward Cunningham (ad717@yfn.ysu.edu) wrote:

: Is there slip software for st ?
: Please reply by Email to ecunning@heartland.bradley.edu
: as I dont read this news group.
: Thanks in advance

Please also reply in this newsgroup, because not all of us who
are interested get to read his mail :-)

Graham

4052. Re: Multi Frequency (UK)

Newsgroup: comp.sys.atari.st
Date: 1993-12-25 15:32:48 UTC
From: Paul.Civati@mettav.royle.org
Message-ID: <756879468.0@mettav.royle>
Source record: 196241

On 19 Dec 93 at 00:15:06 (Alex Kiernan) wrote the
following:

>> AFAIK Multi Frequency is the new name for MicroDeal, I have not
heard
>> of them going bust though.
>
> Microdeal _Ltd._; HiSoft bought much of the stock, rights to
products
> & the Microdeal name around 6 months ago (but not the Ltd.
company).
> Multi Frequency was the new trading name for Microdeal Ltd., AIUI
they
> went into voluntary liquidation on Nov. 29th.

Oh sorry right, well what is the difference between the Microdeal name and the
limited company, what's a limited company exactly?

Shame to see them go under.

Christmas Greetings, -Paul-

--
Nothing better to do than reply to messages on the 25th, Perhaps I am the only
person in the world who does. ;-)

--
~=~=~=

4053. DeskTracker

Newsgroup: comp.sys.atari.st
Date: 1993-12-25 17:17:48 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <756860519.AA02313@byte.bbs.no>
Source record: 196235

Anybody that knows the latest version of DeskTracker ?
Anybody that know an e-mail adress to David Oakley (the author) ?

Lars-Erik 0sterud / E-mail: Lars-Erik.Osterud@byte.bbs.no
Atari Developer / ABK-BBS: +47 67132659 V.32bis Data+Fax
SysOp ABK-BBS /

4054. Re: slip for st

Newsgroup: comp.sys.atari.st
Date: 1993-12-25 17:37:52 UTC
From: Ley@rz.tu-clausthal.de
Message-ID: <1993Dec25.173752.12796@solaris.rz.tu-clausthal.de>
Source record: 196232

```
-----BEGIN PGP SIGNED MESSAGE-----

Graham Basden (grahamb@garion.it.com.au) wrote:
> Edward Cunningham (ad717@yfn.ysu.edu) wrote:

> : Is there slip software for st ?
> : Please reply by Email to ecunning@heartland.bradley.edu
> : as I dont read this news group.
> : Thanks in advance

> Please also reply in this newsgroup, because not all of us who
> are interested get to read his mail :-)

There is a slip implementation called 'ka9q'. It supports serial and midi
connections. It is available from ftp.tu-clausthal.de (139.174.2.10)
/pub/atari/telecomm/tcpip/*. Access via FTP, FSP (port 21) and email
("mail-server@ftp.tu-clausthal.de").

Bye,
Wolfgang.
- --
- ------------------------------------------------------------------------
Wolfgang Ley email: Ley@rz.tu-clausthal.de
Teichstrasse 9
D-38678 Clausthal-Zellerfeld "With workstations you can do a lot of
(Germany) nonsense. With PC's not even that..."
Phone: +49 5323 82132
- ------------------------------------------------------------------------
To obtain public-pgp-key use 'finger bwwl@sun.rz.tu-clausthal.de'
or query a public-key-server for 'Ley@rz.tu-clausthal.de'.

-----BEGIN PGP SIGNATURE-----
Version: 2.3a

iQCVAgUBLRx6YfYBdBEQoy/9AQFhdwQAtfXzALNdYj2aMtZg9aUY7cOwudYSlIgf
AI3H+07Cjhfom0/pf/MwQR4k9hxP5dr7fioSuMHxUPKBkO743tcBZnUrpxN8vv82
FXfdZG2kzaF/CkS6cbqHuIqgQfEbwBG62Xr4vE73ICbeTzNzhF3jbL9LJMv7GDAf
jM4cj3Cd2fQ=
=uH+T
-----END PGP SIGNATURE-----
```

4055. Re: Next Atari Show in UK, and some thoughts....

Newsgroup: comp.sys.atari.st
Date: 1993-12-25 22:00:56 UTC
From: charly@senator.ppc.sub.org
Message-ID: <Up-DLZVFEUQ@senator.ppc.sub.org>
Source record: 196233

In <756706502.1@mettav.royle> Paul Civati wrote :

> > Why an STE? STEs run at 8MHz.
>
>I think he meant because there aren't any versions of the T28 for the STE.

In my 1040STE is a PLCC->DIL Adaptor. I'am using now a HBS640T28 and
it works very fine.
--

Karlheinz Sauther | voice: ++49-7274-8565
An Fronte Karl 31 | email: charly@senator.ppc.sub.org
76726 Germersheim | Karlheinz_Sauther@LU.maus.de

Atari UUCP : UPoint-'light'

4056. Want to buy a Hard Disk for ST

Newsgroup: comp.sys.atari.st
Date: 1993-12-26 00:47:07 UTC
From: hsp4@namaste.cc.columbia.edu
Message-ID: <2fimub$oou@apakabar.cc.columbia.edu>
Source record: 196237
Cross-posted to: comp.sys.atari.st,misc.wanted,misc.forsale.wanted

I'm seriously in the market for a ready-to-run external HD for my USA
Atari 1040STE (expanded to 2MB). I don't need much--I'm looking for
something in the 40-50MB range. Please email me the basic information,
and the asking price including UPS COD to California. Thanks a lot!

****
H. Solomon Poretsky **"Greed is good! Greed is right!
hsp4@columbia.edu ** Greed works! Greed will save the
hsp4@namaste.cc.columbia.edu (talk) ** USA!"--Gordon Gecko, Wall Street

4057. Re: slip for st

Newsgroup: comp.sys.atari.st
Date: 1993-12-26 00:57:22 UTC
From: felix@nice.usergroup.ethz.ch
Message-ID: <1993Dec26.005722.1201@harka>
Source record: 196238

Graham Basden (grahamb@garion.it.com.au) wrote:
> Edward Cunningham (ad717@yfn.ysu.edu) wrote:

> : Is there slip software for st ?
> : Please reply by Email to ecunning@heartland.bradley.edu
> : as I dont read this news group.
> : Thanks in advance

> Please also reply in this newsgroup, because not all of us who
> are interested get to read his mail :-)

Try kaq9. It is in a file called STICP.LZH on ftp.tu-clausthal.de.
Unfortunately, I don't know the exact path to the file.
Maybe there are newer versions, but I don't know about that...
Hope this helps.

Felix
--
Felix Rauch, CS-Student @ ETH Zurich, Switzerland.
internet: felix@nice.usergroup.ethz.ch (NeXT Mail welcome)
<Don't let them fool ya, or even try to school ya!> (Bob Marley)

4058. Re: Mega STe DIP Switches

Newsgroup: comp.sys.atari.st
Date: 1993-12-26 04:37:25 UTC
From: richie@imtired.itm.com
Message-ID: <richie.05E8EF3A@imtired.itm.com>
Source record: 196239

> One of the other switches alows a second SCSI drive
>from the internal HA.
>
> Tell me more - This sounds interesting....
> I thought the SCSI interface only could handle one SCSI device ?

The author of Transendence BBS informed me of this several months back. Why you would want to is another matter. Seems much simplier to just purchase a larger drive. A tape or CD ROM comes to mind,

--
Atari computers, inexpensive and fun to boot!

4059. Printer recommendations (BJ, DJ, or other non-laser?)

Newsgroup: comp.sys.atari.st
Date: 1993-12-26 06:17:29 UTC
From: dburns@world.std.com
Message-ID: <CIMpH6.4Kv@world.std.com>
Source record: 196240

I can't afford a laser (or should I wait until I can?), but I need something better than my Panasonic 2123 24-pin. I'm using Atari Works, Notator SL, Pagestream 2.1, and Calamus SL.

I see Desk Jets and Bubble Jets by Cannon, HP, and others for around $300. Is any one of these particularly good/bad with the above software on a 4-meg 1040STf?

Thanks for your opinion!

4060. MiNT 1.04

Newsgroup: comp.sys.atari.st
Date: 1993-12-26 09:08:05 UTC
From: palm_erd@csusys.ctstateu.edu
Message-ID: <1993Dec26.040805.1@csusys.ctstateu.edu>
Source record: 196242

Can some kind soul please compile the latest MiNT with it's utilities and GCC, etc. and place it in a Distribution archive like the current .95 version of MiNT on a.a.u.e. I'm just learning C and wouldn't know how to compile it myself. Please E-mail me with your comments, as I don't read this newsgroup (actually I subscribe to the list, but haven't been getting anything the last few weeks).
Thanks
Eric

4061. COMA 150

Newsgroup: comp.sys.atari.st
Date: 1993-12-26 10:59:01 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2fjqpl$3ui@golem.wcc.govt.nz>
Source record: 196243
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

***** HELP FOR COMA *****

Does COMA 150 work with a Supra 144 Fax modem with 1.7 roms in it...

if so what am I doing wrong, I get 2 types of errors, one with no responce from modem and another with Fax error 20....

Thanks.....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

4062. Re: Mega STe DIP Switches

Newsgroup: comp.sys.atari.st
Date: 1993-12-26 11:28:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A61526@M4.maus.de>
Source record: 196112

>>720k or 1.44 meg. One of the other switches alows a second SCSI drive
>>from the internal HA.
> Tell me more - This sounds interesting.... I thought the SCSI interface
>only could handle one SCSI device ? And I could have need for one
>more (CD-ROM or streamer)

This is nonsense, of course. The Mega STE internal host adaptor can handle
ONE SCSI device, no more. No DIP switch, neither on the HA, nor on the
Mega STE, can change this behaviour.

4063. Re: TC screen grabber & QWK reader

Newsgroup: comp.sys.atari.st
Date: 1993-12-26 11:52:04 UTC
From: Lexicor@world.std.com
Message-ID: <CIn4ys.DEI@world.std.com>
Source record: 196247

There are a lot of Falcon Video Digitizers out there that can handle True Color or Falcon True Color (that is different <grin>).

Wizztronics will soon have theirs finished and I think Titan Designs are also making one (not sure).

But otherwise there is the MatDIGI from Matrix, Screeneye, Videomaster? or at least another one from Microdeal, and a JRI Grabber.

That's all I can think off the top of my head.

Cheers

4064. Stuff 4 Sale

Newsgroup: comp.sys.atari.st
Date: 1993-12-26 14:39:00 UTC
From: dirk.vandenheuvel@nezuld.com
Message-ID: <10279.1288.uupcb@nezuld.com>
Source record: 196195

Did some year-end cleaning and I need to get rid of some of this stuff.
If you are interested in any of this stuff please reply via e-mail
(and any REASONABLE offers will be considered).

Misc. stuff:
Epson Action Printer 3250 24 pin printer w/tractor feed add-on $135.
Silver Reed 87EP Elec Typewriter w/parallel interface $60.
Atari (orig) joystick $3.
GE 13" Color TV, NOT cable-ready. Nice picture. $70.
Sega Genesis. Old model with headphone jack and volume control. Comes
with
one controller, box, etc. (everything except the RF box) $65.
Sega games: Chakan $10. Lightning Force $10.
Lots of Sega Mags-free if you buy the machine
Z-Nix Super Mouse II PS/2 mouse $7.

IBM games/programs:
GEM desktop and GEM graph. 5 1/4" disks. $7.
IBM OS/2 2.0 manuals (NO DISKS-you can order them for $69 w/the form)
$5.
Seven Cities Of Gold-commerative edition. $15.
Lemmings. $15.
Indianpolis 500. $10.
Command Adventures:Starship $25.

Atari ST stuff:
Magic Sac Mac emulator cart "complete" $40.
Supercharger IBM XT emulator box w/power supply $100.
Timeworks Publisher v.1 $35.
VIP Professional Spreadsheet $25.
MultiGem Plus w/utils v.1 (doesn't work on STE) $20.
Populus (doesn't work on STE) $15.
Kult $5.
World Class LeaderBoard Golf $5.

Buyer pays shipping and COD (unless pre-paid). All software is
original and comes with orig manuals, but no boxes (I threw 'em
away). No manual for the Supercharger, but lots of text files on
disk, incl info d/led from GEnie.

MAY be interested in trades...If interested please leave e-mail.
usenet: dirk.vandenheuevel@nezuld.com

. CmpQwk #UNREG. UNREGISTERED EVALUATION COPY

4065. Re: None

Newsgroup: comp.sys.atari.st
Date: 1993-12-26 15:09:10 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CInE3B.61L@cix.compulink.co.uk>
Source record: 196151

```
In message <A38538@KR.maus.de>, Don_Maple@kr.maus.de said:
>
>Is there already a True Color screen grabber for the Falcon out there?
>(The graphic file format is of no consequence as long as it's not
>lossy...)
>

ImageCopy2 from the ST Club. Saves IMG, Targa and TIF, 1 to 24 bit colour.

Ofir ogal@cix.compulink.co.uk
```

4066. Re: Top Ten Progress

Newsgroup: comp.sys.atari.st
Date: 1993-12-26 15:35:18 UTC
From: stvj@pan.com
Message-ID: <9312261036221.stvj@pan.com>
Source record: 196248

Dan,

Thanks for asking!

Here are the reasons that I got into, and stay with, Atari:
(all commercial)

Emagic (ex-C Lab) Notator
This midi seqencer features score printing and layout as
well as timecode features. Powerful and it will 'get
funky!' In professional full-time use, I have not found
any limitations to its use.
Supports virtual multi-tasking, allowing me to use
Notator and the following apps (virtually)
simultaneously!

Steinberg/Jones Avalon
This is a sample editor for the Atari. It supports all
the samplers I need, has easy and fast editing and more
features than I need (and they still don't get in my
way!)

Doctor T's X-oR
A 'one-size-fits-all' synth editor, X-oR uses 'profiles'
of MANY different midi devices and allows editing and
librarian functions for all. Client walks in with
synth, midi reverb (whatever), I dial up the profile and
we customize some sounds. Voila!

DrumKitz by Kevin Houser, PG Music
DrumKitz is a software sysex editor for the Alesis D4
drum module. It allows full control over sounds and
drumsets and allows me to save set-ups specific to a
song or a whole project. _Literally_ saves HOURS of
D4 tweaking. (PG Music is responsible for
Band-In-A-Box, a very popular interactive/sequencer for
Atari, and Kevin now works with/for PG.)

Sort-of-dishonorable-mention....
I don't use FreezeDriedTerminal much anymore, but I love the
program even tho Aaron Hopkins, the author, kept the
shareware $$ I sent him and would never send me a KEY for
the program. Blatant larceny by the author doesn't keep
FZDT from being a brilliant telecom tool and fun to use
...just watch your wallet around this guy.

SteveV

4067. LATIN1 Code Set to Complete a Flash TRN file

Newsgroup: comp.sys.atari.st
Date: 1993-12-26 15:45:36 UTC
From: aa515@FreeNet.Carleton.CA
Message-ID: <CInFs0.96s@freenet.carleton.ca>
Source record: 196249

I have completed a partial TRN so that Latin1 codes translate into
or display correctly. I was wondering if someone had a list of the
complete Latin1 set so I that might be able to finish the task.

I'm using an older version of Flash as a comm program.

Please E-mail. Thanks
--
Don McCallum W.M.Ag.53.Ap.NV | aa515@freenet.carleton.ca
Ottawa Ontario Canada | 71530.1630@compuserve.com

4068. Re: TC screen grabber & QWK reader

Newsgroup: comp.sys.atari.st
Date: 1993-12-26 16:42:47 UTC
From: dburns@world.std.com
Message-ID: <CInIFB.65G@world.std.com>
Source record: 196250

Don_Maple@kr.maus.de (Don Maple) writes:
>Hi guyz!

(pfft!)

>Does anyone know of a QWK off-line reader for the ST?

>Thanx muchly!

>Don

>P.S. ===> If answering by email please use: donm@ucon.gun.de

I use Captain Qwick and MaxiMiser. There are others, but these two seem to work the best for me. They should be available in the usual archives. Let me know if you can't find them.

Neither of these is totally satisfying--I think this is one area where a shareware developer could make a few bucks with a "better mousetrap." I'd love to see a QWK reader that was completely Geneva compatible (ie. MultiTos- GEM-legal), and that could handle Blue Wave packets.

Dave Burns, Lowell MA

4069. STraight FAX 2.0

Newsgroup: comp.sys.atari.st
Date: 1993-12-26 17:38:46 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <757206203.AA02336@byte.bbs.no>
Source record: 196012

```
>was among the first on the market with v32bis, often updates their fir
>and frankly gives good connects to all modems but Rockwell based ones,
>say it's not my modem .. :-D

True, only too bad that 90% of the 14,4K modems are Rockwell based :-(
And too bad that all won't work with Atari software like TeleOffice
(not all faxmodems have Class2 or Sierra faxcommand, USR har Class1 ?)

Lars-Erik 0sterud / E-mail: Lars-Erik.Osterud@byte.bbs.no
Atari Developer / ABK-BBS: +47 67132659 V.32bis Data+Fax
SysOp ABK-BBS /

-- ReadMail ST
```

4070. Error messages?

Newsgroup: comp.sys.atari.st
Date: 1993-12-26 18:15:51 UTC
From: dk3uz@isys-hh.hanse.de
Message-ID: <GJGKBFPJ@isys-hh.hanse.de>
Source record: 196153

How do I get rid of alert boxes and replace them by messages like (a)bort (r)etry (p)anic ? Running everything from a shell in a multi-tasking environment (MiNT), and having unplugged the hated rodent, I find that Murphy hits most times in the shape of the default button, which I could activate with the return key, being the wrong choice...

rgds, Eddi

--
| AMPRNET: dk3uz@db0hht.ampr.org |
| INTERNET: dk3uz@iSYS-hh.hanse.de |
| AX.25: DK3UZ@DB0HHT.#HH.GER.EU |

4071. Telnet to Delphi ? help!

Newsgroup: comp.sys.atari.st
Date: 1993-12-26 19:07:34 UTC
From: advasque@araucaria.cec.uchile.cl
Message-ID: <1993Dec26.190734.13144@dcc.uchile.cl>
Source record: 196152

Hi!
I need some prgs in Delphi and some guy told me that i can do a Telnet therebut when i make telnet delphi.com i need a password, there isn't any anonimous way of going there ? Bye, Javier.

--

___
(o,o)
< . > InterNet : advasque@araucaria.cec.uchile.cl
---"-"---

4072. Re: STraight FAX 2.0

Newsgroup: comp.sys.atari.st
Date: 1993-12-26 22:35:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d1e11be@troed.ct.se>
Source record: 196162

In a message of 24 Dec 93 14:20:04, Michael Smith wrote:

MS> At least, if it's not, why does my Maestro 144FM work so well?

Never heard of the modem, that's why I haven't got an opinion about it.

I run a *VERY* big BBS, with users from more than 20 countries, and the ONLY modems having problems connecting to my BBS are modems that use the Rockwell chipset - and I'm not the only one with this experience.

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

4073. Re: Elite 2

Newsgroup: comp.sys.atari.st
Date: 1993-12-27 00:39:16 UTC
From: balu@jaguar.oche.de
Message-ID: <2d1e8c9e7563@jaguar.oche.de>
Source record: 196163

In <2ffhkh$pfn@golem.wcc.govt.nz>, Steve Wells (wells_s@ix.wcc.govt.nz) wrote:

>Overscan produces a screen-resolution that NVDI doesn't recognises, which
>confuses it no end. It has set res's in it's NVDI SYS files.

Sorry, but you're wrong! Overscan and NVDI work fine together, as long
as you're using "Autoswitch Overscan" and load NVDI before Overscan is
installed.

Ciao,
Arne
--

EMail to: balu@jaguar.oche.de	Arne Rudolph
or: Arne_Rudolph@ac.maus.de	Salvatorstrasse 2
	52070 Aachen Germany

4074. Wanted: Atari ST BASIC compiler, math software, small SCSI drive

Newsgroup: comp.sys.atari.st
Date: 1993-12-27 02:56:08 UTC
From: ocia@tekig5.pen.tek.com
Message-ID: <12993@tekig7.PEN.TEK.COM>
Source record: 196155
Cross-posted to: misc.wanted,misc.forsale.computers.other,comp.sys.atari.st

Looking for a BASIC compiler for the Atari ST, original disk and a manual
that will execute floating point code at least a bit faster than Atari BASIC.
It would be helpful if it could compile from floppy and run on an ST520FM.
Need not be the latest and greatest version.

Other math software for the Atari ST would be of interest. There used to
be a version of Maple that ran on the ST but other things might be of interest.

Looking for a small SCSI drive. Needn't be fast or large but needs to work.
Can be a bare internal drive but might be interested in a case/power supply.

please reply by email if at all possible
thanks
ocia@tekig5.pen.tek.com
503-235-6853

4075. Re: Printer recommendations (BJ, DJ, or otherUSENET

Newsgroup: comp.sys.atari.st
Date: 1993-12-27 03:06:39 UTC
From: stvj@pan.com
Message-ID: <9312262207581.stvj@pan.com>
Source record: 196154

Hi, David,

I welcome your question

4076. Re: COMA 150

Newsgroup: comp.sys.atari.st
Date: 1993-12-27 03:28:42 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.eg.VucnFlgL24s@yonder.equinox.gen.nz>
Source record: 196159
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <2fjqpl$3ui@golem.wcc.govt.nz>, Roger Sheppard writes:
>***** HELP FOR COMA *****
>
>Does COMA 150 work with a Supra 144 Fax modem with 1.7 roms in it...
>
>if so what am I doing wrong, I get 2 types of errors, one with no responce from
>modem and another with Fax error 20....

I've got the software now too, and I can't get the damm thing to
work!
I can't get it to connect when sending, I get error 40, and when I receive
all I get is a blank page?!

I'm using a GVC v32bis/v42bis Fax Modem (Group 3 Fax (v.29))

Anyone got any ideas?

Craig.
--
:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::
:: (CraigS on IRC) *** Merry Xmas & Happy New Year *** ::

4077. Re: Error messages?

Newsgroup: comp.sys.atari.st
Date: 1993-12-27 03:34:22 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2fll3u$2nh@mailer.fsu.edu>
Source record: 196156

Edmund Ramm (dk3uz@isys-hh.hanse.de) wrote:
> How do I get rid of alert boxes and replace them by messages like
> (a)bort (r)etry (p)anic ? Running everything from a shell in a multi-
> tasking environment (MiNT), and having unplugged the hated rodent, I
> find that Murphy hits most times in the shape of the default button,
> which I could activate with the return key, being the wrong choice...

One thing that might help is FormDoIt. It is an auto folder program that
extends the capabilities of the error dialogs. One additional feature is
that you can select any button with keyboard equivs (I'm pretty sure at
least, as I have never used this feature). It is available via ftp.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4078. Re: MiNT 1.04

Newsgroup: comp.sys.atari.st
Date: 1993-12-27 03:47:22 UTC
From: hoshi@ext221.sra.co.jp
Message-ID: <HOSHI.93Dec27124722@ext221.sra.co.jp>
Source record: 196157

In article <1993Dec26.040805.1@csusys.ctstateu.edu>
palm_erd@csusys.ctstateu.edu writes:

> Can some kind soul please compile the latest MiNT with it's utilities and
> GCC, etc. and place it in a Distribution archive like the current .95
> version of MiNT on a.a.u.e. I'm just learning C and wouldn't know how to
> compile it myself.

The copying file in mint 1.08 distribution says that only the unmodified
source code is redistributable but the binaries are not. So you must
learn how to compile C programs and compile it by yourself. Good luck.

hoshi

4079. Re: Telnet to Delphi ? help!

Newsgroup: comp.sys.atari.st
Date: 1993-12-27 04:02:59 UTC
From: jduckwor@news.delphi.com
Message-ID: <2flmpj$2na@news.delphi.com>
Source record: 196158

NOt unless you have a Delphi account of your own. What are you looking for?

-Ducky

4080. Re: Top Ten Progress

Newsgroup: comp.sys.atari.st
Date: 1993-12-27 05:20:19 UTC
From: Gordie Meyer ATARI UNITED cofounder <BIBLINSKI@delphi.com>
Message-ID: <931227.01219.BIBLINSKI@delphi.com>
Source record: 196160

SteveV,

ATARI UNITED! will be taking over registrations and support of FzDT with v2.30, which should be available within a month or so. We will be providing keys to those who can show reasonable proof that they paid their money. (We'll have an official announcement when the time comes, with the necessary details.)

We won't make excuses for Aaron, but one of the reasons we'll be handling the money side is to help him regain some credibility. He made some mistakes, and sincerely wants to make amends.

Again, keep your eyes open for our official announcement on version 2.30.

--
..|'''.| '|| || > Gordie Meyer
.|' ' .... || ... . > P.O. Box 1982
|| .... .| |. ||' '' .' '|| || || .|' > Ames, IA 50010-1982
'|. || || || || |. || || ||' > USA
''|...'| '|..|' .||. '|..'||. .||. '|..|' > biblinski@delphi.com
==> This sig idea flagrantly stolen. So sue me. > ATARI UNITED!

4081. Re: Wav player at A.A....

Newsgroup: comp.sys.atari.st
Date: 1993-12-27 06:43:41 UTC
From: mbaffoni@flute.aix.calpoly.edu
Message-ID: <1993Dec27.064341.178444@zeus.aix.calpoly.edu>
Source record: 196161

In article <2f5198Emhq@uni-erlangen.de>,
Harald Schoenfeld <mppi76@cd4680fs.rrze.uni-erlangen.de> wrote:
>mbaffoni@flute.aix.calpoly.edu (Juxtaposer) writes:
>
>> Does anyone know what happened to the WAV player up on A.A? I can't
>>find the package - I had it a while back and then deleted it knowing I could
>>download it later....
>
>Sorry, I don't either. But just take '525' from a.a to convert WAV
>to AVR or any other format.

Well, that wouldn't work too well as I don't have an AVR player either
.... However, the author was nice enough to send me a copy. Would anyone be
interested in my putting it up on a.a.?

BTW, are there command-line AVR players ?

>--
> Harald Schoenfeld (IRC Nick: Equinoxe) | If he's your friend
> Harald.Schoenfeld@rzmail.uni-erlangen.de | you don't need enemies

-MikeB

4082. Re: STORM DON'T WORK

Newsgroup: comp.sys.atari.st
Date: 1993-12-27 07:43:37 UTC
From: diehl@r-node.io.org
Message-ID: <2fm3n9$4dq@r-node.io.org>
Source record: 196165

> I use FzDT and am a registered user. Any word on more updates?
> Last one I have is 2.20.
> It's over a year old now.
> Later

Apparently,the author is no longer doing any updates to the program. Key files are now freely transferrable.

diehl@io.org
(DragonLord)

4083. FOR SALE: *** Atari ST/TT Software REDUCED ***

Newsgroup: comp.sys.atari.st
Date: 1993-12-27 07:56:23 UTC
From: umcordes@cc.umanitoba.ca
Message-ID: <2fm4f7$d3@canopus.cc.umanitoba.ca>
Source record: 196164
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

```
NOTE: All prices are suggested, feel free to make an offer, though I
will give first priority to those offering my asking prices.

=====================================================================
SOFTWARE
=====================================================================
*NEW* Smooth Talker.............$ 10.00 (great speech synth, no box&docs)
*NEW* Michtron BBS..............$ 5.00 (classic bbs software, no box&docs)
Rings of Medusa.................$ 12.00
The Pawn........................$ 10.00
TV Sports Football..............$ 10.00
10th Frame Bowling..............$ 10.00

=====================================================================
MISCELLANEOUS
=====================================================================
4 different 5.25" disk cases & drive cleaner all for.....$8 !!!!!!!

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
All prices are suggested, feel free to make an offer, though I will
give first priority to those offering my asking prices. If you are
interested in any of the items, please reply via e-mail as soon as
possible. Questions are welcome. All prices are in US dollars.
Buyer pays shipping. Volume discounts available.

--
<Trevor_Cordes@umanitoba.ca> @ University Of Manitoba, Canada
"Thank you for that great round of indifference" -- Bill Needle, SCTV
=====================================================================
```

4084. Re: slip for st

Newsgroup: comp.sys.atari.st
Date: 1993-12-27 09:19:51 UTC
From: dunham@src.honeywell.com
Message-ID: <1993Dec27.091951.23404@src.honeywell.com>
Source record: 196166

In article <2fe2pa$nps@news.ysu.edu> ad717@yfn.ysu.edu (Edward Cunningham) writes:
>
>Is there slip software for st ?
>Please reply by Email to ecunning@heartland.bradley.edu
>as I dont read this news group.
>Thanks in advance
>
>--
> Edward Cunningham

I am also _very_ interested in SLIP for the ST! I just got done looking at the KA9Q package from a.a.u.e, but it seems less that complete, and not easily implemented by a novice... If anyone is operating SLIP on an ST, send up a flare and show us the way!

Thanks!
Scott Dunham dunham@homer.htc.honeywell.com

--
Scott Dunham | Honeywell Technology Center | dunham_scott@htc.honeywell.com
||| | 10701 Lyndale Ave South | dunham@homer.htc.honeywell.com
/ | \ | Bloomington, Minnesota 55420 | ATARI in '94: "We're b-a-c-k!"

4085. Re: gas...anybody listening?

Newsgroup: comp.sys.atari.st
Date: 1993-12-27 09:59:36 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.93Dec27105936@issan.informatik.uni-dortmund.de>
Source record: 196167

In article <1993Dec23.122724.28500@govonca.gov.on.ca>, millsp@govonca.gov.on.ca (Phil Mills) writes:

|> Having posted five messages on various topics lately with 0 responses,
|> I'm beginning to wonder whether they're only *seeming* to get out, or
|> whether their content is too esoteric (or stupid) to be worth a reply.

|> As an attempt to quell my paranoia, here's a fairly straightforward
|> request:
|> The GNU gas assembler says that it accepts Motorola syntax as well
|> as MIT syntax and, in most cases, seems to do so. However, the
|> statement

|> movel (a0)+, (a1)+

|> gives two instances of the error, "Missing operand value assumed
|> absolute zero."

|> What is it trying to tell me, and what is the correct way to do
|> address register post-increment?

As of version 1.38 gas does not accept Motorola syntax. Register post-increment has to be specified as a0@+, pre-decrement as a0@-, and register indirect as a0@(disp) or a0@(disp,d0:w) or a0@(d0:l) for example. Another thing to whatch out is that branch instructions should be specified as jeq, jne, ... instead of beq, bne,... (special exception: jbsr for bsr); the latter are taken as fixed sized.

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

4086. Re: None

Newsgroup: comp.sys.atari.st
Date: 1993-12-27 12:55:23 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CIp2KC.n55@cix.compulink.co.uk>
Source record: 196173

But is a lot slower than the latest version of GEM-View.

4087. Re: gas...anybody listening?

Newsgroup: comp.sys.atari.st
Date: 1993-12-27 13:09:33 UTC
From: millsp@govonca.gov.on.ca
Message-ID: <1993Dec27.130933.14960@govonca.gov.on.ca>
Source record: 196168

In <SCHWAB.93Dec27105936@issan.informatik.uni-dortmund.de>
schwab@ls5.informatik.uni-dortmund.de (Andreas Schwab) writes:

>As of version 1.38 gas does not accept Motorola syntax. Register
>post-increment has to be specified as a0@+, pre-decrement as a0@-, and
>register indirect as a0@(disp) or a0@(disp,d0:w) or a0@(d0:l) for
>example. Another thing to whatch out is that branch instructions
>should be specified as jeq, jne, ... instead of beq, bne,... (special
>exception: jbsr for bsr); the latter are taken as fixed sized.

Thanks for the information. If 1.38 doesn't like Motorola syntax,
I would have been less confused if it had consistently rejected it.
(cmpl (a0), (a1) caused no complaint, for instance.)

I also notice that gas 1.38 doesn't automatically translate 'cmpl'
when used with auto-increment, but requires 'cmpml' explicitly.
(My original problem was not identifying that bug while trying to
use gas with MIT syntax about a week ago.)

4088. Re: Cant get MSDOS to read or format SS disks

Newsgroup: comp.sys.atari.st
Date: 1993-12-27 14:34:43 UTC
From: lannie@ins.infonet.net
Message-ID: <2fmrq3$96b@insosf1.infonet.net>
Source record: 196169
Cross-posted to: comp.sys.ibm.pc.misc,comp.sys.mac.misc,comp.sys.atari.st,comp.os.msdos.misc

In article <1993Dec24.000204.22399@qiclab.scn.rain.com>, leonard@qiclab.scn.rain.com (Leonard Erickson) writes:
>mcovingt@aisun3.ai.uga.edu (Michael Covington) writes:
>
>>DOS should read single-sided disks with no trouble. I used to do it all
>>the time in DOS 2.1 days...
>
>>To format a disk under DOS as single-sided, use the single-sided option
>>(I think it's "/1"). There is also an option to use 8 sectors per track
>>instead of 9 (I think that's "/8"), which you might try using.
>
>Won't work. The earlier version of the Atari OS did something weird
>with the location of the first sector. They could read amd write disks
>formatted on PCs but not the other way around.
>
>/1 only works on 5.25" drives. You have to define a single-sided 3.5"
>drive with driver.sys to make the kind of disks he needs.
>
>--
>Leonard Erickson leonard@qiclab.scn.rain.com
>FIDO: 1:105/51 Leonard.Erickson@f51.n105.z1.fidonet.org (preferred)

Wrong, I used to use my 3.5" drive on my old 520ST with my dads IBM all the time.
The IBM has a way of formatting single sided disks, and it worked perfeclty.
I transfered files all the time. The only drawback is the small amount of storage available.
Anyway, it worked fine with TOS 1.0.
Later

Lannie Schafroth / Any opinions expressed herein are not \
INS / WYSE 9000i Admin. / necessarily those of Iowa Network Services \
Lannie@ins.infonet.net

Lannie Schafroth / Any opinions expressed herein are not \
INS / WYSE 9000i Admin. / necessarily those of Iowa Network Services \
Lannie@ins.infonet.net

4089. Re: Anything new for old STs?

Newsgroup: comp.sys.atari.st
Date: 1993-12-27 15:14:56 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.LHvdcEvR&S_@semprini.waterloo-rdp.on.ca>
Source record: 196174

In <2fd2vl$hpn@golem.wcc.govt.nz>, Steve Wells writes:
> BTW, if Lharc 2.32's author is reading this....
>
> It doesn't seem to like lh1 archives with comments.
> Archives created with 2.32 are not very friendly with earlier versions, and
> sometimes, not even with the same version on other machines (I have seen
> this happening... It works fine on my machine, but won't un-LZH after
> uploading it to a BBS. I can download it, and it un-LZH's, but even
> un-LZH'ing it locally refuses to work correctly!
>
> Are the default settings made to produce the exact same headers as
> Questers Lharc - as otherwise, that may account for much of the problems...

Steve, if you'd use zoo or zip, you wouldn't have this problem... :-)

Sorry, couldn't resist...

--
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cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

4090. Re: DeskTracker

Newsgroup: comp.sys.atari.st
Date: 1993-12-27 15:18:03 UTC
From: paetau@mits.mdata.fi
Message-ID: <2fmubb$8n1@mits.mdata.fi>
Source record: 196170

In article <756860519.AA02313@byte.bbs.no>,
Lars-Erik Osterud <lars-erik.osterud@byte.bbs.no> wrote:
>Anybody that knows the latest version of DeskTracker ?

A new version was uploaded to a.a.u.e some time ago, I think it was
version 1.22. I don't know if it's the latest version, though.

>Anybody that know an e-mail adress to David Oakley (the author) ?

Somebody compiled a list of email-addresses of authors that could be
reached through the Internet. I just looked at the list, but David
Oakley wasn't there. Of course, somebody could be missing from the
list.

--

| Rasmus Paetau (paetau@mits.mdata.fi) | Seeing is believing |

4091. Re: Elite 2

Newsgroup: comp.sys.atari.st
Date: 1993-12-27 15:21:32 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.tBF1VEq_s9Q@semprini.waterloo-rdp.on.ca>
Source record: 196175

In <2ffhkh$pfn@golem.wcc.govt.nz>, Steve Wells writes:
> Overscan produces a screen-resolution that NVDI doesn't recognises, which
> confuses it no end. It has set res's in it's NVDI SYS files.
>
> Warp-9 is res' independant, and should work from 320*200*16 to 700*500*256
> (or whatever the falcon's overscan mode gives....)

Warp-9 is also compatibility-free if you want to use MiNT...

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cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

4092. Re: STraight FAX 2.0

Newsgroup: comp.sys.atari.st
Date: 1993-12-27 15:24:00 UTC
From: Achim_Wilhelm@m4.maus.de
Message-ID: <A61505@M4.maus.de>
Source record: 196111

LEO>BTW: Software like TeleOffice (very good) work only with class 2
LEO> modems (and beware that not all faxmodems has class 2 !!!!)

Can you tell me, what is the directory called SIERRA for? And why my old Highscreen-modem with Sierra-Chips worked well with TeleOffice?

regards, Jimmy

4093. Re: gas...anybody listening?

Newsgroup: comp.sys.atari.st
Date: 1993-12-27 15:29:00 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.iSoFUYdkInw@semprini.waterloo-rdp.on.ca>
Source record: 196176

In <2ff85q$7bm@access2.digex.net>, j. hurwitz writes:
> It has nothing to do with any of that...Simply put, ATARI IS DEAD!!!

Merry Christmas and a Happy New Year to you, too!

> Those who think the Jaguar is going to revive thing are dreaming.

It'll revive things for Atari; they'll never release another computer,
IMHO.

> There is little to no press coverage after the initila minor blurbs that
> popped up here and there....

That's still more than they get when releasing a "new" computer (I can't
really bring myself to call a 16Mhz '030 machine a new computer... even
the idea of putting a DSP in it isn't new; and the "new" one before that
was a 16Mhz '000). They've even got a few dozen developers signed up,
which is more than the Falcon030 ever had.

> ATARI IS A DEAD PLATFORM FACE THE FACTS!

Not as a games console. If they were, Nintendo wouldn't be making
vaporware announcements about their "new" MIPS-based console, which
might be out some time in the next three years...

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cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

4094. Re: GCC

Newsgroup: comp.sys.atari.st
Date: 1993-12-27 15:33:16 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.JXauZSEPzOU@semprini.waterloo-rdp.on.ca>
Source record: 196178

In <2eqm4i$9dq@insosf1.infonet.net>, lannie@ins.infonet.net writes:
> I just converted my 16 Megs worth of Files from all other formats to
> ZIP. I saved 8 Meg worth of space! I think I will stick with ZIP.

Then you must've had some old -lh1- lharc archives, some ARC files, a
bunch of old ZOO files (using the old crappy compression), and probably
a few old ZIP files too.

Converting from old archivers to modern ones will almost always save you
some space.

--
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cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

4095. Re: Top Ten Progress

Newsgroup: comp.sys.atari.st
Date: 1993-12-27 15:38:03 UTC
From: stvj@pan.com
Message-ID: <9312271039022.stvj@pan.com>
Source record: 196171

Hi, Gordie!

Thanks for the note! Best of luck with this venture, Aaron is definitely a talented programmer.

SteveV

4096. Re: Top Ten Progress

Newsgroup: comp.sys.atari.st
Date: 1993-12-27 15:38:27 UTC
From: stvj@pan.com
Message-ID: <9312271039023.stvj@pan.com>
Source record: 196172

Gordie,

Can you comment on this?

<<<Newsflag: comp.sys.atari.st
<<<From: diehl@r-node.io.org (Eric March)
<<<Newsgroups: comp.sys.atari.st
<<<Subject: Re: STORM DON'T WORK
<<<Date: 27 Dec 1993 02:43:37 -0500
<<<Organization: Internex Online (io.org) Data: 416-363-3783 <<<Voice:
416-363-8676 <<<Lines: 11

<<<Message-ID: <2fm3n9$4dq@r-node.io.org>
<<<References: <60.42304.4514.0N18F283@canrem.com>
<<<NNTP-Posting-Host: r-node.io.org

<<<> I use FzDT and am a registered user. Any word on more <<<>updates?
<<<> Last one I have is 2.20.
<<<> It's over a year old now.
<<<> Later

<<<Apparently,the author is no longer doing any updates to the <<<program.
Keyfiles are now freely transferrable.

<<<diehl@io.org
<<<(DragonLord)

Also, is Atari United a BBS, a marketing org... what? If a
marketing org, what else ya got? <G>

thanks!!

STeveV

4097. Re: GEM games?

Newsgroup: comp.sys.atari.st
Date: 1993-12-27 15:42:10 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.xOu1aYVr0Kc@semprini.waterloo-rdp.on.ca>
Source record: 196177

In <2erfr8$ci0@darkstar.UCSC.EDU>, Christopher Taylor Oates writes:
>
> Well folks, assuming I get time between playing Cybermorph (just got my Jag
> today) I've been working on writing a simple game (Lode runner type game) that
> uses VDI and AES calls. it IS possible to do, but so far the main disadvantage
> seems to be that all the AES and VDI calls for drawing & such are quite slow.
> I'll let the newsgroup know when I'm done...

The main problem I see with GEM games is that you can't do
double-buffering; you can see this same problem in Windoze games that
try to do animation. This pretty much excludes any game that needs any
kind of animation. Even doing something like the Ultima games (before
VI anyway), where you have a field of tiles which are slightly animated
(they change every n seconds), isn't going to work very well (although
that'd be easier if we all had TTs; the ST/STe/MegaSTe probably aren't
fast enough to do it without the delay being annoying... Falcons might
be fast enough).

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

4098. Re: High resolution color for the ST?

Newsgroup: comp.sys.atari.st
Date: 1993-12-27 15:46:48 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.Z7AF1CsTYzQ@semprini.waterloo-rdp.on.ca>
Source record: 196179

In <CII5EF.JDr@bdt.com>, John E. Peters writes:
> Wouldn't it be great to be able to hook up a high resolution color
> monitor to your ST (that includes monochrome, of course)? Is there
> just no economical way to do this? There must be a few other ST
> owners out there besides me who would shell out a few bills for the
> hardware----as demonstrated by our delight in being able to upgrade
> TOS, RAM capacity, etc. (so that our beloved software [like Pagestream,
> etc] runs even better!]

It's very painful to upgrade _anything_ on an ST. Putting a high-res
colour display on such a slow computer would be very frustrating... The
low-res resolutions that the ST supports out of the box are pretty much
all it can drive at a reasonable speed.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

4099. Re: MEDUSA T40

Newsgroup: comp.sys.atari.st
Date: 1993-12-27 15:50:18 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.FSeNL7yNWqo@semprini.waterloo-rdp.on.ca>
Source record: 196180

In <hjv.756146664@groucho>, Hendrik Jan Veenstra writes:
> cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
>
> >In <CHvCuy.H7r@world.std.com>, Yat W Siu writes:
> >> Whatever gave you THIS IDEA? The Medusa is an own custom design, the ROMs
> >> are a versioyn of TOS 3.06 which is licensed by Atari Benelux! So it's totally
> >> legal.....unless there is some flaw I am not aware of.
>
> >Does that mean it comes with German ROMs?
>
> AAAAARRRGGGGHHHHHHHHHH!!!!!!! Ok, calm down, sigh... :-) For once and for
> all: Benelux = BElgium, NEtherlands, LUXembourg
> i.e. not, I repeat, NOT including Germany. And let me never hear that again :)

Sorry for being a little North American-centric... :-)

What _is_ the predominant language in that area then? I was more
concerned with the language than the country...

--
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cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

4100. Re: Next Atari Show in UK, and some thoughts....

Newsgroup: comp.sys.atari.st
Date: 1993-12-27 15:57:06 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.7YovNzUZdJw@semprini.waterloo-rdp.on.ca>
Source record: 196182

In <2erce9$n9t@golem.wcc.govt.nz>, Steve Wells writes:
> What actually *is* this T28 board? A graphics card for more & faster
> colors?

28Mhz 68000 board with some cache on it. IMHO, it would be a better
idea to get a Falcon030, which would be faster despite its slower clock
rate.

--
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cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

4101. Re: Piracy

Newsgroup: comp.sys.atari.st
Date: 1993-12-27 15:59:34 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.6SGgvqKZ1io@semprini.waterloo-rdp.on.ca>
Source record: 196181

In <19931221161239MIS0160@MVS.UDEL.EDU>, Roger Cole writes:
> >
> If I remember correctly, back in the last days of the 8-bit Atari,
> games were released on bank-selected ROM cartridges. Because of the
> bank-selection technique, I believe these cartridges were pretty-much
> copy-proof. Could this protection be used in the ST series?

Again, useless (or a serious pain in the butt) for running multiple
programs (remember that little thing... MultiTOS; and Geneva), not to
mention the fact that you can't yank things out of the cartridge port
while the machine is on...

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

4102. Re: Piracy (was: Re: Anyone cr

Newsgroup: comp.sys.atari.st
Date: 1993-12-27 16:01:58 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.GwrNmvQOMOw@semprini.waterloo-rdp.on.ca>
Source record: 196183

In <2fd38j$hpn@golem.wcc.govt.nz>, Steve Wells writes:
> The protection is checked *ONCE* at loading of the program. So, running
> it under M-task systems isn't a problem, just pop up an alert box 'Insert
> [x program] key disk into drive' and then check it, and continue.

GEM programs *halt* when an alert is up under MultiTOS; not good if
you're transferring files. GEM _and_ TOS programs *halt* when the
floppy is accessed; not good if you're doing anything.

How long does it take _you_ to dig up a particular disk? I'll bet it
would take longer if it was a piece of software already installed on
your hard drive (it sure takes me a while to dig up the floppies for
anything on my hard drive).

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

4103. Re: Piracy (was: Re: Anyone cracked Cubase

Newsgroup: comp.sys.atari.st
Date: 1993-12-27 16:07:16 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.QZsQ5MaW5EI@semprini.waterloo-rdp.on.ca>
Source record: 196184

In <1993Dec20.181246.24737@newshost.lanl.gov>, John Hutchinson writes:
> Good idea, but can we talk Atari into doing this? :)

Has Atari ever listened to _any_ good ideas from users (like "give us
SIMM slots!", "give us a modern computer", etc)?

> Of course, this doesn't prevent the user from making a copy of the software
> first and using the copy to install on the hardware.
>
> Seriously though, isn't such a scheme possible with PC's (reading the BIOS set)
> and didn't they try this awhile back. I seem to remember something about it.

I don't know how well that would work for operating systems that don't
use the BIOS (ie, all the good ones... OS/2, UNIX, NeXTstep, etc).

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

4104. Re: None

Newsgroup: comp.sys.atari.st
Date: 1993-12-27 16:49:35 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CIpDEo.42L@cix.compulink.co.uk>
Source record: 196190

```
In message <CIp2KC.n55@cix.compulink.co.uk>, dbrewood@cix.compulink.co.uk said:
>
>But is a lot slower than the latest version of GEM-View.
>

What is?

Ofir ogal@cix.compulink.co.uk
```

4105. STraight FAX 2.0

Newsgroup: comp.sys.atari.st
Date: 1993-12-27 17:07:30 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <757033405.AA02325@byte.bbs.no>
Source record: 196192

>I run a *VERY* big BBS, with users from more than 20 countries, and th
>modems having problems connecting to my BBS are modems that use the Ro
>chipset - and I'm not the only one with this experience.

But what kind of modem do you have. Here in Norway my experience is
that Rockwell modem work great as long as the other modem isn't a
US Robotics (US Robotics makes trouble with all other modems :-)

Lars-Erik 0sterud / E-mail: Lars-Erik.Osterud@byte.bbs.no
Atari Developer / ABK-BBS: +47 67132659 V.32bis Data+Fax
SysOp ABK-BBS / [using a Lasat 144 with Rockwell chips]

-- ReadMail ST

4106. Re: Bolo on ST

Newsgroup: comp.sys.atari.st
Date: 1993-12-27 17:45:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A59114@SL.maus.de>
Source record: 196128

In article hellyer_richard-221293142627@130.252.128.72 Richard Hellyer writes:

RH>?does anyone out there know of a PD version of Bolo
RH>that runs on the ST and could network with a mac?

You mean the Breaktout like game from Application Systems Heidelberg (Meinolf Schneider is the author)? It was always a commercial game only for the STs. I Never heard anything about a verison for the Mac or a possibility to network it with ST and Mac.

Bye
Stefan

===
Stefan_Damerau@sl.maus.de
!!No Mail >16kB please!!

4107. HotzTranslatorSell

Newsgroup: comp.sys.atari.st
Date: 1993-12-27 18:53:22 UTC
From: rkildal@outb.wimsey.bc.ca
Message-ID: <rkildal.0mip@outb.wimsey.bc.ca>
Source record: 196188

I have one new copy of the Hotz Translator software for Atari computers. Runs on my STFM and my Falcon, includes original software disks and a large manual. one of the most complex yet easy to use music software packages for the Atari. asking 100 dollars. leave e-mail if interested.

4108. 1040st Rev.c modification help

Newsgroup: comp.sys.atari.st
Date: 1993-12-27 19:35:33 UTC
From: asmodeus@telerama.lm.com
Message-ID: <2fnde5$42a@telerama.lm.com>
Source record: 196147

I just bought a used 1040st for my girlfriend for xmas, and I am running into a few problems in upgrading it.

When I opened it up to put in tos 1.2 instead of the 1.0 that was in it, I found only 2 chips instead of 6, c070705-38 and c070706-38 chips. Also under the 06 chip was a z-time socket(piggyback) timer. I was not given any disk with the computer, and was wondering how I should proceed from here? Should I just install the 6 chips, and leave the ztime in? Should I take the ztime out, and put in the 6 tos 1.2 chips? (btw, there are 6 sockets, with the current chips in the u63 and u67 sockets, and the others empty and no sign of jumper wires.

How do I access this timer? How do I set the thing, and do I need to run any program in the auto folder for the time to be kept? How can I get these programs if needed?

I got a good deal on this, and now I wonder if it was such a great deal. :)

asmo

4109. Re: Multi Frequency (UK)

Newsgroup: comp.sys.atari.st
Date: 1993-12-27 20:07:38 UTC
From: alex@falcon.demon.co.uk
Message-ID: <757022858snz@falcon.demon.co.uk>
Source record: 196194

In article <756879468.0@mettav.royle> Paul.Civati@mettav.royle.org writes:

>Oh sorry right, well what is the difference between the Microdeal name and the
>limited company, what's a limited company exactly?

Limited liability, as opposed to sole proprietor/partnership (etc.? I'm
getting out of my area of understanding here!). Microdeal Ltd. was the
trading company, Microdeal was a trading name used by the company. HiSoft
is not a limited company, HiSoft is merely the trading name of the proprietor
(as are Microdeal & AVR, trading names that is).

--
Alex Kiernan, alex@falcon.demon.co.uk

This is a private account, all opinions expressed are my own - I cannot
speak for my employer; he can do that himself...

4110. Re: CoNnect 2.xx registration help!

Newsgroup: comp.sys.atari.st
Date: 1993-12-27 20:17:44 UTC
From: Robert.Anisko@daytonoh.ncr.com
Message-ID: <CIpn1K.348@uc2372c.DaytonOH.NCR.COM>
Source record: 196191

In article <CIG5sq.1Kv@dscomsa.desy.de>, wwc@dxhrb3.cern.ch (Wolfgang Wander) says:
>
>In article <2f9ke8$ocl@insosf1.infonet.net> lannie@ins.infonet.net writes:
>
>> I got the dialer to work. It was because of my stupidity! :) It works
>>fine. The only complaint I have, is that all BOLD items on the VT emulation
>>blink!! This is very annoying. It still doesn't emulate the lines, but that
>>can be ignored. The blinking can't!
>
>Are you sure you have setup your termcap in a right way? Try to get
>a copy of vttest and see that CoNnect does set the right attributes
>to bold and blinking characters. I suppose the problem is one of your
>local termcap.

(catching up on a zillion articles I missed over the holidays...)

Wolfgang, can you give maybe just a list of the settings (Display/Emulation,
i.e. Character sets) for VT emulation (lines included) as well as ANSI.
Basically, just a "Use these four character set settings..."

With all those options, it can get a little confusing sometimes :-)

Rob

4111. Re: Wav player at A.A....

Newsgroup: comp.sys.atari.st
Date: 1993-12-27 20:45:40 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2fnhhk$cha@golem.wcc.govt.nz>
Source record: 196185

Get 'Sound-Lab' it will load .WAV files quite happily, as well as pretty
much any other sample....

```
/------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, O O |
| you can be 100% sure that it will! o |
| WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/
```

4112. Re: Anything new for old STs?

Newsgroup: comp.sys.atari.st
Date: 1993-12-27 20:48:02 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2fnhm2$cha@golem.wcc.govt.nz>
Source record: 196186

```
>Steve, if you'd use zoo or zip, you wouldn't have this problem... :-)

Go away! 8-)

*grin*

/------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, O O |
| you can be 100% sure that it will! o |
| WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/
```

4113. Re: Piracy (was: Re: Anyone cr

Newsgroup: comp.sys.atari.st
Date: 1993-12-27 20:49:55 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2fnhpj$cha@golem.wcc.govt.nz>
Source record: 196187

GEM & TOS programs halt?! Not under Geneva they don't.... (That I could see).....

And, if you are using M-Dial, Alerts don't halt anything either!

```
/------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, O O |
| you can be 100% sure that it will! o |
| WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/
```

4114. SOFTWARE WANTED

Newsgroup: comp.sys.atari.st
Date: 1993-12-27 20:51:53 UTC
From: Lyle Raymond <94807713@uwwvax.uww.edu>
Message-ID: <757025245-1-19271@chop.isca.uiowa.edu>
Source record: 196189

Could anyone tell me where in the USA I could find distributers of ST software?
..games and serious applications included.
I could've looked it up in my one issue of the ST Informer, but I lost it and
the only other mag I can get a hold of is ST Format. So, if anyone knows how
to get a hold of the Informer, let me know also.

Thanks much.
Lyle Raymond
94807713@uwwvax.uww.edu

4115. Re: Next Atari Show in UK, and some thoughts....

Newsgroup: comp.sys.atari.st
Date: 1993-12-28 01:27:13 UTC
From: Laurent_Zimmerli@temptation.alphanet.ch
Message-ID: <Laurent_Zimmerli.08lk@temptation.alphanet.ch>
Source record: 196006

'lo!

In a message dated Mon 27 Dec 93 21:36, Cherborth@semprini.waterloo-Rdp.on.
wrote:

CR> 28Mhz 68000 board with some cache on it. IMHO, it would be a better
CR> idea to get a Falcon030, which would be faster despite its slower
CR> clock
CR> rate.

er....just a stupid question: => WHY? <=

da you mean about DSP ?? ;-))

Happy new year ev'rybody!!

-- Via DLG Pro v0.995

Laurent Zimmerli | E-Mail: paw-pp@alphanet.ch (Mails)
Jacob-Brandt 81 | paw-pp@cultnet.ch (UUCode)
CH-2300 La Chaux-de-Fonds | Fido: 2:301/331
(+41) (0) 39.26.70.37 | CH-VTX: 039.267037
"""""""""""""""""""""""""""|_____________________________________
There's no shuffle here on the north pole,on this quiet dome. (F242]

4116. Overscan. (not Re: Elite 2

Newsgroup: comp.sys.atari.st
Date: 1993-12-28 04:16:19 UTC
From: bili6745@mach1.wlu.ca
Message-ID: <CIq977.8nK@mach1.wlu.ca>
Source record: 196196

Ok, I posted about the problem with Overscan and NVDI. I think I am getting conflicting reply's. I am talking about Overscan and NVDI on a ST not the Overscan program for the falcon.

Keith

--
Mahler/Floyd/Jaguar/Hoff/Trudel/SCV/Molson/Yamaha/Lindberg/CSO/Wagner/Jazz/WLU
Solti/NYP/Mc Ewans/Unix/Dutch Boy/NBA Jam/Rush/Bernstein/Trombone/Shostakovich
California/OSM/Atari/Tolkien/Ozzy/Rickarts Red/Sibelius/Laruier/Internet/Bach
_/_/_/_/_/_/_/_/_/_/_/_/_/ Keith Bilinsky ______________

4117. Re: GEM games?

Newsgroup: comp.sys.atari.st
Date: 1993-12-28 07:58:41 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2foovh$d8l@darkstar.UCSC.EDU>
Source record: 196197

In <H.eg.xOu1aYVr0Kc@semprini.waterloo-rdp.on.ca> cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
>The main problem I see with GEM games is that you can't do
>double-buffering; you can see this same problem in Windoze games that
>try to do animation. This pretty much excludes any game that needs any
>kind of animation. Even doing something like the Ultima games (before
>VI anyway), where you have a field of tiles which are slightly animated
>(they change every n seconds), isn't going to work very well (although
>that'd be easier if we all had TTs; the ST/STe/MegaSTe probably aren't
>fast enough to do it without the delay being annoying... Falcons might
>be fast enough).

Actually, to do simple animation (like the waves moving in ultima) I'd use color cycling of three or four shades of blue, or something similar for lights. But you're right. Any game that requires lots of full screen changes is just not going to be done through the OS on any platform without having a really high end machine or hacking and doing direct to screen within your own window. I don't think and OS supports double buffering for applications, but I could be wrong... For that sort of game it makes sense to not go through the OS, and there are plenty of games for the ST line that do that. I'm working from a different perspective, which is that the game may not be as flashy, but you cam play it when you have a case of writer's block without having to quit from your word processor (assuming MTOS) and compatability across all Atari machines including graphics cards & clones.

~Chris
>--
>------------------==------------------
> cherborth@semprini.waterloo-rdp.on.ca
> Chris Herborth

4118. Re: MEDUSA T40

Newsgroup: comp.sys.atari.st
Date: 1993-12-28 08:00:00 UTC
From: klamer@mi.el.utwente.nl
Message-ID: <klamer.757065600@mi.el.utwente.nl>
Source record: 196198

In <H.eg.FSeNL7yNWqo@semprini.waterloo-rdp.on.ca> cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

>In <hjv.756146664@groucho>, Hendrik Jan Veenstra writes:
>> cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
>>
>> >In <CHvCuy.H7r@world.std.com>, Yat W Siu writes:
>> >> Whatever gave you THIS IDEA? The Medusa is an own custom design, the ROMs
>> >> are a versioyn of TOS 3.06 which is licensed by Atari Benelux! So it's totally
>> >> legal.....unless there is some flaw I am not aware of.
>>
>> >Does that mean it comes with German ROMs?
>>
>> AAAAARRRGGGGHHHHHHHHHH!!!!!!! Ok, calm down, sigh... :-) For once and for
>> all: Benelux = BElgium, NEtherlands, LUXembourg
>> i.e. not, I repeat, NOT including Germany. And let me never hear that again :)

>Sorry for being a little North American-centric... :-)

>What _is_ the predominant language in that area then? I was more
>concerned with the language than the country...

The languages in the Benelux are Dutch, French, and to lesser extent,
Frysian and German. To my knowledge, no Dutch ST roms are produced --
UK roms are standard in the Netherlands -- in Belgium and Luxembourg
you might find French roms (can anybody confirm on this?)

Klamer
--
Klamer Schutte Tel: +31-53-892778 Fax: +31-53-340045
Dept. of Electrical Engineering -- University of Twente, The Netherlands
preferred: klamer@mi.el.utwente.nl SMTP: klamer@[130.89.33.3]

4119. Re: Top Ten Progress

Newsgroup: comp.sys.atari.st
Date: 1993-12-28 09:03:02 UTC
From: Gordie Meyer ATARI UNITED cofounder <BIBLINSKI@delphi.com>
Message-ID: <931228.14582.BIBLINSKI@delphi.com>
Source record: 196199

> Keyfiles are now freely transferrable.

Well, that may be more a statement of the reality of things, but it isn't legal. The proliferation of keyfiles are the primary reason we're discussing a complete revamp of the keyfile system.

ATARI UNITED! is an organization dedicated to providing support for the TOS platform. AU!'s first project is to register as many TOS users as possible, thereby creating a list. Depending on the inclination of each registrant, that list can be 'rented' to developers, dealers or even Atari itself. The actual names will always be kept strictly within AU!, and not sold or made available to anyone else. (Renters send mailing pieces to AU!, who will then label and mail the pieces.)

AU! will be running ads in non-Atari specific publications, to reach TOS users who have fallen outside the mainstream of the Atari community. To pay for those ads, the ATARI UNITED! SoftWareHouse was created. AU!S's first offering will be FreeZe Dried Terminal v2.30. AU!S will handle the registrations and some ongoing support for v2.30, in North America. European registrations will continue to be handled by the existing agent. We are working on lining up other shareware products for the AU!S label, but as of now, we don't have anything to officially announce.

If any shareware authors happen to read this, and might be interested in working with us, please feel free to send me e-mail! We'd love to talk.

--
..|'''.| '|| || > Gordie Meyer
.|' ' .... || ... . > P.O. Box 1982
|| .... .| |. ||' '' .' '|| || || .|' > Ames, IA 50010-1982
'|. || || || || |. || || ||' > USA
''|...'| '|..|' .||. '|..'||. .||. '|..|' > biblinski@delphi.com
==> This sig idea flagrantly stolen. So sue me. > ATARI UNITED!

4120. Re: SOFTWARE WANTED

Newsgroup: comp.sys.atari.st
Date: 1993-12-28 09:10:40 UTC
From: Gordie Meyer ATARI UNITED cofounder <BIBLINSKI@delphi.com>
Message-ID: <931228.15040.BIBLINSKI@delphi.com>
Source record: 196200

Lyle,

You can reach ST Informer at (503) 476-0081.
Or via email at st-informer@genie.geis.com.
Or via snail mail at ST Informer
909 NW Starlite Place
Grants Pass, OR 97526
USA

I hope that helps. <g>

--
..|'''.| '|| || > Gordie Meyer
.|' ' .... || ... . > P.O. Box 1982
|| .... .| |. ||' '' .' '|| || || .|' > Ames, IA 50010-1982
'|. || || || || |. || || ||' > USA
''|...'| '|..|' .||. '|..'||. .||. '|..|' > biblinski@delphi.com
==> This sig idea flagrantly stolen. So sue me. > ATARI UNITED!

4121. Re: Tele Office

Newsgroup: comp.sys.atari.st
Date: 1993-12-28 09:49:00 UTC
From: Eick_Wagner@ki.maus.de
Message-ID: <A32771@KI.maus.de>
Source record: 196129

In article <A61505@M4>, Achim Wilhelm @ M4 (Achim Wilhelm) wrote:

>Can you tell me, what is the directory called SIERRA for?

The directory called SIERRA.DRV only contains the FAX driver compatible
with Sierra-Modems, the FAX driver in the root directory is compatible to
class-2-modems.

Caution: Both drivers have the same name!

Ciao, Eick (Eick_Wagner@ki.maus.de)

4122. Re: None

Newsgroup: comp.sys.atari.st
Date: 1993-12-28 09:51:19 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CIqopJ.L40@cix.compulink.co.uk>
Source record: 196101

In message <CIq977.8nK@mach1.wlu.ca>, bili6745@mach1.wlu.ca said:
>
>Ok, I posted about the problem with Overscan and NVDI. I think I am getting
>conflicting reply's. I am talking about Overscan and NVDI on a ST not the
>Overscan program for the falcon.
>
>Keith

I have used Overscan and NVDI *together* on my ST for almost a year! NVDI
is screen-size independant. Your problem may be:

1) old versions
2) another conflicting program or acc
3) auto folder re-sort

Ofir ogal@cix.compulink.co.uk

4123. STraight FAX 2.0

Newsgroup: comp.sys.atari.st
Date: 1993-12-28 11:46:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d201c9a@troed.ct.se>
Source record: 196120

In a message of 27 Dec 93 18:07:30, Lars-Erik Osterud wrote:

LO> >I run a *VERY* big BBS, with users from more than 20 countries, and th
LO> >modems having problems connecting to my BBS are modems that use the Ro
LO> >chipset - and I'm not the only one with this experience.
LO>
LO> But what kind of modem do you have. Here in Norway my experience is
LO> that Rockwell modem work great as long as the other modem isn't a
LO> US Robotics (US Robotics makes trouble with all other modems :-)

<grin> ... yes, I have a USRobotics 16.8 DUAL STANDARD ... but since USRobotics
was among the first on the market with v32bis, often updates their firmware,
and frankly gives good connects to all modems but Rockwell based ones, I dare
say it's not my modem .. :-D

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

4124. Re: None

Newsgroup: comp.sys.atari.st
Date: 1993-12-28 12:42:38 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CIqwn2.FD@cix.compulink.co.uk>
Source record: 196106

I think we we're talking about Image Copy 2.

4125. Re: GEM games?

Newsgroup: comp.sys.atari.st
Date: 1993-12-28 13:29:24 UTC
From: Robert.Anisko@daytonoh.ncr.com
Message-ID: <CIqyt1.39B@uc2372c.DaytonOH.NCR.COM>
Source record: 196103

In article <H.eg.xOu1aYVr0Kc@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) says:
>
>The main problem I see with GEM games is that you can't do
>double-buffering; you can see this same problem in Windoze games that
>try to do animation. This pretty much excludes any game that needs any
>kind of animation.

You might want to take a look at Microsoft Arcade for Windows (someone
demonstrated it to me). The animation, etc, is smooth and very true
to the original games. However, unlike most Windoze programs, this
one "takes control" (if you switch to something else, the games go into
"pause" mode).

I would imagine that GEM games would probably have similar restrictions
to Windoze games, and as such, perhaps the same techniques employed
on either platform could work?

Rob

4126. Re: Piracy (was: Re: Anyone cr

Newsgroup: comp.sys.atari.st
Date: 1993-12-28 13:34:24 UTC
From: Robert.Anisko@daytonoh.ncr.com
Message-ID: <CIqz1C.3J9@uc2372c.DaytonOH.NCR.COM>
Source record: 196104

In article <H.eg.GwrNmvQOMOw@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) says:
>
>In <2fd38j$hpn@golem.wcc.govt.nz>, Steve Wells writes:
>> The protection is checked *ONCE* at loading of the program. So, running
>> it under M-task systems isn't a problem, just pop up an alert box 'Insert
>> [x program] key disk into drive' and then check it, and continue.
>
>GEM programs *halt* when an alert is up under MultiTOS; not good if
>you're transferring files. GEM _and_ TOS programs *halt* when the
>floppy is accessed; not good if you're doing anything.

Actually, I think there is a program called MDIAL or something like that
that will put all alert/dialog boxes into their own little window. This could
alleviate this problem...

(two if's though: I dunno what would happen if you ran out of windows, though
this wouldn't be a problem under MTOS/Geneva/Winx; also, UIS III seems to
be a little touchy about being put in a window (i.e. it crashes sometimes :-})

>How long does it take _you_ to dig up a particular disk? I'll bet it
>would take longer if it was a piece of software already installed on
>your hard drive (it sure takes me a while to dig up the floppies for
>anything on my hard drive).

Floppies are a last-case scenario for me. Only rare times, like if I
reformat my hard drive for some reason, or I update my version of
Gemview (the floppy has my info on it) do I even mess with floppies...

Rob

4127. Re: Archiver Wars (was Re: GCC)

Newsgroup: comp.sys.atari.st
Date: 1993-12-28 13:56:38 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.Pa_dd1Ss0bc@semprini.waterloo-rdp.on.ca>
Source record: 196113

In <A13623@S2.maus.de>, Christian Grunenberg writes:
> CH>There are also C versions of lharc (Japanese, but easy to build on a
> CH>UNIX system)
>
> The latest Unix-LHA (2.05) is written in C and in English! Seems to be
> very
> portable...

Hey, this is good news! Where does the source code live?

> Ever tried to compress/decompress more than one big file, i.g. the source-
> code of the MiNT-library? You will recognize that the situation isn't the
> same as before because LHarc will take advantage of it. I could easily
> make
> new statistics showing that LHarc compresses 10 times faster and better
> than
> gzip or ST-Zip in some cases. ;-)

I thought I was being fairly objective... :-\ I didn't use multiple
files because I wanted to include gzip, which only compresses single
files.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

4128. Re: Disk Backup

Newsgroup: comp.sys.atari.st
Date: 1993-12-28 14:00:36 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.90J4scDbVxE@semprini.waterloo-rdp.on.ca>
Source record: 196114

In <2f9u1k$7f@iamk4515.mathematik.uni-karlsruhe.de>, Peter Januschke writes:
> 3. Elfback:
>
> - Doesn't work with a ram disk, even if it occupies the whole
> memory.
> - Needs LHARC which + slows down backup speed considerably when
> there are a lot of small files on a partition
> + often leads to failure of the backup process
> due to LHARC error messages
> - LHARC archives are not removed after having been copied
> to a floppy disk

This sounds like it could be useful if you could substitute GNU zip
instead... does anyone know if the author is still updating the program?

> Summary: There seems to be no useful backup program available on the net.

True.

You left out Turtle, which also can't handle high density floppies and
doesn't compress files.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

4129. UNIX for ST

Newsgroup: comp.sys.atari.st
Date: 1993-12-28 14:11:47 UTC
From: trockij@nmr1.Cyanamid.COM
Message-ID: <2fper3$div@c3po.jvnc.net>
Source record: 196102

Can anyone direct me to a good version of Unix for an Atari ST, either a 1040STe or a Mega 4? I have a "demo" of Minix, but it is much too bare for me to make any sort of decision.

I understand that there are several versions of Unix available for the ST, but I have only seen Minix.

Please leave some descriptive (wise?) information, and an FTP site where I can get them (that is, if they are public domain / shareware).

4130. Re: None

Newsgroup: comp.sys.atari.st
Date: 1993-12-28 15:53:22 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CIr5Gy.3tr@cix.compulink.co.uk>
Source record: 196107

In message <CIqwn2.FD@cix.compulink.co.uk>, dbrewood@cix.compulink.co.uk said:
>
>I think we we're talking about Image Copy 2.
>

In that case, ImageCopy2 is *much* faster than GEMView, especially at displaying XIMG files and TIFFs. It also has much better dithering facilities with better results, mainly when viewing 24bit images at 256 colours.

Ofir ogal@cix.compulink.co.uk

4131. Re: MEDUSA T40

Newsgroup: comp.sys.atari.st
Date: 1993-12-28 16:34:48 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.757096488@groucho>
Source record: 196110

cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

>In <hjv.756146664@groucho>, Hendrik Jan Veenstra writes:
>> AAAAARRRGGGGHHHHHHHHHH!!!!!!! Ok, calm down, sigh... :-) For once and for
>> all: Benelux = BElgium, NEtherlands, LUXembourg
>> i.e. not, I repeat, NOT including Germany. And let me never hear that again :)

>Sorry for being a little North American-centric... :-)

Oh, well, I suppose we'll get used to that one day :-).

>What _is_ the predominant language in that area then? I was more
>concerned with the language than the country...

'That area'?? Western Europe you mean? How about 'each country has its own
language' ...? But as far as computers, Atari ROMS, etc are concerned:
English. Except for Germany of course, since they do everything (and I mean
everything :-) in German, including their ROMs.
My god, imagine you have to '\"offnen' (open) a document or to 'speichern'
(save) something to your 'festplatte' (hd)... :-)

--
Hendrik Jan Veenstra (hjv@phil.ruu.nl)
Dept. of Philosophy
University of Utrecht ... and they built up with their bare hands
The Netherlands what we still can't do today ...

4132. Re: Wanted: FAX program info

Newsgroup: comp.sys.atari.st
Date: 1993-12-28 16:36:32 UTC
From: grsys168@gulliver.informatik.uni-dortmund.de
Message-ID: <2fpnag$o7b@fbi-news.informatik.uni-dortmund.de>
Source record: 196109

```
And of course Tele Office

Bye ...Patrick
```

4133. Re: Cant get MSDOS to read or format SS disks

Newsgroup: comp.sys.atari.st
Date: 1993-12-28 16:41:55 UTC
From: ntaib@silver.ucs.indiana.edu
Message-ID: <CIr7pv.63p@usenet.ucs.indiana.edu>
Source record: 196105
Cross-posted to: comp.sys.ibm.pc.misc,comp.sys.mac.misc,comp.sys.atari.st,comp.os.msdos.misc

In article <2f9q29$m01@mail.fwi.uva.nl>,
Marcel Wijkstra (AIO) <wijkstra@fwi.uva.nl> wrote:

>5.25"HD has 80 tracks, while 5.25"DD has only 40 tracks.
>So the tracks are closer together, needing a narrower head. When
>formatting a DD disk in a HD drive, only half the width of the track is
>covered by the head, which leaves plenty of noise for a DD head. So, you
>are correct about the 5.25" part of the story.

Last time I looked at a recent 5 1/4" HD drive, it looked like the
heads were ganged, i.e. there were 2 sets of 2 closely spaced heads. I
think thats how they got around the problem of DD diskettes in HD
drives. The earlier drives probably didn't have the ganged heads.

--

Iskandar Taib | The only thing worse than Peach ala
Internet: NTAIB@SILVER.UCS.INDIANA.EDU | Frog is Frog ala Peach
Bitnet: NTAIB@IUBACS !

4134. Re: Cant get MSDOS to read or format SS disks

Newsgroup: comp.sys.atari.st
Date: 1993-12-28 16:51:41 UTC
From: ntaib@silver.ucs.indiana.edu
Message-ID: <CIr865.77G@usenet.ucs.indiana.edu>
Source record: 196108
Cross-posted to: comp.sys.ibm.pc.misc,comp.sys.mac.misc,comp.sys.atari.st,comp.os.msdos.misc

In article <2fdfip$gv8@mailer.fsu.edu>, Mickey Boyd <boyd@math.fsu.edu> wrote:
>ps@ocisgi7 wrote:

>Of course, his problem was that he purchased a box of DSHD disks, but his
>PC had an old DSDD drive. The drive cheerfully ignored the HD detect hole
>and formatted them DSDD. However, when stuck in a HD drive, the HD detect
>hole (in conjunction with braindead MSDOS) would not allow the disks to be
>read.

I've done this with lots of Macintosh diskettes - the conversation
usually went "What kind of Mac do you have at home?" "Oh.. its a Mac
SE" "Does it have a label that says 'Superdrive' on the front?" "No.."
"Bingo! I'll just tape over this hole here, and voila!"

Note that IBM PS/2's handle diskettes differently from clones. Clones
can "see" the hole, IBM PS/2's can't. We have all kinds of braindead
students who format DSDD diskettes at HD on a PS/2 in the labs and
either start losing data after a few weeks of use or take it home and
can't use it with their clone.

--

Iskandar Taib | The only thing worse than Peach ala
Internet: NTAIB@SILVER.UCS.INDIANA.EDU | Frog is Frog ala Peach
Bitnet: NTAIB@IUBACS !

4135. Re: Elite 2

Newsgroup: comp.sys.atari.st
Date: 1993-12-28 18:47:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A61670@M4.maus.de>
Source record: 196023

>conbination of Stalker, NDVI, OverScan and Speedo to work? Specificly
>the problem seems to be a great hatred between NDVI and Overscan.

I have NVDI 2.11, OverScan 3.0zi, SpeedoGDOS and MultiTOS running as I type this, and it works fine. Note that NVDI must be first in the AUTO folder, then SpeedoGDOS, then OverScan, so that NVDI sees Speedo come into the system and so that NVDI and Speedo see the resolution change come.

bye, Peter

4136. Re: SCSI 2 hard disks ...

Newsgroup: comp.sys.atari.st
Date: 1993-12-28 18:49:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A61671@M4.maus.de>
Source record: 196030

>Someone said recently that although the Falcon has a SCSI 2 interface it
>can't physically reach the 10 Mb speed that SCSI 2's can achieve. Is
>there anyway of changing the interface controller to a much faster one ??
> Are there any companies doing this or has anyone changed it themselves
>???

That doesn't make sense, since there's virtually no hard drive yet (no
affordable one, at least) that drives the NCR chip to its limits.

bye, Peter

4137. Re: Mega STe DIP Switches

Newsgroup: comp.sys.atari.st
Date: 1993-12-28 18:56:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A61672@M4.maus.de>
Source record: 196029

>But then you need AJAX, HD-drive and a strap next to the 68882
>socket (my oldest MEGA STE didn't have this strap -> no 1.44 drive
>option..)

Boy, what nonsense do these guys tell...

The jumper strap next to the 6888_1_ socket is to be removed when a 68881 is installed. When there's none, remove a certain resistor.

Fact is, there are some VERY EARLY MegaSTE units that can't handle HD drives due to a bug in the PCB layout. Early MegaSTEs also didn't have the 68881 jumper, but these two things have nothing to do with each other.

4138. Re: COMA 150

Newsgroup: comp.sys.atari.st
Date: 1993-12-28 19:02:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A61673@M4.maus.de>
Source record: 196028

>Hi, will COMA 150 work with Supra 144 Fax modem with 1.71 Roms...
> I get no response from modem message..??
> Are there any settings that I have to do, Modem/Software..??

It does 'round here...

No modem settings required, be sure to have the appropriate software settings (port, serial speed...) for your modem.

My setup: Supra Modem hooked to ST's modem port (unmodified), HSMODEM1 driver in the AUTO folder. In Coma, I have "direct access to serial port" turned off.

4139. Re: Cant get MSDOS to read or

Newsgroup: comp.sys.atari.st
Date: 1993-12-28 19:10:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A61674@M4.maus.de>
Source record: 196024

>: formatted 720k disk, I can't start the process. Does anyone know how I
>can : get MS-DOS to
> : 1) format a 3.5" disk single-sidedly? or
>: 2) read single-sided atari disks?
>: : Thanks an awful lot--especially to those of you who have helped me
>reach : this deeper level of more knowledgable confusion, : Dan

> No it will not work Atari in their wisdom used the 'wrong' side of the
>disk for the single sided system....

(sigh) Bare nonsense. Atari, as well as any other vendor of single-sided floppy drives, used the lower surface of the disk. So did Commodore in all the PET, CBM, VC154x floppies, so did Apple in the early Macs, and everybody else, including IBM's 5,25" 180 KB floppies.

Atari used standard Epson and Chinon drives, btw. Nothing especially manufactured for their wisdom, just stock drives with a nicer front bezel.

The point in making single-sided drives was: the only r/w head was fixed to the bottom plate of the drive (radial movement possible, of course), whereas the later added second (upper) one had to be liftable for removing and inserting disks.
Single sided drives had a fixed head and a liftable brush on the other side, applying a certain pressure to the disk.

No drive manufacturer would have been stupid enough to make a drive with a liftable head and a fixed brush underneath...

bye, Peter

4140. Re: MiNT 1.04

Newsgroup: comp.sys.atari.st
Date: 1993-12-28 19:18:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A61675@M4.maus.de>
Source record: 196025

>Can some kind soul please compile the latest MiNT with it's utilities
>and GCC, etc. and place it in a Distribution archive like the current
>.95 version of MiNT on a.a.u.e. I'm just learning C and wouldn't know
>how to compile it myself. Please E-mail me with your comments, as I
>don't read this

NO! No-one do this, please. Ever since Atari licensed MiNT, free
distribution is source-only. Binary versions may only be distributed
through Atari.

4141. Re: TC screen grabber & QWK reader

Newsgroup: comp.sys.atari.st
Date: 1993-12-28 19:26:00 UTC
From: magnus_thylander@p4.troed.ct.se
Message-ID: <2d20890e@p4.troed.ct.se>
Source record: 196123

In a message of <24 Dec 93 20:58:00>, Don Maple (2:200/427.3) writes:

> Is there already a True Color screen grabber for the Falcon out
> there? (The graphic file format is of no consequence as long as it's
> not lossy...)

Yep, there is a version of Videomaster Falcon that includes an RGB-splitter to
enable True Colour grabs!

> Does anyone know of a QWK off-line reader for the ST?

Well, there's Mountain QWK-reader (much recommended!) and Captain's.... Those
are the only two I've heard of...

```
************************************
* GREETZ, Magnus Thylander..... *
* .... ******************************************
* ..... .. CoSysOp * UseNet: magnus_thylander@p4.troed.ct.se *
* . ... .. * FidoNet: 2:200/612.4 *
* .. .....XISTENCE * FujiNet: 7:102/102.4 *
* ....ARCASTIC * NeST: 90:1101/112.4 *
*****************************************************************
```

4142. Re: Elite 2

Newsgroup: comp.sys.atari.st
Date: 1993-12-28 19:33:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A61676@M4.maus.de>
Source record: 196027

>AFAIK NVDI only supports resolutions that are handled by its NVDI.SYS
>files.
> Of which Overscan isn't one....
> Yes/No!?

BZZZZT! Wrong Answer! (stole this one, I confess :-)

NVDI does handle Overscan blown STs. Just place NVDI.PRG before
OVERSCAN.PRG in your AUTO folder.

4143. Re: Boot from drive B

Newsgroup: comp.sys.atari.st
Date: 1993-12-28 19:35:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A61677@M4.maus.de>
Source record: 196026

>I need to boot off of drive B on my ST and I've been seeing
>advertisements in UK magazines about a cable that allows you to boot off
>of drive A or B. I believe it's from Ladbroke Computing for five
>pounds. Has anyone tried this cable before? I need to know how well it
>works. Thanks.

In plain STs, one can "hack" it by swapping pin 19 and 20 of the Yamaha
sound chip. It's a bit tricky to solder, but it works.

Newer models, like Mega STE and TT, have jumpers to swap A against B.

4144. Re: Wav player at A.A....

Newsgroup: comp.sys.atari.st
Date: 1993-12-28 20:00:39 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CIrGx3.9C2@cix.compulink.co.uk>
Source record: 196115

But SoundLad is useless on a Falcon, or at least the present version is.

4145. Re: None

Newsgroup: comp.sys.atari.st
Date: 1993-12-28 20:00:41 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CIrGx5.9Cn@cix.compulink.co.uk>
Source record: 196116

>In that case, ImageCopy2 is *much* faster than GEMView, especially at
>displaying XIMG files and TIFFs. It also has much better dithering
>facilities with better results, mainly when viewing 24bit images at 256
>colours.

It could indeed be faster when viewing X-IMG's and TIFF's, but I thought we were discussing loading in GIF/JPEG files, it's now a lot faster than Image Copy 2 on processing those. It may be better with true colour, but the dithering of GIF's is about the same.

Watch_it beats both (viewer only) as far as processing GIF's goes, and it runs on all Atari's from the ST upwards.

4146. Re: Top Ten Progress

Newsgroup: comp.sys.atari.st
Date: 1993-12-28 21:23:24 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2fq84c$j9k@golem.wcc.govt.nz>
Source record: 196117

Will FZDSTerm v2.30 and later still be released as 'shareware' as I had to do a special deal with Aaron which we were both happy with to register my copy. And unless FZDSTerm ends up on GEnie, or even better, atari-archive, I'm not gonna get it! (And if v2.30 has VT-100, I'm using nothing else, lets hope v3.00 is MTOS/Geneva Friendly :) (And doesn't look like Stalker/Connect/Storm which are good, but bland 8-)

```
/------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, O O |
| you can be 100% sure that it will! o |
| WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/
```

4147. Re: Top Ten Progress

Newsgroup: comp.sys.atari.st
Date: 1993-12-28 22:42:42 UTC
From: Lexicor@world.std.com
Message-ID: <CIroF7.J9H@world.std.com>
Source record: 196118

What's so bland about Connect? I think its designed very intuitively?

Yat

* -- *
* Internet : Lexicor@world.std.com *
* Compuserve: 73073,142 *
* Delphi : LEXICORWORLD *
* Genie : Y.SIU *
* -- *
* 36 Queensberry Street, nr.6 *
* Boston, MA 02215, U.S.A. *
* Tel: (617) 437 0414 / Fax: (617) 437 0414 *
* -- *
* Internet: lexicor-request@world.std.com *
* to subscribe to the lexicor graphics list *
* -- *

4148. Re: None

Newsgroup: comp.sys.atari.st
Date: 1993-12-28 22:44:53 UTC
From: Lexicor@world.std.com
Message-ID: <CIroIv.JnF@world.std.com>
Source record: 196119

To throw in my two cents worth....if this is going to be about fast compressing viewers for Jpeg/Gif then SOL (Speed Of Light) is very impressive too, in its Jpeg and GIf compression, it is MUCH faster than GemView in that respect.

Cheers

4149. Help... monitor Cable

Newsgroup: comp.sys.atari.st
Date: 1993-12-28 23:22:12 UTC
From: traynost@omnigate.clarkson.edu
Message-ID: <1993Dec28.232212.9750@news.clarkson.edu>
Source record: 196122

Hello all,
i have a small problem, i can not find my monitor cable for my SC1224
and orig. 1040stf. does anyone know of a store that sells a connector or
x cable?
i would appriciate it a lot... also does anyone have a list of the current
mags
and/or stores in the US?
thanks.
Scott "I refuse to give up my atari!" Traynor

4150. Re: Top Ten Progress

Newsgroup: comp.sys.atari.st
Date: 1993-12-28 23:26:47 UTC
From: msteve@magnus.acs.ohio-state.edu
Message-ID: <2fqfbn$l2e@charm.magnus.acs.ohio-state.edu>
Source record: 196121

So the beast is breathing (with asthma, but still breathing). I also would love to see a good vt100 emulator for FizzDizz. Then I can boot my copy of uniterm, physically with foot....

Michael Steve jr.
The Sequel

4151. Re: MiNT and Minix XFS and software

Newsgroup: comp.sys.atari.st
Date: 1993-12-28 23:33:14 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.4kmm05e7HHI@semprini.waterloo-rdp.on.ca>
Source record: 196149
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <H.eg.q5CNXTDMr5I@nasim.sta.sub.org>, Frank Bartels writes:
> cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
>
> >BTW, this is on an ST with memory protection explicitly turned off (via
> >recompilation with no_mem_prot = 1 in one of the source files).
>
> This makes no sense, you'll never get memory protection on an ATARI
> without 68030 (with PMMU).

I was having problems with that before; my copy of MiNT would crash during the check of whether to turn on memory protection or not. Yes it makes no sense, but that's the solution that Eric suggested I try.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

4152. STuff for sale

Newsgroup: comp.sys.atari.st
Date: 1993-12-29 01:35:29 UTC
From: smegma@xmission.xmission.com
Message-ID: <2fqmt1$hrj@xmission.xmission.com>
Source record: 196124

```
Roland D-10 synthesizer, $400 obo
Hybrid Arts EZ Track + sequencer, $20
Atari 520ST 1mb RAM, $75
Citizen 120D dot matrix printer, $50
Software $15 each: CodeHead Utilities, Timeworks Desktop Publisher,
PrintMaster Plus, Procopy, Thunder!, Populous, Gunship, Roadwar 2000,
Gauntlet.

Leave mail to smegma@xmission.com or call 801-544-8050(US) ask for Roger.
```

4153. For sale: Atari ST Shoebox with Syquest 44 MB drive

Newsgroup: comp.sys.atari.st
Date: 1993-12-29 03:03:05 UTC
From: wyant@eplrx7.es.duPont.com
Message-ID: <1993Dec29.030305.5953@eplrx7.es.duPont.com>
Source record: 196127
Cross-posted to: misc.forsale.computers.other,comp.sys.atari.st

Selling a complete shoebox for the Atari:

1) two-bay shoebox with ICD host adapter and latest (6.2.2) ICD software (shoebox has room for two SCSI drives; host adapter includes clock)

2) Syquest 44 MB cartridge drive (SQ555; fits nicely in one bay of the shoebox)

3) Five 44 MB cartridges for the Syquest drive

This was originally a Toad 44 drive configuration and it is still in excellent condition. We wish to upgrade to a larger drive.

For the package: $345.00 (piece pricing can be discussed)

P.S. a Seagate 85 MB fixed drive (ST 296N) is also available.

Please reply to: Patrick Wyant
Wilmington, DE 19880-0320
wyant@eplrx7.es.dupont.com

4154. Request for Help with Atari ST game: James Pond

Newsgroup: comp.sys.atari.st
Date: 1993-12-29 03:06:26 UTC
From: wyant@eplrx7.es.duPont.com
Message-ID: <1993Dec29.030626.6024@eplrx7.es.duPont.com>
Source record: 196126

I recently purchased "James Pond" new for Christmas. It comes on two disks - a boot disk and a program disk. The program disk won't read and it will not autoboot. GEM merely indicates that the disk cannot be read. Diamond Edge cannot even get started to recover the disk. An IBM disk utility says that the disk has a bad sector and a corrupt FAT (directory).

Can anyone help? The game is no longer in production, so it is unlikely that sending it back (to where?) will yield anything worthwhile. My daughter is very disappointed.

Thank you for your assistance.

Gail Wyant
c/o Patrick Wyant
wyant@eplrx7.es.dupont.com

4155. Spectre GCR 3.0 forsale

Newsgroup: comp.sys.atari.st
Date: 1993-12-29 03:58:50 UTC
From: selick@csa.bu.edu
Message-ID: <2fqv9q$8lr@news.bu.edu>
Source record: 196125

For Sale: Spectre GCR v3.0 with mac 128k Roms just $225! Paid over $400 originally for it. Reason for sale: I have full use of a mac at work. I'll even pay shipping anywhere in the U.S.

Call Steve Selick at 617-782-2219 or e-mail <selick@csa.bu.edu>

4156. FREEZE DRIED TERMINAL 3.0

Newsgroup: comp.sys.atari.st
Date: 1993-12-29 04:21:00 UTC
From: stacey.hoskin@canrem.com
Message-ID: <60.42402.4514.0N18F7C0@canrem.com>
Source record: 195953

```
EE> I had heard FreeZe Dried Terminal 3.0 was going to be released and
EE> distributed by Atari United. Does anyone know the status of this?
EE>

I've been waiting a long time for it, that's for sure. Are my facts
right when I say the last known version was 2.20?
As a registered user, all I can say is, it would have been nice to have
recieved some mail of any kind informing me of the status of the
program.
Of course, many shareware programmers don't last long, but they sure
were sticking it out.
Take it easy.

---
* MMST 2.99|R: ##:^O That's right, I said KRAMER.
```

4157. Re: Wav player at A.A....

Newsgroup: comp.sys.atari.st
Date: 1993-12-29 05:14:40 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2fr3o0$ldi@golem.wcc.govt.nz>
Source record: 196130

Sound-Lab useless on a Falcon!? It works in Medium-Res compatibility
mode doesn't it!?

```
/------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, O O |
| you can be 100% sure that it will! o |
| WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/
```

4158. Jag'

Newsgroup: comp.sys.atari.st
Date: 1993-12-29 05:16:08 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2fr3qo$ldi@golem.wcc.govt.nz>
Source record: 196131

Question, will the Jaguar work in any country. (e.g., the Jaguar someone
in the US uses would also work in London....!?)

So, the PSU's can autoswitch between 110V and 240V!? (and 50/60hz)

I need this info before a local dealer will consider importing them, as
there is no importer in the country, and he has to get them via
a 3rd party elsewhere!

```
/------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, O O |
| you can be 100% sure that it will! o |
| WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/
```

4159. Re: Top Ten Progress

Newsgroup: comp.sys.atari.st
Date: 1993-12-29 05:17:17 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2fr3st$ldi@golem.wcc.govt.nz>
Source record: 196132

> What's so bland about Connect?

I like something a bit different. Not a boring Black & White GEM terminal!

(Especially one I can't use all the features of due to having such a
crap machine 8-)

(And a %&%*$@ 2400 modem :(

```
/------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, O O |
| you can be 100% sure that it will! o |
| WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/
```

4160. Re: Request for Help with Atari ST game: James Pond

Newsgroup: comp.sys.atari.st
Date: 1993-12-29 05:24:04 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2fr49k$ldi@golem.wcc.govt.nz>
Source record: 196133

Re: James pond trouble....

The company that produced James Pond should still exist, as they have
reasonably recently done James-Pond 2 for the CD-32 (Blecch :)

It may just be a virus on the boot-disk. In which case it would
just be a case of replacing the boot-sector with the correct one.
(I don't have the program, and I'm not sure if 'Antidote' supports
boot-writing from a database, as I'm still waiting for it to turn up
amidst the christmas mail surge :)

I'm sure however, that if all else fails, I could dig out the boot
sector and send it to you!

(You could Buy UVK (Ultimate Virus Killer), but buying something to
fix 512-bytes of code is a bit sad. (Although, the program does
come in handy, even with the extra useless bits (who cares whos
birthday it is on x date!?)).)

More than likely, there is someone out there with an original of said
program who can sort this out far easier than myself, not that I
of course mind helping someone who is in such a state of possible money
loss! (A horrible thought if ever I saw one!)

```
/------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, O O |
| you can be 100% sure that it will! o |
| WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/
```

4161. Re: Request for Help with Atari ST game: James Pond

Newsgroup: comp.sys.atari.st
Date: 1993-12-29 05:26:43 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2fr4ej$ldi@golem.wcc.govt.nz>
Source record: 196134

Add-on to prior message:/

The company *many* not exist concerning James-Pond, as they wouldn't
much have to re-code James-Pond for the CD-32, as it's basically
just an Amiga-1200. All they'd have to do is stick a marginally
better sound-track on it and stick it all onto CD!

Bound to be hope though.... :)

```
/------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, O O |
| you can be 100% sure that it will! o |
| WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/
```

4162. Re: GNU Fax

Newsgroup: comp.sys.atari.st
Date: 1993-12-29 06:48:50 UTC
From: mbaffoni@farad.elee.calpoly.edu
Message-ID: <1993Dec29.064850.168935@zeus.aix.calpoly.edu>
Source record: 196135

In article <2f8nq0$n45@geraldo.cc.utexas.edu>,
Tim Gallivan <timg@ccwf.cc.utexas.edu> wrote:
>Hi,
>
>With all of this talk about fax software, I am curious whether anyone
>has considered porting GNU fax. Strangely, I found out that this exists
[stuff deleted]
Actually, this is being done as we speak. :) As it happens, Wolgang
is busy working on CoNnect 2.50 which will support sending faxes through
CoNnect. I would imagine that this requires a GNU fax compiled first....

Now, all we need is a speedoGDOS FAX driver...

>-Tim Gallivan
>timg@landau.ph.utexas.edu
>

4163. New Falcon user questions

Newsgroup: comp.sys.atari.st
Date: 1993-12-29 08:39:49 UTC
From: Desmond_Liu@mindlink.bc.ca
Message-ID: <35323@mindlink.bc.ca>
Source record: 196136

I'm a new Falcon user (yay!) with some miscellaneous questions.

(1) To move software over from my ST to my Falcon, I've hooked up a null modem cable between the two. I've been able to get the two machines talking at 19200, but I can't seem to get Z-modem to work (I've used Stalker, FZT, and STorm without success.) Has anyone else successfully transferred files over a direct serial connection?

(2) How do you lower the !@#$% volume in Breakout? It seems to keep setting the volume of the internal speaker to maximum.

(3) I've got GNU C/C++ 2.5.6 (libraries & include files at patchlevel 95) up and running, and I'm trying to compile MiNT 1.08. I'm running into compiler errors and warnings. Most of them are of the sort "XXXX is being redefined" and lots of type mismatches. Should I worry about these warnings or ignore them?

(4) Related to question (3), I'm running into a lot of these warnings with my "Hello, world" C++ program. Is this normal? Why do I think I have something setup incorrectly?
(5) My "Hello, world" program initially didn't compile when I typed "gcc hello.cc" because the linker couldn't find "cout". But when I typed "gcc hello.cc -lg++.olb" it worked fine. Shouldn't the compiler driver automatically tell the linker to link in this library when compiling C++ code? For that matter, how does GNU C/C++ know which files to link from your $GNULIB directory. A simple C program like "Hello, world" doesn't require you to use a "-l" switch to link in a particular library, yet if you use the GEM or curses library you need to specify the library.

--
Desmond Liu, B.Sc. Computer Science UUCP: a3148@mindlink.UUCP
Vancouver B.C., Canada Bang: ...!van-bc!rsoft!mindlink!a3148
Junior Software Designer TCP/IP: a3148@mindlink.bc.ca

4164. Re: New Falcon user questions

Newsgroup: comp.sys.atari.st
Date: 1993-12-29 09:56:38 UTC
From: Lexicor@world.std.com
Message-ID: <CIsJMF.EEJ@world.std.com>
Source record: 196137

In article <35323@mindlink.bc.ca>,
Desmond Liu <Desmond_Liu@mindlink.bc.ca> wrote:
>I'm a new Falcon user (yay!) with some miscellaneous questions.
>
>(1) To move software over from my ST to my Falcon, I've hooked up a null
>modem cable between the two. I've been able to get the two machines talking
>at 19200, but I can't seem to get Z-modem to work (I've used Stalker, FZT,
>and STorm without success.) Has anyone else successfully transferred files
>over a direct serial connection?

You can also do it via a MIDI Connection...vie MIDINET or MIDICOM..but use
Connect....as you probably are using a.a.u.e demo or unregistered versions?
if so Connect is the best. :)

>
>(2) How do you lower the !@#$% volume in Breakout? It seems to keep setting
>the volume of the internal speaker to maximum.

You use Xcontrol?
CHeers

4165. Re: Top Ten Progress

Newsgroup: comp.sys.atari.st
Date: 1993-12-29 10:00:00 UTC
From: Lexicor@world.std.com
Message-ID: <CIsJs1.EMw@world.std.com>
Source record: 196138

In article <2fr3st$ldi@golem.wcc.govt.nz>,
Steve Wells <wells_s@ix.wcc.govt.nz> wrote:
>> What's so bland about Connect?
>
>I like something a bit different. Not a boring Black & White GEM terminal!

Well...if you are using it in ST High then its all black and white anyway..
in color and higher rez its got some color icon and as it is the windows (gem)
makes it very comfortable to use oh well :)

Cheesr

4166. Re: MEDUSA T40

Newsgroup: comp.sys.atari.st
Date: 1993-12-29 10:21:47 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.93Dec29112147@issan.informatik.uni-dortmund.de>
Source record: 196141

In article <hjv.757096488@groucho>, hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:

|> cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
|>> In <hjv.756146664@groucho>, Hendrik Jan Veenstra writes:
|>>> AAAAARRRGGGGHHHHHHHHHH!!!!!!! Ok, calm down, sigh... :-) For once and for
|>>> all: Benelux = BElgium, NEtherlands, LUXembourg
|>>> i.e. not, I repeat, NOT including Germany. And let me never hear that again :)

|>> Sorry for being a little North American-centric... :-)

|> Oh, well, I suppose we'll get used to that one day :-).

|>> What _is_ the predominant language in that area then? I was more
|>> concerned with the language than the country...

|> 'That area'?? Western Europe you mean? How about 'each country has its own
|> language' ...? But as far as computers, Atari ROMS, etc are concerned:
|> English. Except for Germany of course, since they do everything (and I mean
|> *everything* :-) in German, including their ROMs.
|> My god, imagine you have to '\"offnen' (open) a document or to 'speichern'
|> (save) something to your 'festplatte' (hd)... :-)

Just want to remind you that there are also Spanish and French
versions of the ROMs. If you don't want to speak in your native
language it's your problem.

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

4167. Re: New Falcon user questions

Newsgroup: comp.sys.atari.st
Date: 1993-12-29 10:35:24 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.93Dec29113524@issan.informatik.uni-dortmund.de>
Source record: 196142

In article <35323@mindlink.bc.ca>, Desmond_Liu@mindlink.bc.ca (Desmond Liu) writes:

|> (3) I've got GNU C/C++ 2.5.6 (libraries & include files at patchlevel 95) up
|> and running, and I'm trying to compile MiNT 1.08. I'm running into compiler
|> errors and warnings. Most of them are of the sort "XXXX is being redefined"
|> and lots of type mismatches. Should I worry about these warnings or ignore
|> them?

Try the MiNT libraries (currently at patchlevel 41).

|> (4) Related to question (3), I'm running into a lot of these warnings with my
|> "Hello, world" C++ program. Is this normal? Why do I think I have something
|> setup incorrectly?
|> (5) My "Hello, world" program initially didn't compile when I typed "gcc
|> hello.cc" because the linker couldn't find "cout". But when I typed "gcc
|> hello.cc -lg++.olb" it worked fine. Shouldn't the compiler driver
|> automatically tell the linker to link in this library when compiling C++
|> code? For that matter, how does GNU C/C++ know which files to link from your
|> $GNULIB directory. A simple C program like "Hello, world" doesn't require you
|> to use a "-l" switch to link in a particular library, yet if you use the GEM
|> or curses library you need to specify the library.

The only library that is automagically linked in is the C library
(-lgnu, or -lmint when -mint is specified, or -l*16 with -mshort).
Note that you can live without -lg++ if you don't use iostream or any
other class in -lg++. groff (i think) is such an example with uses
only stdio for input/output.

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

4168. Re: Top Ten Progress

Newsgroup: comp.sys.atari.st
Date: 1993-12-29 10:37:23 UTC
From: sheppard_r@jethro
Message-ID: <2frml3$mh3@golem.wcc.govt.nz>
Source record: 196139

In article <2fq84c$j9k@golem.wcc.govt.nz>, wells_s@ix.wcc.govt.nz (Steve Wells) writes:
>Will FZDSTerm v2.30 and later still be released as 'shareware' as I
>had to do a special deal with Aaron which we were both happy with to
>register my copy. And unless FZDSTerm ends up on GEnie, or even better,
>atari-archive, I'm not gonna get it! (And if v2.30 has VT-100, I'm
>using nothing else, lets hope v3.00 is MTOS/Geneva Friendly :) (And
>doesn't look like Stalker/Connect/Storm which are good, but bland 8-)

> | WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand _/ |

One of the Big problems with FZD is its programed in Basic, and there
is no support for Zmodem, only XYZ and that is far to slow for high
speed modems, also no background support, and no extended command line,
(arcv) Aaron did not know what I was on about when I asked him...

Here FZD is used many by Teenagers, they like all stupid buttons and frills
that are not needed in a Terminal program....

From the News that has been posted here, I don't think that FZD will be posted
into the normal public domain...

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

4169. Re: GNU Fax

Newsgroup: comp.sys.atari.st
Date: 1993-12-29 10:55:42 UTC
From: sheppard_r@jethro
Message-ID: <2frnne$mh3@golem.wcc.govt.nz>
Source record: 196140

In article <1993Dec29.064850.168935@zeus.aix.calpoly.edu>, mbaffoni@farad.elee.calpoly.edu (Michael Baffoni) writes:
>In article <2f8nq0$n45@geraldo.cc.utexas.edu>,
>Tim Gallivan <timg@ccwf.cc.utexas.edu> wrote:

> Actually, this is being done as we speak. :) As it happens, Wolgang
>is busy working on CoNnect 2.50 which will support sending faxes through
>CoNnect. I would imagine that this requires a GNU fax compiled first....

>>-Tim Gallivan

I did read some were that GNU Fax is ONLY FOR ZyXEL MODEMS....!!!

If that is so, why port some thing that mosts of us will never be abel to use..

There was a big list of modem support for Class 2, posted on comp.dcom.modems,
the ZyXEL did not come out to well at all..

There is major incompatiblity with Fax modems and Fax software, some don't
have class one some have class 2 and some have class 2.0, also some
have Sierra chip sets...

So I think it will be a very long road...

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

4170. Re: UNIX for ST

Newsgroup: comp.sys.atari.st
Date: 1993-12-29 11:32:11 UTC
From: kuehn@math.uni-muenster.de
Message-ID: <2frprr$136i@obelix.uni-muenster.de>
Source record: 196143

> Can anyone direct me to a good version of Unix for an Atari ST, either
> a 1040STe or a Mega 4? I have a "demo" of Minix, but it is much too bare
> for me to make any sort of decision.
>
> I understand that there are several versions of Unix available for the
> ST, but I have only seen Minix.
>
> Please leave some descriptive (wise?) information, and an FTP site
> where I can get them (that is, if they are public domain / shareware).

A real UNIX OS requires a PMMU to provide virtual memory which is something the
normal ST does not have. So you have to stick with minix.

A long time ago there was a unix for the TT, but the support was dropped again.

Hope that helps
Ulrich

4171. Re: Top Ten Progress

Newsgroup: comp.sys.atari.st
Date: 1993-12-29 13:18:46 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1574@usdtsg.DaytonOH.NCR.COM>
Source record: 196145

In article <2fr3st$ldi@golem.wcc.govt.nz> wells_s@ix.wcc.govt.nz writes:
>> What's so bland about Connect?
>
>I like something a bit different. Not a boring Black & White GEM terminal!

Only in ST High res. (B&W that is). You can run it in any graphics mode, and
you will get colors (including full 16-color ANSI if you're in a 16color mode,
like a MonSTEred ST Low... (actually, if you use "System Font: 8pt" as
your font (and perhaps turn off the scrollbars) then you see pretty
much everything while in ST Medium (only 4 colors, but it's a start :-)

>(Especially one I can't use all the features of due to having such a
>crap machine 8-)

Whatcha got? Which features? (other than perhaps the lack of
extra serial ports on a ST?)...

>(And a %&%*$@ 2400 modem :(

It does work quite nice at 19.2k baud, BTW ;-)

Rob

...I'm not sure when next I'll read the newsfeed before the New Year,
so a quick "Happy New Year" to all, and email any flames to me as I
might not catch them here :-)

4172. Computers and languages (was: MEDUSA T40)

Newsgroup: comp.sys.atari.st
Date: 1993-12-29 13:43:43 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <2fs1ifINN1a0m@rs1.rrz.Uni-Koeln.DE>
Source record: 196144

In <hjv.757096488@groucho> hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:

>Except for Germany of course, since they do everything (and I mean
>*everything* :-) in German, including their ROMs.
>My god, imagine you have to '\"offnen' (open) a document or to 'speichern'
>(save) something to your 'festplatte' (hd)... :-)

You think it's odd that everyday computer words such as "open",
"save" and "hard disk" are translated to German? Perhaps it is,
but this is nothing compared with France: I once read that the
Academie Francaise ruled the word "computer" must not be used in
French, people should use "ordinateur" instead. Well, at least in
Germany everyone understands and uses the word "computer"...

Happy new year everybody!

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

4173. Re: gas...anybody listening?

Newsgroup: comp.sys.atari.st
Date: 1993-12-29 14:56:16 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <H.eg.zdMpUxkuKU_@nasim.sta.sub.org>
Source record: 196021

jhurwitz@access2.digex.net (j. hurwitz) writes:

>It has nothing to do with any of that...Simply put, ATARI IS DEAD!!!

That might help him. Thanks.

>Those who think the Jaguar is going to revive thing are dreaming.

What has the Jaguar to do with the TOS platform?

>There is little to no press coverage after the initila minor blurbs that
>popped up here and there....

>ATARI IS A DEAD PLATFORM FACE THE FACTS!

Are you able to tell me why? I assume you are not.

Bye,
Knarf
--
+---+
| Frank Bartels - knarf@nasim.sta.sub.org - Munich - West-Germany |
+---+

4174. STraight FAX 2.0

Newsgroup: comp.sys.atari.st
Date: 1993-12-29 15:17:56 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <757206203.AA02335@byte.bbs.no>
Source record: 196011

>LEO>BTW: Software like TeleOffice (very good) work only with class 2
>LEO> modems (and beware that not all faxmodems has class 2 !!!!)

>Can you tell me, what is the directory called SIERRA for? And why my o
>Highscreen-modem with Sierra-Chips worked well with TeleOffice?

TeleOffice works (as far as I know) with CLASS2 fax-modems and SIERRA-
standard modems. But some fax-modems only have CLASS1 and then.. :-(

Lars-Erik 0sterud / E-mail: Lars-Erik.Osterud@byte.bbs.no
Atari Developer / ABK-BBS: +47 67132659 V.32bis Data+Fax
SysOp ABK-BBS /

-- ReadMail ST

4175. DRAGONWARE

Newsgroup: comp.sys.atari.st
Date: 1993-12-29 16:41:36 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <2fsc00$mun@charm.magnus.acs.ohio-state.edu>
Source record: 196146
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

The number for Dragonware that Yat Siu posted, 1-406-265-7300, is no longer
in service. Anybody have a number for Dragonware that IS in service?

_
--
President | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
of: | P.O.BOX 29103 | 8-bit
| COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *

4176. Re: Atari Emulator for Macintosh

Newsgroup: comp.sys.atari.st
Date: 1993-12-29 16:56:20 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <1993Dec29.165620.13508@ibr.cs.tu-bs.de>
Source record: 196148

In article <1993Dec24.220204.5313@bradford.ac.uk>, S.P.Taylor@bradford.ac.uk (Steve Taylor) writes:
|> lannie@ins.infonet.net wrote:
|> : Steve,
|> : He wants to know if there is an Atari emulator, not a MAC emulator. :)
|>
|> Whoops soory everybody. When I am connected in by modem, I tend not to
|> read things properly.
|>
|> Merry Xmas everybody,
|>
|> Steve Taylor.
|>

I don't know about an Atari emulator, but there is a MACMiNT around.
You may use any nonGEM program on a MAC

You can get it from
suniams1.statistik.tu-muenchen.de(131.159.64.1):/pub/mac/MacMiNT.
Or ask
Rainer Menes menes@statistik.tu-muenchen.de
for more information.

--
Axel Kielhorn

The blue wizzard

c0031098@ws.rz.tu-bs.de

4177. New Adventure Game

Newsgroup: comp.sys.atari.st
Date: 1993-12-29 17:46:40 UTC
From: jmb8302@cs.tamu.edu
Message-ID: <2fsfq0$83a@news.tamu.edu>
Source record: 196150

I just uploaded an adventure game that I just finished writing. It's called
Dangimere and it is sorta like a cross between Bard's Tale and Alternate
Reality. It may seem a little crude but it was a proof-of-concept game
for me, the next ones I release will be much smoother and with more
animation, plus they will be completely mouse driven. Anyway, it's
on umich (atari.archive.umich.edu under the atari/New directory)
The files are called DANGMER1.LZH and DANGMER2.LZH, please read the
READ_ME.NOW file that is in the DANGMER1.LZH archive.

enjoy....
--
[%%]===[%%]
[%%] Jeffrey Bilger jmb8302@cs.tamu.edu InterMilan/Juventus [%%]
[%%] Texas A&M University, College Station,Tx Serie A * [%%]
[%%]===[%%]

4178. Re: Top Ten Progress

Newsgroup: comp.sys.atari.st
Date: 1993-12-29 17:54:31 UTC
From: ewj8218@u.cc.utah.edu
Message-ID: <2fsg8n$7vl@u.cc.utah.edu>
Source record: 196001

In article <2frml3$mh3@golem.wcc.govt.nz>,
Roger Sheppard <sheppard_r@jethro> wrote:
>One of the Big problems with FZD is its programed in Basic, and there
>is no support for Zmodem, only XYZ and that is far to slow for high
>speed modems, also no background support, and no extended command line,
>(arcv) Aaron did not know what I was on about when I asked him...
>
>Here FZD is used many by Teenagers, they like all stupid buttons and frills
>that are not needed in a Terminal program....

I think you're making a biased generalization here. I will admit to you
that FZDT has no support for background, but that is its only fault. You
are not limited to XYZ, FZDT supports any external protocol you want to
install. I use GSZRZ with FTZDT and a 14.4k modem. The CPS on
transfers is excellent.

2.30 will be out soon, and I'm assuming it will clear up the
incompatibilities with higher rez and newer machines. It may even have
support for background... I don't have a fettish for stupid buttons, I
like FZDT because it does everything I need it to.

--
\ Eric Jolley \ Eric.Jolley@m.cc.utah.edu \
\ Film Studies Major, U. of U. \ GEnie: E.JOLLEY \
\ For PGP Public Key, finger ewj8218@u.cc.utah.edu \

4179. Elite II

Newsgroup: comp.sys.atari.st
Date: 1993-12-29 18:06:22 UTC
From: s0mf@exnet.com
Message-ID: <CIt6Ap.1G1@exnet.com>
Source record: 196003

Has anyone managed to make any _real_ money in Elite II yet? I've been playing it for days on end, and can't seem to scrape anything substantial together. And has anyone won a battle yet?

Any tips gratefully received...

Miles
--
| -~ M I L E S ~- | "I never was naive enough | -~ ECA ~- |
: -o- : To know when I was wrong" : -o- :
| s0mf@exnet.co.uk | | (0342) 832300 |
: csi021@cch.coventry.ac.uk : -o- : +44 342 832 300 :

4180. Re: Atari Emulator for Macintosh

Newsgroup: comp.sys.atari.st
Date: 1993-12-29 18:12:02 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1575@usdtsg.DaytonOH.NCR.COM>
Source record: 196004

In article <1993Dec29.165620.13508@ibr.cs.tu-bs.de> c0031098@ws.rz.tu-bs.de (Axel Kielhorn) writes:
>
>I don't know about an Atari emulator, but there is a MACMiNT around.
>You may use any nonGEM program on a MAC

Just curious - has anyone tried running MacMiNT under Spectre GCR,
by chance? I'd be curious to see if it worked :-)

Rob

"a flute without holes is not a flute,
but a donut without a hole is a danish..." - unknown

4181. $99 14.4k modem works!

Newsgroup: comp.sys.atari.st
Date: 1993-12-29 18:43:37 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <2fsj4p$1pq@bigboote.WPI.EDU>
Source record: 196005
Cross-posted to: comp.sys.atari.st,comp.sys.mac.comm

I've just joined the ranks of LineLink 144E owners... I use it on an
Atari 1040STf (running STorm) and a Mac SE (running Zterm). It works
pretty well, I must say, even though it only cost $99!

I reset it to the factory settings first thing, then I went through
and reset a few things to my tastes (long connect messages, force the
lights to show true status, etc...) and it worked fine! The included
mac hardware handshaking cable was good, too, and seems rather rugged.
It included AccuWeather software for Mac (which I won't use),
MAcKNOWLEDGE comms software (which I won't use either) and a
CompuServe intro membership...

I ran a modem tester from Toad Computers (a good place for Atari
software) and it reports:

Modem class: 0 (data), 2 (FAX)
Caller ID: not present
FAX speed: 14,400 send & receive
Silent Answer: not present
Chipset: Sierra - SQ322X
Firmware info: copyright 1993 SSC, v1.0 - 08/27/93

Also, it reports that it is STraight FAX (an Atari fax program) compatible.

So it looks like it's a good way to get a cheap modem. $99 from Mac
Warehouse. Look up the number... *grin*

One thing, though. It seems to have a problem falling back from
v.42bis. I finally just set z1 to non-v.42bis and z0 to regular so
when I call a non-v.42bis number I just do atz1... Sort of a hassle,
though. Perhaps there is a fix for this I don't know about?

Also, the Mac flow control doesn't agree with the ST side of things.
That too can be reset though...

cheers!

.s.
--
- lancer@wpi.wpi.edu - -
- "Their first reaction is they want to kill their kids. -
- Then, 24 hours later, they want to kill us," -
- -Dale L. Herring, Security Director, Thrifty Tel Inc. -

4182. GSZRZ 2.28 now shareware

Newsgroup: comp.sys.atari.st
Date: 1993-12-29 18:49:59 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2fsjgn$l0u@mailer.fsu.edu>
Source record: 196002

After exchanging email with the author of GSZRZ (excellent GEM Zmodem implementation from Germany, much faster than xyz.ttp), he has agreed to release version 2.28 as shareware (or perhaps "evaluationware"). The version he is selling is up to 4.0. The highest previous version was 1.9 (2.28 is far superior to 1.9). I need to hack on a new readme file first, and include it in the distribution. It should appear on atari.archive and other places real soon.

GSZRZ 2.28 has all the features of 1.9, plus lots of useful new command line options (turn off mouse interrupt, define actual baud rate, define buffer sizes, etc.), a Mac-style fuel bar indicator of download time, and is much faster than any other ST Zmodem I have seen (I get about 1550-1600 sustained CPS on binary downloads, on a Mega2ST w/14400v.32).

BTW, I have seen it posted that the Zmodem in the newest Connect is blazingly fast (I have not seen it). Of course, you cannot use its Zmodem with other programs. GSZRZ can be retrofited to many modem programs, like FZDT, Uniterm, etc.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4183. Gemulator/email address...

Newsgroup: comp.sys.atari.st
Date: 1993-12-29 18:54:55 UTC
From: scruggs@oclc.org
Message-ID: <1993Dec29.185455.13242@oclc.org>
Source record: 196043

Does anyone here have an internet email address for Darek Mihoka
or BRA Software?

Also, is anyone here currently using the GEMulator? I'd like some
genuine product info...

4184. Re: Top Ten Progress

Newsgroup: comp.sys.atari.st
Date: 1993-12-29 20:00:52 UTC
From: wells_s@jethro
Message-ID: <2fsnlk$pu1@golem.wcc.govt.nz>
Source record: 196008

Why on earth would I want to use a comms program under Monster!? Eek.. :)

I've got a 4meg, STE with a 2400 modem, and a COLOR (New concept!) monitor!

Not a Falcon!

```
/------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, O O |
| you can be 100% sure that it will! o |
| WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/
```

4185. Re: Top Ten Progress

Newsgroup: comp.sys.atari.st
Date: 1993-12-29 20:07:33 UTC
From: wells_s@jethro
Message-ID: <2fso25$pu1@golem.wcc.govt.nz>
Source record: 196009

Why bother. We all know who are right against any comms program not written by Allen Page or with 'Flash' in its name, so as you don't like FreeZe Dried, Don't bother!

(v3 has been reported to be going to be in 100% assembler. Built in Protocols, so you won't need ARCV/ARGV which you don't currently need anyway (I've NEVER EVER needed it). As I'm sure the majority of users 20years+ would appreciate being called teenagers! (Even though, by your reasoning, anyone younger than 50 is immature.... duh!)

```
/------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, O O |
| you can be 100% sure that it will! o |
| WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/
```

4186. Re: Top Ten Progress

Newsgroup: comp.sys.atari.st
Date: 1993-12-29 20:38:31 UTC
From: paetau@mits.mdata.fi
Message-ID: <2fsps7$rm2@mits.mdata.fi>
Source record: 196007

In article <2frml3$mh3@golem.wcc.govt.nz>,
Roger Sheppard <sheppard_r@jethro> wrote:
>
>One of the Big problems with FZD is its programed in Basic, and there
>is no support for Zmodem, only XYZ and that is far to slow for high
>speed modems, also no background support, and no extended command line,
>(arcv) Aaron did not know what I was on about when I asked him...

I don't see a problem in FzDT being programmed in basic (or in any
other language for that matter), as long as it works well. BTW, what
basic is it that it has been programmed in? At least I wouldn't think
it's a slow one, because the ANSI-emulation of FzDT is the fastest I
have seen.
About protocol support, you can install any external protocol in FzDS,
not just XYZ. Also, I don't understand why you say XYZ is far too slow
with high-speed modems; it gives me up to about 1930 CPS when
transferring compressable files with my v.32bis modem. I think it's
fast enough if it can keep up with 19200 bps.
About backgroudn transfers and ARGV you are of course correct. So
let's hope they will appear in future versions of FzDT. No terminal
progarm that I have seen has been perfect.

>Here FZD is used many by Teenagers, they like all stupid buttons and frills
>that are not needed in a Terminal program....

First of all, I don't see how a terminal program gets any worse by
teenagers using it. And I think you should reconsider your view of
teenagers and whether or not they tend to like stupid buttons and
frills any more than the rest of us do. Personally, I don't care if
there are frills or not, as long as the program is easy and convenient
to use, and does a good job on what it's supposed to do.
Second, I don't think FzDT has any more teenage-users than other
terminal programs (not that it would matter even if it had), and
unless you have been making some kind of statistical research on what
kind of people use FzDT, I don't think you can imply, like I think you
did, that FzDT is some kind of a 'teen-terminal' that is only used by
stupid teenagers or their like.

--

| Rasmus Paetau (paetau@mits.mdata.fi) | Seeing is believing |

4187. Re: GSZRZ 2.28 now shareware

Newsgroup: comp.sys.atari.st
Date: 1993-12-29 21:29:09 UTC
From: sheppard_r@jethro
Message-ID: <2fssr5$qce@golem.wcc.govt.nz>
Source record: 196010

In article <2fsjgn$l0u@mailer.fsu.edu>, boyd@hardy.math.fsu.edu (Mickey Boyd) writes:
>After exchanging email with the author of GSZRZ (excellent GEM Zmodem

>BTW, I have seen it posted that the Zmodem in the newest Connect is
>blazingly fast (I have not seen it). Of course, you cannot use its Zmodem
>with other programs. GSZRZ can be retrofited to many modem programs, like
>FZDT, Uniterm, etc.

No ! it can't, I have 3.4, it needs a Shell for the sz to work, you need to pass
info when using sz, like file names and other commands, (argv) for batch
uploads etc...

>* Mickey Boyd *

The other Big problem is how do I upgrade it to version 4....???

What will version 4 give me over 3.4..??

But what is the point of all this, its all most usless with out a sz shell...

I have had no upgrade support from the Author on this at all....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

4188. Re: Mega STe DIP Switches

Newsgroup: comp.sys.atari.st
Date: 1993-12-29 22:04:06 UTC
From: dk3uz@isys-hh.hanse.de
Message-ID: <T2JKBA6S@isys-hh.hanse.de>
Source record: 196016

Peter_Missel@m4.maus.de (Peter Missel) writes:

>This is nonsense, of course. The Mega STE internal host adaptor can handle
>ONE SCSI device, no more. No DIP switch, neither on the HA, nor on the
>Mega STE, can change this behaviour.

If I may add another 'of course': This is of course only true for the
original Atari SCSI host adaptor. Other adaptors, handling up to eight
SCSI devices are available from plenty of sources.

But I guess I missed something of interest to me. What is this about
those DIP switches in the MEGA/STE and the TT? What do they do? No need
to elaborate here again, if this has already happened, but a pm to me
shedding some light onto this topic will be welcome.

Happy new 1994!
Eddi

--
| AMPRNET: dk3uz@db0hht.ampr.org |
| INTERNET: dk3uz@iSYS-hh.hanse.de |
| AX.25: DK3UZ@DB0HHT.#HH.GER.EU |

4189. Re: Jag'

Newsgroup: comp.sys.atari.st
Date: 1993-12-29 22:22:14 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <CItI53.FpE@cix.compulink.co.uk>
Source record: 196018

>Question, will the Jaguar work in any country. (e.g., the Jaguar
>someone in the US uses would also work in London....!?)

>So, the PSU's can autoswitch between 110V and 240V!? (and 50/60hz)

The Jaguar uses an external 9VDC power supply. In the UK this power supply is built on the 3 pin mains plug, and is marked 240VAC input, 9VDC 1.2A output.

Barry

4190. Re: MEDUSA T40

Newsgroup: comp.sys.atari.st
Date: 1993-12-29 22:47:08 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.757205228@groucho>
Source record: 196014

schwab@ls5.informatik.uni-dortmund.de (Andreas Schwab) writes:

>In article <hjv.757096488@groucho>, hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:
>|> 'That area'?? Western Europe you mean? How about 'each country has its own
>|> language' ...? But as far as computers, Atari ROMS, etc are concerned:
>|> English. Except for Germany of course, since they do everything (and I mean
>|> *everything* :-) in German, including their ROMs.
>|> My god, imagine you have to '\"offnen' (open) a document or to 'speichern'
>|> (save) something to your 'festplatte' (hd)... :-)

>Just want to remind you that there are also Spanish and French
>versions of the ROMs. If you don't want to speak in your native
>language it's your problem.

Yes, you're right -- I completely forgot the existence of French and Spanish roms and thus stand corrected.
And re: languages. It's not that I don't want to speak in my native language, but in general English is _the_ computer language (historically and factually). So it seems not more than logical to try to maintain a kind of 'standard' in this respect (why not?) and keep using English.
Take for example a Dutch program for the Macintosh I happen to have. 'Save' is 'Bewaren' (Cmd-S), while 'Quit' is 'Stoppen' (Cmd-Q), etc. So the entry starting with B == cmd-S, the one starting with S == cmd-Q, etc, etc. Changing the keyboard shortcuts to match the Dutch words (i.e. cmd-B and cmd-S) would make the whole mac-interface very inconsistent and thus is no option. Result: another form of inconsistency which can be very confusing. Give me an English program anytime, please.
In order to maintain consistency as much as possible, I changed my Dutch version of the Mac-OS (which came with the computer) with an English version. Result: I now have a Dutch manual and an English OS -- whenever I'm searching for something concerning the Desktop, I have to look up 'Bureaublad'. Etc. Arrgghh.
ST examples? A German terminal program has alt-E for 'Empfangen', where an English program has alt-R (receive), while the German has alt-R for RSR232, ... Pure-C: wonderful compiler/environment, but how many UK/US users have bought it? Very little I'm afraid. I could go on for ages, but I supose I made my point clear. I _do_ have French, Dutch, German and Enlish programs, but I wouldn't mind if they released English copies for all of them...

And re: Germans doing everything in German: seriously, I don't understand how a whole nation can stand to look at John Wayne speaking *German*. It sounds absolutely ridiculous in my ears.

And lastly: please note the :-)'s in my original message.

And for all of you who still read these ramblings: a very happy, healthy, inspiring, fantastic 1994, no matter what language you speak :-).

--
Hendrik Jan Veenstra (hjv@phil.ruu.nl)
Dept. of Philosophy
University of Utrecht ... and they built up with their bare hands
The Netherlands what we still can't do today ...

4191. Re: Computers and languages (was: MEDUSA T40)

Newsgroup: comp.sys.atari.st
Date: 1993-12-29 23:04:30 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.757206270@groucho>
Source record: 196015

aeg03@rrz.uni-koeln.de (Jan T. Kim) writes:

>In <hjv.757096488@groucho> hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:

>>Except for Germany of course, since they do everything (and I mean
>>*everything* :-) in German, including their ROMs.
>>My god, imagine you have to '\"offnen' (open) a document or to 'speichern'
>>(save) something to your 'festplatte' (hd)... :-)

>You think it's odd that everyday computer words such as "open",
>"save" and "hard disk" are translated to German? Perhaps it is,
>but this is nothing compared with France: I once read that the
>Academie Francaise ruled the word "computer" must not be used in
>French, people should use "ordinateur" instead. Well, at least in
>Germany everyone understands and uses the word "computer"...

O, sure, the French are worse... Ever tried to use a French program??? It's
horrible, really. But your German (TV) John Wayne or Meryll Streep aren't too
funky either :-).

>Happy new year everybody!

Same to you!

--
Hendrik Jan Veenstra (hjv@phil.ruu.nl)
Dept. of Philosophy
University of Utrecht ... and they built up with their bare hands
The Netherlands what we still can't do today ...

4192. Re: UNIX for ST

Newsgroup: comp.sys.atari.st
Date: 1993-12-29 23:11:04 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CItKEH.GvL@cix.compulink.co.uk>
Source record: 196017

>> Can anyone direct me to a good version of Unix for an Atari ST, either
>
>A real UNIX OS requires a PMMU to provide virtual memory which is something t
>he normal ST does not have. So you have to stick with minix.

If you really *must* have UNIX on an ST, then Minix is your only choice.
I had several different versions running for a couple of years. The best
being M-Kernal 68K which was distributed by 'The Minix Centre' in the UK.
They appear to have dropped it in favour of Linux on the PC. I've dropped
it in favour of MultiTOS which does everything my Minix system did *and*
runs all my *other* software.

The other Unix type systems around are OS/9 and Mirage. Neither are very
well supported at the moment and don't seem any better than Minix.

Whatever - you need 4Mbs and a reasonable size hard disk to do anything
more than a few basic commands.

:-)

Roland.

4193. Geneva with Harlekin 2

Newsgroup: comp.sys.atari.st
Date: 1993-12-29 23:30:28 UTC
From: dbyfield@outb.wimsey.bc.ca
Message-ID: <dbyfield.0mpp@outb.wimsey.bc.ca>
Source record: 196038

I am having a problem when using Harlekin 2 under Geneva. When I access the Manager/Scrapbook function, the mouse pointer disappears unless I can get it up to the menu bar. Then I have to hold down the left mouse button to keep the pointer in sight! This doesn't occur when I use Harlekin by itself or Geneva by itself. I have also gone over both manuals for some clue related to the pointer, graphics, screen, display, options, etc. but no luck. Any ideas? Thanks in advance.
Doug

--
AVENGER
Atari Avenger
Doug
...

4194. Help w/ Atari Monitor Pinout

Newsgroup: comp.sys.atari.st
Date: 1993-12-29 23:39:50 UTC
From: usul@mcl.ucsb.edu
Message-ID: <2ft4g6$7vp@hub.ucsb.edu>
Source record: 196013

I have come recently acquired an Atari 1040ST system, including a monitor
(model SC1224). I am interested in making the monitor available to my
VCR or SNES - can it support a composite (or chroma-luma) vid signal?
Can some kind soul please mail me a pinout for the monitor's cable?

Many thanks in advance....
Regards,
Matt S.
usul@mcl.ucsb.edu

4195. Re: None

Newsgroup: comp.sys.atari.st
Date: 1993-12-29 23:41:15 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CItLsr.HIJ@cix.compulink.co.uk>
Source record: 196019

In message <Laurent_Zimmerli.08lk@temptation.alphanet.ch>,
Laurent_Zimmerli@temptation.alphanet.ch said:
>In a message dated Mon 27 Dec 93 21:36, Cherborth@semprini.waterloo-Rdp.on.
>wrote:
>
> CR> 28Mhz 68000 board with some cache on it. IMHO, it would be a better
> CR> idea to get a Falcon030, which would be faster despite its slower
> CR> clock
> CR> rate.
>
>er....just a stupid question: => WHY? <=
>
>da you mean about DSP ?? ;-))
>

The Falcon and T28 on the ST are about the same speed although 030
compiled programs may be faster. A Falcon of course has the advantage of
much better graphic modes, DSP, up to date OS, VGA compatibility, better
audio, faster serial port, HD floppy drive, SCSI2 and IDE support, better
PSU, up to 14MB RAM, virtual memory support, memory protection support,
proper co-processor support, etc...

Ofir ogal@cix.compulink.co.uk

4196. Re: None

Newsgroup: comp.sys.atari.st
Date: 1993-12-30 01:16:48 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CItq81.JAz@cix.compulink.co.uk>
Source record: 196020

In message <2fssr5$qce@golem.wcc.govt.nz>, sheppard_r@jethro said:
>
>No ! it can't, I have 3.4, it needs a Shell for the sz to work, you need to pass
>info when using sz, like file names and other commands, (argv) for batch
>uploads etc...
>
>The other Big problem is how do I upgrade it to version 4....???
>
>What will version 4 give me over 3.4..??
>
>But what is the point of all this, its all most usless with out a sz shell...
>
>I have had no upgrade support from the Author on this at all....
>

I don't understand. How else would any external protocol know which file
to send? All the comms programs I have allow you to pass parameters to an
external protocol.

Ofir ogal@cix.compulink.co.uk

4197. Re: slip for st

Newsgroup: comp.sys.atari.st
Date: 1993-12-30 01:22:36 UTC
From: annmarie@apanix.apana.org.au
Message-ID: <2ftags$k38@olivaw.apanix.apana.org.au>
Source record: 196032

dunham@src.honeywell.com (Scott Dunham) writes:

>I am also _very_ interested in SLIP for the ST! I just got done looking at the
>KA9Q package from a.a.u.e, but it seems less that complete, and not easily
>implemented by a novice... If anyone is operating SLIP on an ST, send up a
>flare and show us the way!

I've only come across one implementation that seems to work - goes under
the guise of pe1chl.arc. If you can't find it anywhere, let me know, and
I'll see what I can do.

Kerick
--
"Good heavens, Miss Sakamoto,
You're beautiful!"

4198. Re: Help w/ Atari Monitor Pinout

Newsgroup: comp.sys.atari.st
Date: 1993-12-30 02:53:17 UTC
From: Lonnie McClure <LMCCLURE@delphi.com>
Message-ID: <931229.78797.LMCCLURE@delphi.com>
Source record: 196050

The SC1224 only supports analog RGB, no composite or Y/C (chroma/luma) video, so using it with the VCR is out.

However, as I recall, the SNES can output analog RGB, but someone else will need to provide you with the info on how to hook that up, as I do not have it.

4199. Re: STORM DON'T WORK

Newsgroup: comp.sys.atari.st
Date: 1993-12-30 03:00:13 UTC
From: ETAT@delphi.com
Message-ID: <931229.79213.ETAT@delphi.com>
Source record: 196051

There is something going on with Aaron Hopkins and the folks on Delphi Atari Sig. regarding getting the keys to folks who paid for them and a rumor of version 3 in the works. Most of us are waiting to see what happens, how did you get a key??? I never did along with numerous other donors.

4200. Re: None

Newsgroup: comp.sys.atari.st
Date: 1993-12-30 03:52:27 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CItxFF.Lqo@cix.compulink.co.uk>
Source record: 196031

In message <hjv.757205228@groucho>, hjv@phil.ruu.nl said:
>
>And re: Germans doing everything in German: seriously, I don't understand how a
>whole nation can stand to look at John Wayne speaking *German*. It sounds
>absolutely ridiculous in my ears.
>

Forget John Wayne, you should see Mork and Mindy (Robin Williams) saying
nanoo-nanoo in German :-)

It is very frustrating to see all these great German programs and have no
idea how to use them. I guess the Germans just like their language. The
only way to change such trend is to stop dubbing films and use sub-titles.
The effect of this is remarkable and can be noticed by anyone visiting
Israel. Almost everyone speaks English. Starskey and Hutch American English
of course :-)

Ofir ogal@cix.compulink.co.uk

4201. Re: GSZRZ 2.28 now shareware

Newsgroup: comp.sys.atari.st
Date: 1993-12-30 05:18:30 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2ftob6$e94@mailer.fsu.edu>
Source record: 196022

Roger Sheppard (sheppard_r@jethro) wrote:
> In article <2fsjgn$l0u@mailer.fsu.edu>, boyd@hardy.math.fsu.edu (Mickey Boyd) writes:
>
> >BTW, I have seen it posted that the Zmodem in the newest Connect is
> >blazingly fast (I have not seen it). Of course, you cannot use its Zmodem
> >with other programs. GSZRZ can be retrofited to many modem programs, like
> >FZDT, Uniterm, etc.
>
> No ! it can't, I have 3.4, it needs a Shell for the sz to work, you need to pass
> info when using sz, like file names and other commands, (argv) for batch
> uploads etc...

Yes, it can (2.28, the version number sprinkled throughout my post). I use
it with Uniterm (in fact, I have my macros available via anonymous ftp), and
with FZDT. You do not need a shell. With Uniterm, the macro first builds
the command line (using user input from a fileselector or text dialog), then
calls rz.prg or sz.prg. For FZDT, you simply modify the zmodem up/download
dialog to run rz/sz.prg with the correct command line options. You can put
special wildcards in that FZDT will expand to be the destination path, or
files to upload, or whatever. I am not sure how it works with STalker or
others, but it is undoubtedly simple.

I would be quite surprised if version 3.4 or 4.0 (which I will soon have) is
any different. The fact that rz/sz.prg needs command line options is not
particularly unique. All external modem protocols do (xyz.ttp, etc.). It
is trivial with most modem programs to build a command line and pass it when
executing the protocol program (in the case of FZDT, it is a touchy feelie
mouse dialog you have to set up only once). Even with programs that do not
have this rigged to be trivial, you are in business as long as you can build
strings and execute external programs in the script language.

> The other Big problem is how do I upgrade it to version 4....???

Michael Ziegler's email address is in the readme file. I can attest that
it works.

> What will version 4 give me over 3.4..??
>
> But what is the point of all this, its all most usless with out a sz shell...

Again, this is unlikely, given any popular ST modem program (heck, even the
unpopular ones).

> I have had no upgrade support from the Author on this at all....

Internet email is a wonderful thing.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4202. Re: None

Newsgroup: comp.sys.atari.st
Date: 1993-12-30 06:18:55 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2ftrsf$sqm@golem.wcc.govt.nz>
Source record: 196033

```
] Forget John Wayne, you should see Mork and Mindy (Robin Williams) saying
] nanoo-nanoo in German :-)

Yecch.... (Or 'Shells-butt!') Good old program that!

If only everyone spoke/read the same language, then we could use these
brilliant German utilities properly!

/-------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, O O |
| you can be 100% sure that it will! o |
| WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/
```

4203. Re: Top Ten Progress

Newsgroup: comp.sys.atari.st
Date: 1993-12-30 07:10:36 UTC
From: Theo_Runia
Message-ID: <2d227f7c@f301.n282.z2.fidonet>
Source record: 196097

In a message of <Wed 29 Dec 93 11:37>, Roger Sheppard (2:281/202.0) writes:

RS> One of the Big problems with FZD is its programed in Basic, and
RS> there is no support for Zmodem, only XYZ and that is far to slow for
RS> high speed modems,

What's wrong with basic? QuickBBS ST is in GFA, even the internal Z-Modem
is in GFA-Basic!

And XYZ slow? A lot of BBS's use it, I do and it is not slow at all. I can
get 1650 Cps with most users.

Gr. *-Theo-* QuickBBS ST development

theo@textlitho.nl

--- JetMail 0.95beta
* Origin: The Atari BBS Connection +31-58-153849 HST/V32bis (2:282/301)

4204. Re: New Falcon user questions

Newsgroup: comp.sys.atari.st
Date: 1993-12-30 08:09:47 UTC
From: Desmond_Liu@mindlink.bc.ca
Message-ID: <35380@mindlink.bc.ca>
Source record: 196034

> Andreas Schwab writes:
>
> Try the MiNT libraries (currently at patchlevel 41).

I can't seem to find it on a.a.u.e. Where is it and what is the filename?

--
Desmond Liu, B.Sc. Computer Science UUCP: a3148@mindlink.UUCP
Vancouver B.C., Canada Bang: ...!van-bc!rsoft!mindlink!a3148
Junior Software Designer TCP/IP: a3148@mindlink.bc.ca

4205. Re: Top Ten Progress

Newsgroup: comp.sys.atari.st
Date: 1993-12-30 08:54:40 UTC
From: Gordie Meyer ATARI UNITED cofounder <BIBLINSKI@delphi.com>
Message-ID: <931230.14080.BIBLINSKI@delphi.com>
Source record: 196052

Roger in NZ...

Aaron is aware of those shortcomings of FzDT, and plans to rectify them in either v2.30 or v3.0. (An assembly rewrite is likely for v3.0.) I'm not sure what all will be included in v2.30, but as it will be released as shareware, everyone can take a look and decide for themselves.

Version 3.0 will probably be commercially released, but v2.30 will remain a shareware offering.

We'll make an official announcement when things are closer to being released.

--
..|'''.| '|| || > Gordie Meyer
.|' ' .... || ... . > P.O. Box 1982
|| .... .| |. ||' '' .' '|| || || .|' > Ames, IA 50010-1982
'|. || || || || |. || || ||' > USA
''|...'| '|..|' .||. '|..'||. .||. '|..|' > biblinski@delphi.com
==> This sig idea flagrantly stolen. So sue me. > ATARI UNITED!

4206. STraight FAX 2.0

Newsgroup: comp.sys.atari.st
Date: 1993-12-30 09:12:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d229b7a@troed.ct.se>
Source record: 196060

In a message of 26 Dec 93 18:38:46, Lars-Erik Osterud wrote:

LO> True, only too bad that 90% of the 14,4K modems are Rockwell based :-(

That's really bad ... the non-standard became "standard" ..

LO> And too bad that all won't work with Atari software like TeleOffice
LO> (not all faxmodems have Class2 or Sierra faxcommand, USR har Class1 ?)

The new USR modems (21.6V32Terbo) have Class 1 and Class 2.0 .. (you know, the
REAL Class 2 that now has been finalized ..)

```
+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+
```

4207. Recent GNU Chess binary available for Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1993-12-30 10:57:22 UTC
From: Dag Asheim <dash@ifi.uio.no>
Message-ID: <MM.757249040.11252.hild@ifi.uio.no>
Source record: 196035
Cross-posted to: comp.sys.atari.st,rec.games.chess

Well, the subject says most of it. The machine I (or rather my uncle)
are going to play it on is a 1040ST if that matters.

Thanks in advance,
Dag Asheim

4208. Re: None

Newsgroup: comp.sys.atari.st
Date: 1993-12-30 11:08:08 UTC
From: sheppard_r@jethro
Message-ID: <2fucqo$qa@golem.wcc.govt.nz>
Source record: 196036

In article <CItq81.JAz@cix.compulink.co.uk>, ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>In message <2fssr5$qce@golem.wcc.govt.nz>, sheppard_r@jethro said:

>I don't understand. How else would any external protocol know which file
>to send? All the comms programs I have allow you to pass parameters to an
>external protocol.

Well for one thing they don't allow you to select the file, no file selector,
you can with some Terminal programs send a fixed command list, but then all
things are not fixed, like how many files to send....

GSZRZ works very well with Software that supports it, and that is about 3
programs and they are all German, mosly with out English support...

>Ofir ogal@cix.compulink.co.uk

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

4209. SLM and TT memory

Newsgroup: comp.sys.atari.st
Date: 1993-12-30 11:16:22 UTC
From: Jorn.Moe@f100.n30.z47.byte.bbs.no
Message-ID: <757551797.AA02367@byte.bbs.no>
Source record: 195922

>fox@vulcan.nrlssc.navy.mil (Dan Fox) writes:

>I ran across a curiosity last week - my SLM laser printer
>seems to work directly from TT memory now... It didn't used
>to - if I ran pagestream from tt memory and printed, the
>page would be corrupted in various ways. So I made two copies
>of the pagestream binary and set the TT flags on one of them
>and the ST flags on theother. (Run the TT version to create
>the document, then exit and run the ST version to print...)
>That worked for several months until last week I printed from
>the TT-flagged version by mistake. And it came out fine. So
>I've started printing from it regularly now without a problem.

>only thing that's been changed in the last few weeks is I
>installed MultiTOS, but I usually deactivate it at bootup
>when I'm running pagestream. Is there something about multitos
>(even when disabled) that allows the use of tt memory with
>the laser printer?

No!

>Weird.

Yes!

I don't know Pagesteam, but does it use GDOS? If so, have you recently
changed to SPEDO, or the PRINTER.SYS.

And, remember there are two memmory flags, one for loading into TT
memory, and one for doing mallocs from TT memory. Som applications that
don't like both set, runs fine with the run flag set and the malloc
flag not set. Have you set them both or only one of them?

Jorn Moe, Oslo, Email: jorn.moe@byte.bbs.no | Fax: (+47) 64866917
Norway: The home of Santa and whale killers.| ABK-BBS: (+47) 67132659

-- ReadMail ST

4210. Re: GSZRZ 2.28 now shareware

Newsgroup: comp.sys.atari.st
Date: 1993-12-30 11:19:09 UTC
From: sheppard_r@jethro
Message-ID: <2fudfd$qa@golem.wcc.govt.nz>
Source record: 196037

In article <2ftob6$e94@mailer.fsu.edu>, boyd@gauss.math.fsu.edu (Mickey Boyd) writes:
>Roger Sheppard (sheppard_r@jethro) wrote:
>> In article <2fsjgn$l0u@mailer.fsu.edu>, boyd@hardy.math.fsu.edu (Mickey Boyd) writes:
>
>Yes, it can (2.28, the version number sprinkled throughout my post). I use
>it with Uniterm (in fact, I have my macros available via anonymous ftp), and
>with FZDT. You do not need a shell. With Uniterm, the macro first builds
>the command line (using user input from a fileselector or text dialog), then
>calls rz.prg or sz.prg. For FZDT, you simply modify the zmodem up/download
>dialog to run rz/sz.prg with the correct command line options. You can put
>special wildcards in that FZDT will expand to be the destination path, or
>files to upload, or whatever. I am not sure how it works with STalker or
>others, but it is undoubtedly simple.

>* Mickey Boyd *

Not many people can program Uniterm macros, I have tried and gave up,
from what I remember FZDT , you need a Text file with the file names that you
wish to upload in it, gee what a gludge..

I will state again SZ is not easy to use with out a SHELL..

Try it with Flash 1.6 and find out....

I need some thing that I load up and it works, not next week but now...!!!

I did find a shell some time back, included with a German terminal program for
GSZRZ, it supported X/Y and Zmodem...

I still rest my case...:-)..

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

4211. Re: Mega STe DIP Switches

Newsgroup: comp.sys.atari.st
Date: 1993-12-30 13:10:38 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <CIun9r.zD@hermes.hrz.uni-bielefeld.de>
Source record: 196039

In article <...>, Peter_Missel@m4.maus.de (Peter Missel) writes:
|> >>720k or 1.44 meg. One of the other switches alows a second SCSI drive
|> >>from the internal HA.
|> > Tell me more - This sounds interesting.... I thought the SCSI interface
|> >only could handle one SCSI device ? And I could have need for one
|> >more (CD-ROM or streamer)
|>
|> This is nonsense, of course. The Mega STE internal host adaptor can handle
|> ONE SCSI device, no more. No DIP switch, neither on the HA, nor on the
|> Mega STE, can change this behaviour.

Only thing you can do is change the unit number with the switches
on the internal adaptor.

TeSche
--
PS: If the above written looks weird, then that's probably because it _IS_.
Torsten Scherer (Schiller, TeSche...), University of Bielefeld, Germany
==> itschere@techfak.uni-bielefeld.de / tesche@hrz.uni-bielefeld.de <==

'If you have enjoyed the experience of this drink,' continued the machine,
'why not share it with your friends?'
'Because,' said Arthur tartly, 'I want to keep them.'

4212. Re: GSZRZ

Newsgroup: comp.sys.atari.st
Date: 1993-12-30 14:07:58 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CIupxA.81w@cix.compulink.co.uk>
Source record: 196040

In message <2fucqo$qa@golem.wcc.govt.nz>, sheppard_r@jethro said:
>
>Well for one thing they don't allow you to select the file, no file selector,

Yes they do!

>you can with some Terminal programs send a fixed command list, but then all
>things are not fixed, like how many files to send....
>
>
>GSZRZ works very well with Software that supports it, and that is about 3
>programs and they are all German, mosly with out English support...
>
>

I give up on you Roger. Obviously yuou never read the manual, and if you
did you didn't understand it. I repeat, GSZRZ works with ANY program that
lets you use an external protocol. I am using it now with an English comms
program that was not written with it in mind.

If your comms program does not allow such basic feature as running an
external program and passing it a couple of arguements, then you have a
very bad comms program.

Just in case someone's reading this: YOU DO NOT NEED A SHELL FOR GSZRZ. You
just need a decent comms program. The only thing I need a shell for is when
linking BASIC and assembler routines for GEMBench.

Ofir ogal@cix.compulink.co.uk

4213. DL, GL, and MPG files

Newsgroup: comp.sys.atari.st
Date: 1993-12-30 16:30:45 UTC
From: davecook@multiline.com.au
Message-ID: <1993Dec30.163045.13148@multiline.com.au>
Source record: 196042

Hi,
Does anyone know if there are any viewers/player for DL, GL,
or MPG files available for the Falcon??

If so I would be most grateful if you could post FTP site
addresses or email the site list to me. (Or even email
me the programs :-))

Happy New Year to you all

Cheers,

Dave Cook (davecook@multiline.com.au)

4214. Mega STe questions

Newsgroup: comp.sys.atari.st
Date: 1993-12-30 16:37:34 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <757551800.AA02370@byte.bbs.no>
Source record: 195920

>the Fast Tecnologies Tiny Turbo 030 board, you can accelerate it to 50
>about equivalent to a TT, faster in some respects.

This sounds VERY interesting - Where can I get more info (would have
been great if it can be used without throwing away my At-Once card).

Lars-Erik 0sterud / E-mail: Lars-Erik.Osterud@byte.bbs.no
Atari Developer / ABK-BBS: +47 67132659 V.32bis Data+Fax
SysOp ABK-BBS /

4215. Mega STe questions

Newsgroup: comp.sys.atari.st
Date: 1993-12-30 16:37:36 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <757551800.AA02371@byte.bbs.no>
Source record: 195921

>Hey, I thought the MSTe offered a second serial port that was the same
>as Modem2 (or was that Serial1?) on the TT (which means up to 156k bps

Actually the MEGA STE has TWO extra serial ports....

Modem 1 is the old standard port (but in a 9 pin connector version)
Modem 2 has much higher speed but lacks DCD and CTS (i.e. no modem)
Serial 1 is only on TT's
Serial 2 has all signals, and are much faster (this is THE ONE to use)

There also is a RS-422 LAN connector (very fast, Appletalk compatible)

Lars-Erik 0sterud / E-mail: Lars-Erik.Osterud@byte.bbs.no
Atari Developer / ABK-BBS: +47 67132659 V.32bis Data+Fax
SysOp ABK-BBS /

-- ReadMail ST

4216. AtariMag

Newsgroup: comp.sys.atari.st
Date: 1993-12-30 16:51:08 UTC
From: darmok@cats.ucsc.edu
Message-ID: <2fv0ts$rq2@darkstar.UCSC.EDU>
Source record: 196041

For those of you wanting a magazine that covers ONLY the Atari line, it is here. It is called "Wild Cat" (formerly "The Lynx"), and deals with the gaming side of Atari machines.

Eight full-color issues each year are published, each one full of opinions, reviews, news, tidbits, secrets, letters, and all that fun stuff. This is a FANZINE, though, and not a professionally-run publication - it isn't biased, but it is only 12 pages long).

If you're interested, you can send $1.50 for a sample issue (or $12 to subscribe for a year) to Phil Patton at: 131 Dake Ave.
Santa Cruz, CA
95062

Sorry, but this time, no subscriptions are accepted from out of the United States.

4217. Re: Help w/ Atari Monitor Pinout

Newsgroup: comp.sys.atari.st
Date: 1993-12-30 17:55:20 UTC
From: joey@zaphot.abg.sub.org
Message-ID: <Up-DL5RECVF@zaphot.abg.sub.org>
Source record: 196057

In <2ft4g6$7vp@hub.ucsb.edu> Matt Staroscik wrote :

>I have come recently acquired an Atari 1040ST system, including a monitor
>(model SC1224). I am interested in making the monitor available to my
>VCR or SNES - can it support a composite (or chroma-luma) vid signal?
>Can some kind soul please mail me a pinout for the monitor's cable?
>
>Many thanks in advance....
>Regards,
>Matt S.
>usul@mcl.ucsb.edu

Hello,

The Atari SC1224 does only support RGB-Signal with seperate VSYNC and
HSYNC. Here is the pinout of the Atari's monitor-plug:

1 - Audio out
2 - Composite sync (H+V)
3 - ST: General purpose output, STE: Master clock input (for genlock)
4 - Monochrome detect (ST/STE switches to high res. if low)
5 - Audio in
6 - Green (G)
7 - Red (R)
8 - +12V output (max. 10mA)
9 - Hsync (H)
10 - Blue (B)
11 - Monochrome output
12 - Vsync (V)
13 - Signal ground (GND)

I hope this helps you ...

--
Arno Welzel / Vogelmauer 15 / D-86152 Augsburg / Germany
EMail (Usenet): joey@zaphot.abg.sub.org

Atari UUCP : UPoint-'light'

4218. Re: MEDUSA T40

Newsgroup: comp.sys.atari.st
Date: 1993-12-30 18:32:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A61838@M4.maus.de>
Source record: 195905

>'That area'?? Western Europe you mean? How about 'each country has its
>own language' ...? But as far as computers, Atari ROMS, etc are
>concerned: English. Except for Germany of course, since they do
>everything (and I mean *everything* :-) in German, including their ROMs.
>My god, imagine you have to '\"offnen' (open) a document or
>to 'speichern' (save) something to your 'festplatte' (hd)... :-)

Not quite. ST ROMs were made in 14 languages, including things like "Swiss
German". MultiTOS supports 5 languages.

4219. Re: New Falcon user questions

Newsgroup: comp.sys.atari.st
Date: 1993-12-30 18:32:05 UTC
From: davecook@multiline.com.au
Message-ID: <1993Dec30.183205.15017@multiline.com.au>
Source record: 196046

Desmond Liu (Desmond_Liu@mindlink.bc.ca) wrote:
: I'm a new Falcon user (yay!) with some miscellaneous questions.

: (1) To move software over from my ST to my Falcon, I've hooked up a null
: modem cable between the two. I've been able to get the two machines talking
: at 19200, but I can't seem to get Z-modem to work (I've used Stalker, FZT,
: and STorm without success.) Has anyone else successfully transferred files
: over a direct serial connection?

: (2) How do you lower the !@#$% volume in Breakout? It seems to keep setting
: the volume of the internal speaker to maximum.

: (3) I've got GNU C/C++ 2.5.6 (libraries & include files at patchlevel 95) up
: and running, and I'm trying to compile MiNT 1.08. I'm running into compiler
: errors and warnings. Most of them are of the sort "XXXX is being redefined"
: and lots of type mismatches. Should I worry about these warnings or ignore
: them?

: (4) Related to question (3), I'm running into a lot of these warnings with my
: "Hello, world" C++ program. Is this normal? Why do I think I have something
: setup incorrectly?
: (5) My "Hello, world" program initially didn't compile when I typed "gcc
: hello.cc" because the linker couldn't find "cout". But when I typed "gcc
: hello.cc -lg++.olb" it worked fine. Shouldn't the compiler driver
: automatically tell the linker to link in this library when compiling C++
: code? For that matter, how does GNU C/C++ know which files to link from your
: $GNULIB directory. A simple C program like "Hello, world" doesn't require you
: to use a "-l" switch to link in a particular library, yet if you use the GEM
: or curses library you need to specify the library.

: --
: Desmond Liu, B.Sc. Computer Science UUCP: a3148@mindlink.UUCP
: Vancouver B.C., Canada Bang: ...!van-bc!rsoft!mindlink!a3148
: Junior Software Designer TCP/IP: a3148@mindlink.bc.ca

In answer to your question re: the internal speaker - i have just disabled it
using a cpx prog that allow you to config settings (cpu speed, cache, etc)
I find this is an acceptable solution - unlike speakof2.prg which has its
downfalls.

Cheers,
Dave Cook (davecook@multiline.com.au)[BBBBD

4220. Re: AVK

Newsgroup: comp.sys.atari.st
Date: 1993-12-30 18:35:00 UTC
From: jesper_kock@kockens.ct.se
Message-ID: <2d231f78@kockens.ct.se>
Source record: 196062

> From: lars-erik.osterud@byte.bbs.no (Lars-Erik Osterud)

> Does anyone know the newest version of AVK (Atari Virus Killer) ?

It's 6.0

Grtz from Sweden:

```
_____________________________________________________________________
/______ | \
|( ST ) jesper_kock@kockens.ct.se | "Old women should not |
| |____| | seek to be perfumed" |
|< oo > Wizard on -*-Kockens BBS-*- | |
| |\__/| | - Archilochus |
| \____/ ATARI ONLY +46-46-250256 | |
\_____________________________________|_____________________________/
```

4221. Toad Comp. Phone

Newsgroup: comp.sys.atari.st
Date: 1993-12-30 18:39:54 UTC
From: lannie@ins.infonet.net
Message-ID: <2fv79q$a0f@insosf1.infonet.net>
Source record: 196044

Does anyone know the phone number to Toad Computer?
I haven't seen an Atari Mag for two years now and I lost my
notes with their number on it.
I am going to get a Falcon in a week or so, what would be a
good confiuration? I allready have a 130Meg SCSI drive that
I could use. Do I want to keep the old monitors or go to a
SVGA monitor? I can get new SVGA's for under $225 from
my dad at cost! :)
Later,
Lannie

Lannie Schafroth / Any opinions expressed herein are not \
INS / WYSE 9000i Admin. / necessarily those of Iowa Network Services \
Lannie@ins.infonet.net

4222. Re: gas...anybody listening?

Newsgroup: comp.sys.atari.st
Date: 1993-12-30 18:46:11 UTC
From: winters@access.digex.net
Message-ID: <2fv7lj$450@access.digex.net>
Source record: 196045

```
In article <H.eg.zdMpUxkuKU_@nasim.sta.sub.org>,
Frank Bartels <knarf@nasim.sta.sub.org> wrote:
>jhurwitz@access2.digex.net (j. hurwitz) writes:
>
>>It has nothing to do with any of that...Simply put, ATARI IS DEAD!!!
>
>That might help him. Thanks.
>
>>Those who think the Jaguar is going to revive thing are dreaming.
>
>What has the Jaguar to do with the TOS platform?
>
>>There is little to no press coverage after the initila minor blurbs that
>>popped up here and there....
>
>>ATARI IS A DEAD PLATFORM FACE THE FACTS!
>
>Are you able to tell me why? I assume you are not.
>
>Bye,
>Knarf
>--
>+-----------------------------------------------------------------+
>| Frank Bartels - knarf@nasim.sta.sub.org - Munich - West-Germany |
>+-----------------------------------------------------------------+

Well, as much as I cry over the slow death of my beloved Atari, it
is becoming more and more apparent over time that the views of Jack
H. might be in the right direction. Let's face reality folks - You
can go down to your corner Amiga store and buy a brand new machine
for a cheap price. I got to travel 50 miles to buy a new Atari from
Toad! Gaithersburg MIGHT carry a Falcon. Oh, there are a few music
stores (Music Stores! Geez!!!) that carry them. I don't blame the
poor misguided souls who are buying 486s and Macs for cheap prices.
At least you can buy supported software! Just cuz I like playing with
a "toy" keyboard on an unsupported machine doesn't mean the rest of the
world has to be so foolish! I still think if the PC world would wake up
and add a decent sound board, as standard equipment and a few graphics
chips, we could have our new born Atari. Maybe IBM will buy out Atari
and call the new subsidiary ABM????? But, Mr. Horwitz - I am still using
my 20MB hunk of junk disk drive and my 1MB ST until the keys quit working
completely and the joystick attachment on the board disinigrates into
40 splinters!!! Oh, univeral Atarians, do not abandon hope.....
Just remember, it will be a slow death, since you can still get 800XLs
```

for $5. Soon, you will see STs sitting in junk bins in your neighboorhood thrift shop. I saw an Apple II all beat to hell up in Laurel, Md. with a few disk drives for $30 (only a few keys missing :-)).

Mike Winters "Atarian until death"

4223. for sale: 1040st

Newsgroup: comp.sys.atari.st
Date: 1993-12-30 19:09:50 UTC
From: bergma@ee.ualberta.ca
Message-ID: <bergma.757278590@bode>
Source record: 196047

```
1040STf
TOS 1.0
Mono monitor
Extra disk drive (needs minor repair)
1200 baud modem
Various software items grabbed from the net

Looking for $350 CDN obo

Please reply with any questions, or offers to take it off my hands, to:

gbergman@datap.ca

Gary.
```

4224. Re: Toad Comp. Phone

Newsgroup: comp.sys.atari.st
Date: 1993-12-30 19:30:18 UTC
From: ewj8218@u.cc.utah.edu
Message-ID: <2fva8a$fq4@u.cc.utah.edu>
Source record: 196048

In article <2fv79q$a0f@insosf1.infonet.net>, <lannie@ins.infonet.net> wrote:
>Does anyone know the phone number to Toad Computer?

Here's all of them:

BBS: (410) 544-6999
Voice Phone: (410) 544-6943
FAX: (410) 544-1329
Orders Only: (800) 448-8623

--
\ Eric Jolley \ Eric.Jolley@m.cc.utah.edu \
\ Film Studies Major, U. of U. \ GEnie: E.JOLLEY \
\ For PGP Public Key, finger ewj8218@u.cc.utah.edu \

4225. Re: GSZRZ 2.28 now shareware

Newsgroup: comp.sys.atari.st
Date: 1993-12-30 19:41:15 UTC
From: wells_s@jethro
Message-ID: <2fvasr$40k@golem.wcc.govt.nz>
Source record: 196049

] Not many people can program Uniterm macros, I have tried and gave up,
] from what I remember FZDT , you need a Text file with the file names that
] wish to upload in it, gee what a gludge..

Have you ever tried using it?

It comes up with a batch-file selector, which you can select files from.
It then runs XYZ or whatever supporting program, and then sends the text
file to it. If running from hard-Drive, or using RAM-Disk protocols as
I am, you don't notice it doing this! It is a very compatible method
for programs not supporting extended command-lines......

(And a lot of protocol programs don't.....)

/--\
| If there's a 50/50 chance of something going wrong, O O |
| you can be 100% sure that it will! o |
| WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand _/ |
\- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/

4226. DESKJET 550C

Newsgroup: comp.sys.atari.st
Date: 1993-12-30 19:54:14 UTC
From: HARRIS@SLACVM.SLAC.STANFORD.EDU
Message-ID: <93364.115414HARRIS@SLACVM.SLAC.STANFORD.EDU>
Source record: 196053

I received a DESKJET 550C for Christmas. Is color useful for a
1040ST? I have the Turbojet printer driver for a DESKJET, but
I don't know whether it supports color. The only program that I
have that uses color is Easydraw. Are there drivers available
for the 550C? Much software that supports color?
Fred Harris

4227. Re: New Falcon user questions

Newsgroup: comp.sys.atari.st
Date: 1993-12-30 20:03:59 UTC
From: slyster@outb.wimsey.bc.ca
Message-ID: <slyster.0mrw@outb.wimsey.bc.ca>
Source record: 196054

Hi Desmond... good to see you here. (Sorry for taking up bandwidth on the greeting, but I haven't seen you around the Van boards lately.)

Happy New Year to you!

Stuart

--
Stuart A. Lyster * Since everyone is so paranoid about their dis-
White Rock, B.C. * claimers... and since I am a Canadian...
CANADA * "The views expressed in the above message do not
s.lyster@genie.geis.com * necessarily reflect the views of the Government
slyster@outb.wimsey.bc.ca * of Canada, or any other Canadian." There.

4228. Re: Archiver Wars (was Re: GCC

Newsgroup: comp.sys.atari.st
Date: 1993-12-30 20:09:00 UTC
From: Christian_Grunenberg@s2.maus.de
Message-ID: <A13804@S2.maus.de>
Source record: 196075

CH>Hey, this is good news! Where does the source code live?

On my harddisc ;-) and perhaps on some ftp-servers in Germany.

CH>I thought I was being fairly objective... :-\ I didn't use multiple
CH>files because I wanted to include gzip, which only compresses single
CH>files.

In that case only gzip+tar is comparable to "real" archivers like
lharc,zoo
or zip... And this will change the statistics...

Criss

4229. Need Word Processor

Newsgroup: comp.sys.atari.st
Date: 1993-12-30 20:20:13 UTC
From: jeq@lachman.com
Message-ID: <1993Dec30.202013.16736@i88.isc.com>
Source record: 196055

I'm looking for a cheap (or public domain) word processor
for a 1040ST. Features desired: WSIWYG interface, spelling checker.
If it runs on a 520ST also, that's a bonus. Doesn't need to
be a full-blown publishing system, though of course
that's always nice... :')

At least one person suggested ST Writer as public domain, but
I haven't found it in any of the archives. Pointers to
archives would help. Or - if you have something for sale,
that's nice, too.

(While I'm at it - does anyone know of Atari dealers
in the Chicago area?)
--
Jonathan E. Quist jeq@lachman.com Lachman Technology, Incorporated
DoD #094, EGFC #002, KotPP, KotCF '71 CL450-K4 "Gleep" Naperville, IL
__ "I love Boris Yeltsin. He's kind of like Ted Baxter's
\/ chubby older brother." - WBEZ (Chicago) personality Aaron Freeman

4230. Re: Disk Backup

Newsgroup: comp.sys.atari.st
Date: 1993-12-30 21:52:34 UTC
From: ai063@FreeNet.Carleton.CA
Message-ID: <CIvBFn.C9p@freenet.carleton.ca>
Source record: 196056

In a previous article, craig@yonder.equinox.gen.nz (Craig Shore) says:

>In <2f9u1k$7f@iamk4515.mathematik.uni-karlsruhe.de>, Peter Januschke writes:
>>Summary: There seems to be no useful backup program available on the net.
>
>You're probably right, there is a commercial one that has all the
> bells and whistles .. does 1.44mb discs too I think, Diamond Back II
>
>I back up any files as I get them now, in their original archive...
> that way i've always got a complete version as the author supplied it.
>It only takes a minute to copy it to floppy when you receive it.
>
>Craig.
>
>--
>:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::
>:: (CraigS on IRC) *** Merry Xmas & Happy New Year *** ::
>

Diamond Back 2 is excellent, but there is a shareware backup prg called
VAULT v.3.0 that is also very good. It may be available from the
Ottawa-based National Capital Atari Users' Group.

--
Walter A. Cole
ai063@freenet.carleton.ca

4231. Nettworking

Newsgroup: comp.sys.atari.st
Date: 1993-12-30 22:04:44 UTC
From: William.Kent@f100.n30.z47.byte.bbs.no
Message-ID: <757292600.AA02343@byte.bbs.no>
Source record: 196058

Does anybody know of a network package that enables a Atari ST to be nettworked to a PC.

The wish is to use one of them, prefrably the PC, as a server.

4232. Re: COMA 150

Newsgroup: comp.sys.atari.st
Date: 1993-12-30 22:50:26 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.eg.tu0HipnZbXU@yonder.equinox.gen.nz>
Source record: 196067

In <A61673@M4.maus.de>, Peter Missel writes:
>>Hi, will COMA 150 work with Supra 144 Fax modem with 1.71 Roms...
>> I get no response from modem message..??
>> Are there any settings that I have to do, Modem/Software..??
>
>It does 'round here...
>
>No modem settings required, be sure to have the appropriate software
>settings (port, serial speed...) for your modem.
>
>My setup: Supra Modem hooked to ST's modem port (unmodified), HSMODEM1
^^^^^^^^
What's that? Another fix program for the RTS/CTS bug?

>driver in the AUTO folder. In Coma, I have "direct access to serial port"
>turned off.

Craig.
--
:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::
:: (CraigS on IRC) *** Merry Xmas & Happy New Year *** ::

4233. STEVES

Newsgroup: comp.sys.atari.st
Date: 1993-12-30 22:55:23 UTC
From: lannie@ins.infonet.net
Message-ID: <2fvm8r$bim@insosf1.infonet.net>
Source record: 196059

I just got off the Phone from Steves Hardware/Software in California.
This was the friendliest most Atari knowledgeable phone call I have
had in years! If you need anything for your system, buy from this
place. I talked to Steve personally and he answered every question
I had and was honest about every part of it.

Order Line: 1-800-487-7753
Regular: 1-916-661-3328

LAnnie

Lannie Schafroth / Any opinions expressed herein are not \
INS / WYSE 9000i Admin. / necessarily those of Iowa Network Services \
Lannie@ins.infonet.net

4234. Re: Gemulator

Newsgroup: comp.sys.atari.st
Date: 1993-12-30 22:57:15 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CIvEFF.KD4@cix.compulink.co.uk>
Source record: 196063

In message <1993Dec29.185455.13242@oclc.org>, scruggs@oclc.org said:

>Does anyone here have an internet email address for Darek Mihoka
>or BRA Software?
>

darekm@microsoft.com

Ofir ogal@cix.compulink.co.uk

4235. Re: SCSI 2 hard disks ...

Newsgroup: comp.sys.atari.st
Date: 1993-12-30 23:21:34 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CIvFJz.L9G@cix.compulink.co.uk>
Source record: 196064

>>Someone said recently that although the Falcon has a SCSI 2 interface it
>>can't physically reach the 10 Mb speed that SCSI 2's can achieve. Is

AFAIK there are at least 4 different types of SCSI2

1) Basic SCSI 2
2) Fast SCSI 2 (whats being talked about here)
3) Wide SCSI 2 (32bit path)
4) Fast Wide SCSI 2

Almost everything is currently limited to types 1 and 2. The fact that
the Falcon's SCSI 2 interface is a type 1 is no great loss considering that
this is still better than the internal IDE interface (or at least it should
be).

Roland.

4236. Re: slip for st

Newsgroup: comp.sys.atari.st
Date: 1993-12-30 23:21:37 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CIvFK1.LA3@cix.compulink.co.uk>
Source record: 196065

>I've only come across one implementation that seems to work - goes under
>the guise of pe1chl.arc. If you can't find it anywhere, let me know, and

I'd be interested in that too. The only SLIP I've seen is KA9Q - which
seems to work quite well.

:-)

Roland.

4237. Re: GSZRZ

Newsgroup: comp.sys.atari.st
Date: 1993-12-30 23:33:56 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2fvoh4$4rb@golem.wcc.govt.nz>
Source record: 196061

In article <CIupxA.81w@cix.compulink.co.uk>, ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>In message <2fucqo$qa@golem.wcc.govt.nz>, sheppard_r@jethro said:
>
>I give up on you Roger. Obviously yuou never read the manual, and if you
>did you didn't understand it. I repeat, GSZRZ works with ANY program that
>lets you use an external protocol. I am using it now with an English comms
>program that was not written with it in mind.
>
>If your comms program does not allow such basic feature as running an
>external program and passing it a couple of arguements, then you have a
>very bad comms program.
>
>Just in case someone's reading this: YOU DO NOT NEED A SHELL FOR GSZRZ. You
>just need a decent comms program. The only thing I need a shell for is when
>linking BASIC and assembler routines for GEMBench.
>
>Ofir ogal@cix.compulink.co.uk

Come again what English manual, I brought mine direct from Michael,
its all in German..

I did ask him via Internet and he did send me a Translation, but its very had
to understand, but I would not call it a manual, more like a indexed list of
commands...

There is no mention of a File Selector at all, you must pass the file name in
the command line and any options that you need, so you DO NEED A SHELL to
support this program properly..

Tell me how do you do Batch uploads with it, it has support for ARGV, this is
needed if you have many files that are very deep inside a directory...

I use Flash 1.6, and intend to, untill there is a better Terminal program that
works, and I think I have tried them all...

I have found that with Flash 1.6, YOU DO NEED A SHELL for sz support...

I still rest my case....:-)..

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

4238. Re: None

Newsgroup: comp.sys.atari.st
Date: 1993-12-30 23:37:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d236628@troed.ct.se>
Source record: 196078

In a message of 30 Dec 93 04:52:27, Ofir Gal wrote:

OG> only way to change such trend is to stop dubbing films and use sub-titles.
OG> The effect of this is remarkable and can be noticed by anyone visiting
OG> Israel. Almost everyone speaks English. Starskey and Hutch American
OG> English
OG> of course :-)

...or Sweden... Every swede has to learn English for MINIMUM 6 years in school, then add that almost EVERYTHING on TV is in English with sub-titles ... I dare saying that next to countries with English as their native language, Sweden comes pretty close .. ;)

Yes, I'm from Sweden. Yes, I believe English should be made a world-language.

(Read English 8 years, German 5 ... I'm 100 times better at English due to sub-titled TV ..)

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

4239. Re: GSZRZ 2.28 now shareware

Newsgroup: comp.sys.atari.st
Date: 1993-12-31 02:03:39 UTC
From: mbaffoni@farad.elee.calpoly.edu
Message-ID: <1993Dec31.020339.177430@zeus.aix.calpoly.edu>
Source record: 196066

In article <2fsjgn$l0u@mailer.fsu.edu>, Mickey Boyd <boyd@math.fsu.edu> wrote:
>After exchanging email with the author of GSZRZ (excellent GEM Zmodem
>implementation from Germany, much faster than xyz.ttp), he has agreed to
>release version 2.28 as shareware (or perhaps "evaluationware"). The
>version he is selling is up to 4.0. The highest previous version was 1.9
>(2.28 is far superior to 1.9). I need to hack on a new readme file first,
>and include it in the distribution. It should appear on atari.archive and
>other places real soon.

If GSZRZ is the .acc xyz-modem program from Germany that I am thinking
about, this is good news for those people who have not upgraded to the newest
version of CoNnect - the reason being that if this is the program I am
thinking of, CoNnect has an option to use it instead of the built-in protocols
(and with CoNnect, you can set it up to auto-down/up-load), and it is faster
(from what I have heard) than the CoNnect's earlier zmodem.

>GSZRZ 2.28 has all the features of 1.9, plus lots of useful new command line
>options (turn off mouse interrupt, define actual baud rate, define buffer
>sizes, etc.), a Mac-style fuel bar indicator of download time, and is much
>faster than any other ST Zmodem I have seen (I get about 1550-1600 sustained
>CPS on binary downloads, on a Mega2ST w/14400v.32).

Hmm. Does this mean you are only connecting at 9600? (V.32 is the
4800-9600bps protocols, while 12000-14400 are V.32bis protocols).

>BTW, I have seen it posted that the Zmodem in the newest Connect is
>blazingly fast (I have not seen it). Of course, you cannot use its Zmodem
>with other programs. GSZRZ can be retrofited to many modem programs, like
>FZDT, Uniterm, etc.

Why don't you try benchmarking the two versions - 2.28 of GSZRZ and
CoNnect 2.42's version of Zmodem. I'm sure that a lot of people on the net
would be interested in the results.

>--
>***
>* Mickey Boyd *
>* Systems Administrator *
>* Florida State University Mathematics Department *
>* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
>***

-MikeB

4240. Re: GSZRZ

Newsgroup: comp.sys.atari.st
Date: 1993-12-31 02:21:36 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CIvnw0.2Bx@cix.compulink.co.uk>
Source record: 196070

In message <2fvoh4$4rb@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz said:
>There is no mention of a File Selector at all, you must pass the file name in
>the command line and any options that you need, so you DO NEED A SHELL to
>support this program properly..

Not if you use a decent comms program.

>
>Tell me how do you do Batch uploads with it, it has support for ARGV, this is
>needed if you have many files that are very deep inside a directory...

You can do:

-sz *.C *.H send all files with extensions .C and .H using ZMODEM

You can also use a script file:

-s FILE.EXT

Where the script is an ascii file containing all the files you wish to
send.

>
>I use Flash 1.6, and intend to, untill there is a better Terminal program that
>works, and I think I have tried them all...

There are several better programs, but let's not into that one again.

>
>I have found that with Flash 1.6, YOU DO NEED A SHELL for sz support...
>

Proves my point, doesn't it.

Ofir ogal@cix.compulink.co.uk

4241. Re: GSZRZ 2.28 now shareware

Newsgroup: comp.sys.atari.st
Date: 1993-12-31 03:39:35 UTC
From: ewj8218@u.cc.utah.edu
Message-ID: <2g06tn$cbe@u.cc.utah.edu>
Source record: 196068

In article <1993Dec31.020339.177430@zeus.aix.calpoly.edu>,
Michael Baffoni <mbaffoni@farad.elee.calpoly.edu> wrote:
> Hmm. Does this mean you are only connecting at 9600? (V.32 is the
>4800-9600bps protocols, while 12000-14400 are V.32bis protocols).

GSZRZ 2.28 works fine at 14.4k. I'm sure that's what Mickey meant. I
know that I can never get those V. standards straight.

--
\ Eric Jolley \ Eric.Jolley@m.cc.utah.edu \
\ Film Studies Major, U. of U. \ GEnie: E.JOLLEY \
\ For PGP Public Key, finger ewj8218@u.cc.utah.edu \

4242. GSZRZ 2.28 now sharew

Newsgroup: comp.sys.atari.st
Date: 1993-12-31 04:00:00 UTC
From: dirk.vandenheuvel@nezuld.com
Message-ID: <10498.1288.uupcb@nezuld.com>
Source record: 195973

Michael are you still handling Wolfgang's US registrations? And if so
can you post a translated version of the upgrade notice that came with
the new version? I'd like to upgrade but I'd kinda like to know how much
and where to send it and (last but not least) what I'm getting for it.
Lastly, is the fax option for 2.50 just for Zyxel modems (I hope not,
I'm already mad that I can't use the answering machine stuff--looks
awfully cool).
--Dirk--

. CmpQwk #UNREG. UNREGISTERED EVALUATION COPY

4243. Re: GSZRZ

Newsgroup: comp.sys.atari.st
Date: 1993-12-31 04:02:35 UTC
From: ewj8218@u.cc.utah.edu
Message-ID: <2g088r$dcj@u.cc.utah.edu>
Source record: 196069

In article <2fvoh4$4rb@golem.wcc.govt.nz>,
Roger Sheppard <sheppard_r@ix.wcc.govt.nz> wrote:
>Come again what English manual, I brought mine direct from Michael,
>its all in German..

Admittedly, there is not a very good translation of the manual. However using the Ger2Eng Program and a little experimenting, I know what almost all the manual is talking about. And I don't know a word of German.

>There is no mention of a File Selector at all, you must pass the file name in
>the command line and any options that you need, so you DO NEED A SHELL to
>support this program properly..

Roger, I can see why people are giving up on you. I'm about to give up on you myself. Stop being so bloody ignorant, Man! YOU DO NOT NEED A SHELL TO RUN GSZRZ!!! Stop spreading this false information. I use it perfectly well with FreeZe Dried Terminal. I can do batch uploads and downloads as easy as pie, WITH a file selector. The only commands I have to send are as follows:

For Receive:

Filename: RZ.PRG
Command Line: Nothing!

For Send:

Filename: SZ.PRG
Command Line: -s #L

That's it!!! It doesn't take a rocket scientist to do that, does it?

>Tell me how do you do Batch uploads with it, it has support for ARGV, this is
>needed if you have many files that are very deep inside a directory...

You do batch uploads with it by following the instructions above using FreeZe Dried. You just select the files with the file selector and it uploads them. You see, the -s #L command is made up of 2 parts: -s tells GSZRZ to send the files listed in the file next to the -s command. The #L command tells FZDT to insert the name of TEMPSEND.BQL, the file created when you select files with the file selector.

>I use Flash 1.6, and intend to, untill there is a better Terminal program that
>works, and I think I have tried them all...
>I have found that with Flash 1.6, YOU DO NEED A SHELL for sz support...

That may be true, but saying you need a shell to use GSZRZ period is incorrect. And that IS what you were saying. If you refuse to get an up

to date terminal program, you certainly can't blame GSZRZ. And I would even say you COULD use it with Flash, but it's been such a long time since I did a Flash script I don't remember what you would need to do. My point is this, GSZRZ is an excellent program, German or not. It takes a little effort to learn how to use it, but it beats the hell out of XYZ and many other Zmodem implementations. It deserves no criticism, unless you want to blame Michael Ziegler for being born in Germany.

--
\ Eric Jolley \ Eric.Jolley@m.cc.utah.edu \
\ Film Studies Major, U. of U. \ GEnie: E.JOLLEY \
\ For PGP Public Key, finger ewj8218@u.cc.utah.edu \

4244. Re: GSZRZ

Newsgroup: comp.sys.atari.st
Date: 1993-12-31 05:33:56 UTC
From: wells_s@jethro
Message-ID: <2g0dk4$66v@golem.wcc.govt.nz>
Source record: 196071

On this subject, does GSRZ or whatever, support the 'Zmodem-90' protocol?
(Which has built-in data-compression for us broke people who can't
afford data-compressing high-speed modems!)

I remember seeing one protocol mention something about it (XYZ v2.02b???)
But I've only just found something that supports it....

```
/-------------------------------------------------------------\
| If there's a 50/50 chance of something going wrong, O O |
| you can be 100% sure that it will! o |
| WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand \_/ |
\- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/
```

4245. Re: COMA 150

Newsgroup: comp.sys.atari.st
Date: 1993-12-31 05:37:13 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2g0dq9$61k@golem.wcc.govt.nz>
Source record: 196072

In article <H.eg.tu0HipnZbXU@yonder.equinox.gen.nz>, craig@yonder.equinox.gen.nz (Craig Shore) writes:
>In <A61673@M4.maus.de>, Peter Missel writes:
>>>Hi, will COMA 150 work with Supra 144 Fax modem with 1.71 Roms...

>>My setup: Supra Modem hooked to ST's modem port (unmodified), HSMODEM1
> ^^^^^^^^
>What's that? Another fix program for the RTS/CTS bug?
>
>>driver in the AUTO folder. In Coma, I have "direct access to serial port"
>>turned off.

This Serial fix from Germany has been around for a number of years, its being updated all the time, its now called HSMODA01.xxx , its now modula, what ever that meens as the Docs are still in German, the HSMODEM1 is called HSMOD105.xxx from what I can gather its far better than SERFX20..

>:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::

Peter Missel,
---
many thanks for your help, COMA 150 now seems to work, when using your setting and HSMODEM1.PRG.

There is a small problem with the Demo version, when I just enter one small line of Text, it prints at the bottom of a 70mm page, the Demo Title is at the top of the page, and my message is at the bottom, but the letters are cut off at the bottom, That was using no headers/footers, if I use the Demo IMG file, that is OK, it fills the 70mm page....

!!!!!!

One big problem is the Shareware Price, its far to dear for Shareware, its even dearer than a Commercial program...

This seems to be a Big problem with ALL GERMAN software, Shareware and Commercial, its far far to dear, and very little English support..

100DM works out about $150nz, there is no way I will pay that for a Shareware program, I can get STraight Fax for less than that, the only Problem with STraight Fax there is no Demo version.....

As we don't have any Atari dealers here, I would like to try before I buy..

I have the Program called Script version 1.0, I like it and I found the German Demo of Version III, very nice indeed, but how do I update this, there is no support for the English version now...

Its a pitty as the Atari lacks in Good word processors

Germany produces some of the best Atari software, or should I say some of the only Atari software, but only about 10% has been converted to English, to me this is a real shame....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

4246. Re: Need Word Processor

Newsgroup: comp.sys.atari.st
Date: 1993-12-31 06:23:46 UTC
From: Gordie Meyer ATARI UNITED cofounder <BIBLINSKI@delphi.com>
Message-ID: <931231.05026.BIBLINSKI@delphi.com>
Source record: 196073

> ...does anyone know of Atari dealers in the Chicago area?

Compu-Seller West
220.5 West Main Street
St. Charles, IL 60174
708-513-5220

--
..|'''.| '|| || > Gordie Meyer
.|' ' .... || ... . > P.O. Box 1982
|| .... .| |. ||' '' .' '|| || || .|' > Ames, IA 50010-1982
'|. || || || || |. || || ||' > USA
''|...'| '|..|' .||. '|..'||. .||. '|..|' > biblinski@delphi.com
==> This sig idea flagrantly stolen. So sue me. > ATARI UNITED!

4247. Re: GSZRZ 2.28 now shareware

Newsgroup: comp.sys.atari.st
Date: 1993-12-31 07:05:12 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <H.eg.MONyRhE0sgQ@albemuth.equinox.gen.nz>
Source record: 196074

sheppard_r@jethro (Roger Sheppard) writes:
> I will state again SZ is not easy to use with out a SHELL..
>
> Try it with Flash 1.6 and find out....

The simplest way would be to write a macro file or something I guess.
That shouldn't be at all hard as the language seemed pretty similar to
Basic when I looked at it.

> I need some thing that I load up and it works, not next week but now...!!!

Why not try to do things yourself if you're not happy with what others
have done. There are easily available source codes for Z-Modem!! Also
remember that most people are able to find an easy way that suits their
own situations, without having to pull down what others are doing!

--
|John Collis
|Email to: john@albemuth.equinox.gen.nz
|or: John_Collis@equinox.gen.nz
|Phone: +64-3-379-8921

4248. Re: GSZRZ

Newsgroup: comp.sys.atari.st
Date: 1993-12-31 08:30:42 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CIw4z6.782@cix.compulink.co.uk>
Source record: 196076

In message <2g0dk4$66v@golem.wcc.govt.nz>, wells_s@jethro said:
>
>On this subject, does GSRZ or whatever, support the 'Zmodem-90' protocol?
>(Which has built-in data-compression for us broke people who can't
>afford data-compressing high-speed modems!)
>
>I remember seeing one protocol mention something about it (XYZ v2.02b???)
>But I've only just found something that supports it....
>

Maybe this helps:

from the manual:

----------cut here----------

Compression of ASCII files

-z If this parameter is specified, RLE compression is enabled.
It depends on the sender if it will be used. This parameter
can be useful if you transfer ASCII files and do NOT use
MNP5 or V42bis. RLE is a rather simple compression algorithm
but fast enough to enhance the transfer rates.

----------cut here----------

Ofir ogal@cix.compulink.co.uk

4249. Re: COMA 150

Newsgroup: comp.sys.atari.st
Date: 1993-12-31 08:30:44 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CIw4z8.78n@cix.compulink.co.uk>
Source record: 196077

In message <2g0dq9$61k@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz said:
>
>Germany produces some of the best Atari software, or should I say some of the
>only Atari software, but only about 10% has been converted to English, to me
>this is a real shame....
>

At last we agree on something, Roger. BTW, STraight FAX is very nice and
the latest version runs as a desk acc which is very useful. Maybe the
author is reading this and will produce a demo, not a bad idea. For one
thing, it's in English and comes with a printed manual.

Ofir ogal@cix.compulink.co.uk

4250. Re: Geneva with Harlekin 2

Newsgroup: comp.sys.atari.st
Date: 1993-12-31 11:31:00 UTC
From: bo_leuf@daggskim.ct.se
Message-ID: <2d241064@daggskim.ct.se>
Source record: 196092

Doug Byfield did willfully write on 30 Dec 93 (to All), and I quote...
DB> From: dbyfield@outb.wimsey.bc.ca (Doug Byfield)
DB>
DB> I am having a problem when using Harlekin 2 under Geneva. When I
DB> access the Manager/Scrapbook function, the mouse pointer disappears
DB> unless I can get it up to the menu bar. Then I have to hold down the
DB> left mouse button to keep the pointer in sight! This doesn't occur
DB> when I use Harlekin by itself or Geneva by itself. [...]

I've noticed the same effect, also with some other program (forget which just now...), and seems to be some incompatibility in mouse handling, apparently when going through the (Harlekin) dialogs. I first noticed it when changing linelength in the editor, then later after any Harlekin function that throws up a dialog. Luckily the mouse pointer returns outside H2, so at a pinch one can switch foreground (alt-tab) to locate the pointer and place it correctly for the next H2 klick (on the
'backgrounded' H2 window).

I was going to enter H2 in the Geneva flags section and fiddle with some settings to see if some of Geneva's extensions are the problem, not being foreseen by H2 programmers.

BTW, starting H2 from desktop in Geneva doesn't work - bombs, so there are definitely _some_ incompatibilities running H2 under Geneva. All in all, however, everything else in H2 seems to work ok (it's always resident in my system with or without Geneva).

Harlekin 3 might be the solution...

(illegible signature) Bo Leuf
- Email: bo_leuf@daggskim.ct.se

4251. Re: None

Newsgroup: comp.sys.atari.st
Date: 1993-12-31 12:44:46 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CIwGqM.Asz@cix.compulink.co.uk>
Source record: 196081

I'd beg to differ there, I do not find it that much different, unless you
are talking about a registered version of course? The fastest I've seen
so far is Watch_It, which unfortunately is no longer supported.

```
================================================================================
= .---. FALCON .---. = Post....: Daron Brewood =
= / \ __ / \ = 7, Crescent Road, Portwood, =
= / / \( )/ \ \ = Stockport, Cheshire. SK1 2QG =
= ////// ' \/ ` \\\\\\ = United Kingdom. =
= //// / // : : \\ \ \\\\ = Fax.....: +44 (061) 429-9803 =
= // / / /` '\ \ \ \\ ========================================
= // //..\\ \\ = InterNet: dbrewood@cix.compulink.co.uk =
= ====UU====UU==== = NeST....: 90:90/0.0@nest.ftn =
= '//||\\` = AtariNet: 51:500/0.0@atarinet.ftn =
= ''`` = Fido....: 2:255/401.0@fidonet.org =
================================================================================
gfx (c) K.Osborne
```

4252. Re: Wav player at A.A....

Newsgroup: comp.sys.atari.st
Date: 1993-12-31 12:44:48 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CIwGqo.AtK@cix.compulink.co.uk>
Source record: 196082

Not that I could see, bombed when I tried to load in some samples.

```
================================================================================
= .---. FALCON .---. = Post....: Daron Brewood =
= / \ __ / \ = 7, Crescent Road, Portwood, =
= / / \( )/ \ \ = Stockport, Cheshire. SK1 2QG =
= ////// ' \/ ` \\\\\\ = United Kingdom. =
= //// / // : : \\ \ \\\\ = Fax.....: +44 (061) 429-9803 =
= // / / /` '\ \ \ \\ ========================================
= // //..\\ \\ = InterNet: dbrewood@cix.compulink.co.uk =
= ====UU====UU==== = NeST....: 90:90/0.0@nest.ftn =
= '//||\\` = AtariNet: 51:500/0.0@atarinet.ftn =
= ''`` = Fido....: 2:255/401.0@fidonet.org =
================================================================================
gfx (c) K.Osborne
```

4253. Re: New Adventure Game

Newsgroup: comp.sys.atari.st
Date: 1993-12-31 12:44:49 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CIwGqq.Au5@cix.compulink.co.uk>
Source record: 196083

Will it run on a Falcon at all? If so does it do anything Falcon specific?

```
================================================================================
= .---. FALCON .---. = Post....: Daron Brewood =
= / \ __ / \ = 7, Crescent Road, Portwood, =
= / / \( )/ \ \ = Stockport, Cheshire. SK1 2QG =
= ////// ' \/ ` \\\\\\ = United Kingdom. =
= //// / // : : \\ \ \\\\ = Fax.....: +44 (061) 429-9803 =
= // / / /` '\ \ \ \\ ========================================
= // //..\\ \\ = InterNet: dbrewood@cix.compulink.co.uk =
= ====UU====UU==== = NeST....: 90:90/0.0@nest.ftn =
= '//||\\` = AtariNet: 51:500/0.0@atarinet.ftn =
= ''`` = Fido....: 2:255/401.0@fidonet.org =
================================================================================
gfx (c) K.Osborne
```

4254. Re: GSZRZ 2.28 now shareware

Newsgroup: comp.sys.atari.st
Date: 1993-12-31 13:01:12 UTC
From: jens@jeyhh.sh.sub.org
Message-ID: <H.eg.wdztCOAQUYQ@jeyhh.sh.sub.org>
Source record: 196093

In <1993Dec31.020339.177430@zeus.aix.calpoly.edu>, Michael Baffoni writes:
> Why don't you try benchmarking the two versions - 2.28 of GSZRZ and
>CoNnect 2.42's version of Zmodem. I'm sure that a lot of people on the net
>would be interested in the results.

Yes! I'm interested, too. I don't have GSZRZ newer than 1.9b, but with
the current version of CoNnect (2.42) under TOS 2.06 with a ST with 16MHz
I reach up to 3750cps when transfering Textfiles via my ZyXEL. I think that
things would be a bit faster if i had more than 38400bps a my serial port...
(38.4k is a small hardware patch for less than 1$).

Jens

4255. Re: GSZRZ 2.28 now shareware

Newsgroup: comp.sys.atari.st
Date: 1993-12-31 13:12:11 UTC
From: sheppard_r@jethro
Message-ID: <2g18fb$8i3@golem.wcc.govt.nz>
Source record: 196080

In article <H.eg.MONyRhE0sgQ@albemuth.equinox.gen.nz>, john@albemuth.equinox.gen.nz (John Collis) writes:
>sheppard_r@jethro (Roger Sheppard) writes:
>> I will state again SZ is not easy to use with out a SHELL..
>>
>
>The simplest way would be to write a macro file or something I guess.
>That shouldn't be at all hard as the language seemed pretty similar to
>Basic when I looked at it.
>
>> I need some thing that I load up and it works, not next week but now...!!!
>
>Why not try to do things yourself if you're not happy with what others
>have done. There are easily available source codes for Z-Modem!! Also
>remember that most people are able to find an easy way that suits their
>own situations, without having to pull down what others are doing!

To get the latest version of Zmodem source you have to pay for it, the one that is in the PD is very old...

It would be far easyer to write the Shell for Flash, there is no poit in reinventing the wheel...

The file selector command can't be programed into a script...

That is why we have Zflash, a Zmodem Shell, not very good.....

I have not pulled down what otheres are doing, all I state that it needs a shell to work 100% with Flash and some other programs, GSZRZ is the best there is for the Atari, its a pitty that all Terminal programs don't use it...

I am not a programer but a Computer Tech....

>|John Collis

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

4256. Re: Elite II

Newsgroup: comp.sys.atari.st
Date: 1993-12-31 13:19:12 UTC
From: ue@nathan.do.open.de
Message-ID: <H.ei._7V5M697bAg@nathan.do.open.de>
Source record: 196084

In <CIt6Ap.1G1@exnet.com>, Miles Fender writes:

Hi Miles,
[problem: can't get real money, big problems with battles]
>Any tips gratefully received...
seems you ran into the differences between Elite I and II. In Elite II, battles are much harder and definitly not the way to start. Try using my strategy (from the PC version, I'm still looking for the ST version):
- use the default setup (on Mars, with autopilot and stuff)
- lift off, fly to one of the space stations around earth
- sell all weapons and the atmospheric shield
- buy animal meat and fly to banard's star
- sell the meat, buy computers/roboters and fly back to earth
- repeat this until you've got enough money (it does pay off to buy a larger ship after some time)

After you've earned enough money (5 million was enough for me) buy a fast ship to begin fighting. The ASP explorer is an extremly good choice. Do NOT fiddle around with pulse lasers and plasma accelerators, use beam lasers only...

/s/Udo
PS: To the german readers of this newsgroups: Who sells Elite II for the ST in Germany, english version preferred? Any hints are appreciated
--
Hinweis: Wegen der aktuellen Situation auf dem Backbone von ruhr.de/open.de bitte ich darum, Mails an udo@iml.fhg.de oder ue@[193.100.14.2] zu senden.
Nach Inbetriebnahme des neuen DE-NIC aendert sich die zweite Adresse in
>>> ue@icmp.ping.de <<<

4257. Re: None

Newsgroup: comp.sys.atari.st
Date: 1993-12-31 13:21:40 UTC
From: jens@jeyhh.sh.sub.org
Message-ID: <H.eg.mJ4NnI1svZA@jeyhh.sh.sub.org>
Source record: 196094

In <CItxFF.Lqo@cix.compulink.co.uk>, "Ofir Gal" writes:
>In message <hjv.757205228@groucho>, hjv@phil.ruu.nl said:
>I guess the Germans just like their language.
Did we? Please exclude my person ;-)

>The only way to change such trend is to stop dubbing films and use sub-
>titles.
Nice idea!

A lot of programs from Germany came with bilangual documentation. The only reason that not every program has that is maybe, that there are very few Atari users outside Germany... So there are not many authors which are willed to write an extra documentation in a foreign language.

What about offering your help to translate docs to english instead of complaining that everybody in the world is a native english speaker? Even if you don' understand german it should be possible.

Jens

4258. Re: slip for st

Newsgroup: comp.sys.atari.st
Date: 1993-12-31 13:38:24 UTC
From: ue@nathan.do.open.de
Message-ID: <H.ei.Oqa3ywcETzs@nathan.do.open.de>
Source record: 196085

In <1993Dec27.091951.23404@src.honeywell.com>, Scott Dunham writes:

Hi Scott,
>I am also _very_ interested in SLIP for the ST! I just got done looking at the
>KA9Q package from a.a.u.e, but it seems less that complete, and not easily
>implemented by a novice... If anyone is operating SLIP on an ST, send up a
>flare and show us the way!
try using the STICP package. It is a souped-up version of KA9Q supporting the
additional modem ports in a TT or Mega STE. I am not sure, but check out
ftp.uni-clausthal.de for the archive (sticp.*). In any case, you should also
get the source package (sticpsrc.*) or you won't have any documentation...

If anyone needs help setting up this bastard (it's an awful job), send out
a distress beacon...
/s/Udo
--
Hinweis: Wegen der aktuellen Situation auf dem Backbone von ruhr.de/open.de
bitte ich darum, Mails an udo@iml.fhg.de oder ue@[193.100.14.2] zu senden.
Nach Inbetriebnahme des neuen DE-NIC aendert sich die zweite Adresse in
>>> ue@icmp.ping.de <<<

4259. Re: DESKJET 550C

Newsgroup: comp.sys.atari.st
Date: 1993-12-31 13:42:05 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <2g1a7dINN16bd@rs1.rrz.Uni-Koeln.DE>
Source record: 196079

In <93364.115414HARRIS@SLACVM.SLAC.STANFORD.EDU> <HARRIS@SLACVM.SLAC.STANFORD.EDU> writes:

>I received a DESKJET 550C for Christmas. Is color useful for a
>1040ST? I have the Turbojet printer driver for a DESKJET, but
>I don't know whether it supports color. The only program that I
>have that uses color is Easydraw. Are there drivers available
>for the 550C? Much software that supports color?

Calamus SL (dtp program), Signum! 3 (word processor), Chagall
(drawing) Retouche professional (for touching up scaned
photographs) and DA's Vector support color. GemView does too, I
don't know if it does any printing, though. If you have any
program that produces color postscript output, you can print that
on your DeskJet 550C using GhostScript, which has been ported to
the Atari platform. I'm not sure if the binary available via ftp
has the deskjet driver compiled into it. If not, it shouldn't be
too difficult to do that.

A happy new year to all you fellow Atarians!

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

4260. Mega STe questions

Newsgroup: comp.sys.atari.st
Date: 1993-12-31 16:01:08 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <757638213.AA02377@byte.bbs.no>
Source record: 195898

>This (if I remember correctly) can only be used if one is not also
>using Serial2. Is this correct, or was that Serial1? BTW, if it is A

Correct Serial2 and LAN is connected to the same chips inside...

>compatible, does that mean it is lacking hardware handshaking like Mac

The pins are: Handshake Output, Handshake Input or Internal clock,
*Transmit Data, Gnd, *Received Data, Transmitted Data,
General Purpose Input, Receive Data

(don't ask what the * means, there was no description, and I don't
know the difference between "Transmit" and "Transmitted"....)

Lars-Erik 0sterud / E-mail: Lars-Erik.Osterud@byte.bbs.no
Atari Developer / ABK-BBS: +47 67132659 V.32bis Data+Fax
SysOp ABK-BBS /

-- ReadMail ST

4261. BUGFIX WANTED!

Newsgroup: comp.sys.atari.st
Date: 1993-12-31 16:02:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d244d2a@troed.ct.se>
Source record: 196098

Okey, since I've talked to several people having problems using MANY programs on the Falcon due to the Color-VT52 bugs, I'm asking:

CAN SOMEONE *PLEASE* MAKE A FIX FOR THE BUGS IN TOS 4.0X COLOUR-VT52 ROUTINES?

The only programs I've heard that removes the bug are NVDI and Warp 9, but since those are commercial not everyone has got them!

(I would gladly try to fix it myself but I don't have the deep TOS knowledge I guess I'd need ...)

Why hasn't Atari released a bugfix, usually they do release bugfixxes, right?

+ _______/ --------SiG(tm)------------ rickard_troedsson@troed.ct.se +
+ _/roed ---- SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+-------------- Official RATSoft/ST and Climax SoftWare Support Site +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are definitely not my own! -------+

4262. Re: gas...anybody listening?

Newsgroup: comp.sys.atari.st
Date: 1993-12-31 16:58:22 UTC
From: martini@heaven7.in-berlin.de
Message-ID: <B2LKB9DO@heaven7.in-berlin.de>
Source record: 196086

In <SCHWAB.93Dec27105936@issan.informatik.uni-dortmund.de>, Andreas Schwab (schwab@ls5.informatik.uni-dortmund.de) writes:

: As of version 1.38 gas does not accept Motorola syntax. Register
: post-increment has to be specified as a0@+, pre-decrement as a0@-, and
[...]

Can anyone enlighten me as to why anyone would to fuck up Motorola's completely readable syntax and come up with THIS? (And not throw it out with the Intel?)
--
Soldaten sind, man glaubt es nicht, REINHARD || Martin Ibert, Fï¿½rstenweg 11,
aufs Sterben gar nicht so erpicht, MEY || D-13589 Berlin-Spandau, Ger.
und auch nicht auf das "Feld der Ehre" aus, || martini@heaven7.in-berlin.de
Soldaten woll'n nur eins, sie woll'n nach Haus! || +49-30-3753479, Fax -3753699

Hi, I am not a signature virus. Why don't you just copy me into your signature?

4263. None

Newsgroup: comp.sys.atari.st
Date: 1993-12-31 17:08:38 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <757378926.AA02346@byte.bbs.no>
Source record: 196096

>GSZRZ works very well with Software that supports it, and that is abou
>programs and they are all German, mosly with out English support...

MiniTerm (comm-prg), MiniBBS and ReadMail ST (offline-reader) all
support GEM-Zmodem (but as separate file: RZ.PRG and SZ.PRG)
All these programs are in english (even if I'm a norwegian :-)

Lars-Erik 0sterud / E-mail: Lars-Erik.Osterud@byte.bbs.no
Atari Developer / ABK-BBS: +47 67132659 V.32bis Data+Fax
SysOp ABK-BBS /

-- ReadMail ST

4264. GEMBench 3.40

Newsgroup: comp.sys.atari.st
Date: 1993-12-31 17:32:18 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CIwu1u.Fyn@cix.compulink.co.uk>
Source record: 196095

I have discovered a few small bugs in v3.30 of GEMBench which I have
managed to fix. I will upload a new version to ftp.cs.tu-berlin.de during
the weekend. Here's a list of the new features:

New Features and bug fixes in V3.40
---

* GEMBench now uses a toolbar which is user controlled. The
toolbar has the same function as the menu, but gives a quick,
one-click access to all functions.
The tools are (from left to right):
Save, Print, Display tests, CPU tests, All tests, System Info,
MiNT Priority, Blitter, User Preferences.

* User Options:

You now have some control over the GEMBench interface. There
are four options currently. The dialog box to set these is
available from the window menu or from the toolbar.

Display Menubar

Determines whether the window menu bar is displayed. The
keyboard shortcuts are active regardless.

Display Toolbar

This determines whether the toolbar is displayed.

Frame Headlines

This puts small frames around the titles of the boxes.

Right Button Drive

Under GEM, the user may click and select objects in background
windows by holding down the right mouse button and clicking
with the left.
If you have this option selected then the right mouse button
can be used in background windows. This option means that you
no longer have to hold the button down, just use the right
button on all windows.

The dialog has the standard Save, OK and Cancel buttons. Save
is only available to registered users.

* The time delay for unregistered users has been reduced.

* Iconify bug fixed (requires AES 4.10)

* Print and Save went slightly wrong in v3.30, should be OK now.

If anyone is wondering, I am planning to add some more tests to GEMBench, possibly a SpeedoGDOS test and I am open to suggestions.

Ofir ogal@cix.compulink.co.uk

4265. SC1224 Monitor Brightness

Newsgroup: comp.sys.atari.st
Date: 1993-12-31 19:05:47 UTC
From: vrao@nyx.cs.du.edu
Message-ID: <1993Dec31.190547.4354@mnemosyne.cs.du.edu>
Source record: 196087

I just bought a used SC1224 color monitor. When the controls are set to maximum brightness and contrast, the screen still seems a little dimmer than I would like it. Is the "brightness" factor something that can be adjusted with each monitor? I have been using a monochrome monitor for the past few years and have had no "brightness" problem with it. I would appreciate any help for my question. Thanks.

Vinay

--
****
Vinay J. Rao vrao@nyx.cs.du.edu
****

4266. Re: slip for st

Newsgroup: comp.sys.atari.st
Date: 1993-12-31 19:47:32 UTC
From: jmax@panix.com
Message-ID: <2g1vkk$vt@panix.com>
Source record: 196088

Is there a slip package for the ST that makes use of the GEM interface?

4267. Re: SC1224 Monitor Brightness

Newsgroup: comp.sys.atari.st
Date: 1993-12-31 20:29:18 UTC
From: lannie@ins.infonet.net
Message-ID: <2g222u$k2u@insosf1.infonet.net>
Source record: 196089

In article <1993Dec31.190547.4354@mnemosyne.cs.du.edu>, vrao@nyx.cs.du.edu (Vinay Rao) writes:
>I just bought a used SC1224 color monitor. When the controls are set to
>maximum brightness and contrast, the screen still seems a little dimmer than
>I would like it. Is the "brightness" factor something that can be adjusted
>with each monitor? I have been using a monochrome monitor for the past few
>years and have had no "brightness" problem with it. I would appreciate any
>help for my question. Thanks.
>
>Vinay
>
>--
>**
>Vinay J. Rao vrao@nyx.cs.du.edu
>**
>

You can take the cover off and adjust the POT on the circuit board
and increase the size, and brightness and etc. Please let someone
who knows what he is doing, do it. I have fixed a dozen or so monitors
this way.
Later,
Lannie

Lannie Schafroth / Any opinions expressed herein are not \
INS / WYSE 9000i Admin. / necessarily those of Iowa Network Services \
Lannie@ins.infonet.net

4268. Re: DESKJET 550C

Newsgroup: comp.sys.atari.st
Date: 1993-12-31 20:56:07 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <2g23l7$ni@charm.magnus.acs.ohio-state.edu>
Source record: 196090

> I received a DESKJET 550C for Christmas. Is color useful for a
> 1040ST? I have the Turbojet printer driver for a DESKJET, but
> I don't know whether it supports color. The only program that I
> have that uses color is Easydraw. Are there drivers available
> for the 550C? Much software that supports color?

The desktop publishing program PageStream works beautifully in color with my
DJ 550C.

_
--
President | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
of: | P.O.BOX 29103 | 8-bit
| COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *

4269. MEGALINE and Darklyte

Newsgroup: comp.sys.atari.st
Date: 1993-12-31 21:02:25 UTC
From: cs93294@assn030.cs.ualberta.ca
Message-ID: <cs93294.757371745@wolfcreek.cs.ualberta.ca>
Source record: 196091

I was wondering if anyone out there knows where I can locate, or actually HAS the public domain games MEGALINE and DARKLYTE. I recently read about them in an ST Action magazine and they looked very good. Can anyone out there direct me in the direction of a copy of these games, or, if they feel the need to be generous, mail them to me at this address. Thanks in advance.

--
|\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/| ||| email: cs93294@cs.ualberta.ca |
| L A T E R D U D E S | ||| DAVE the atari fanatic..... |
|<_\<_\<_\<_\/____/_\/_>/_>/_>/_>|_/ | _____

4270. GP Graphics engine - Where?

Newsgroup: comp.sys.atari.st
Date: 1993-12-31 23:40:27 UTC
From: cwilliso@tuba.aix.calpoly.edu
Message-ID: <1993Dec31.234027.156353@zeus.aix.calpoly.edu>
Source record: 196099

Where can I find this GP Graphics Engine by Dave Munsie. I would love
to check it out! :-)
Dave?

Chris.

--
((((((|)))))))
|Chris Willison:(cwilliso@tuba.aix.calpoly.edu):CSC Cal Poly S.L.O CA |
| "No Core Dump Required" |
((((((|)))))))

4271. Re: SCSI 2 hard disks ...

Newsgroup: comp.sys.atari.st
Date: 1993-12-31 23:48:48 UTC
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In article <A61671@m4.maus.de>, Peter Missel <Peter_Missel@m4.maus.de> wrote:
>>Someone said recently that although the Falcon has a SCSI 2 interface it
>>can't physically reach the 10 Mb speed that SCSI 2's can achieve. Is
>>there anyway of changing the interface controller to a much faster one ??
>> Are there any companies doing this or has anyone changed it themselves
>>???
>
>That doesn't make sense, since there's virtually no hard drive yet (no
>affordable one, at least) that drives the NCR chip to its limits.

Can you say SCSI Ethernet? I knew you could. :)

Besides, there is always cache on most hard drives, and those caches
seem to be getting bigger all the time.

Speaking of SCSI Ethernet, has anyone finished a ethernet.xfs or
IP.xfs yet? Even if it only supports the TT/MSTe's lan port...?
(BTW, when I refer to ethernet.xfs, I actually refer to a port of the 3127
packet drivers and perhaps a skeleton interface for Novell...on second
thought, it would be better to have _no_ Novell support, but to have someone
port NETX.COM to support it the new ether.xfs packet driver).

>bye, Peter

-MikeB